

BDK6-05

Grass Roots

A One-Round Dungeons & Dragons® Living Greyhawk™ Bandit Kingdoms Adventure

Version 1.0

by John Filipek

Circle Reviewer: Chris Tulach

Triad Reviewer: Theo Judd

Maps: Theo Judd

Playtesters: Conor Braman, Tim Harr, John Keagy, Derek Mayfield, and Jonathan Samm

Cranzer continues his agenda of terror to gain more power; a mysterious woman wishes to find out what his next move will be. Perhaps then his enemies could be a step ahead of him. But she needs help. Are there any brave adventurers willing to aid her? Old Faith Druids, Men of the Rift and members of Moskol's Legion are encouraged to participate in this adventure. A one-round Bandit Kingdoms adventure set in Riftcrag for characters level 1-7 (APLs 2-6).

Resources for this adventure [and the authors of those works] include *Arms & Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, and James Wyatt], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Cranzer is back with a vengeance. Over the last six months, he has wreaked havoc everywhere he has shown his presence. First, he destroyed the Tangles forest and hammered the Army of the Warfields, killing Guardian General Hok and most of his staff. During this event, he also killed Gerland, a powerful druid and friend of the Northern Druids. Most recently, he trapped the soul of the new Johrase King during their return to Kinemeet.

Gaiyle Markhalla, a recently resurrected resistor to Iuz in the vilified lands known as the Bandit Kingdoms, is worried. Her information is lacking since she has been dead for several years and has lost touch with many of her contacts. Feeling a bit out of sorts, Gaiyle is at a loss. Recently, she has been one or more steps behind Cranzer's plans, and this bothers her. She needs information and quickly. Hiring some adventurers has often worked in the past, so she has decided to start up a grass roots effort to hire some fresh adventurers to infiltrate Riftcrag and find out what Cranzer's next move or moves will be. Gaiyle is hoping she can gather enough information to counter or stall Cranzer's next ploy.

ADVENTURE SUMMARY

In the city of Rookroost, Gaiyle Markhalla puts word out on the street through the underground; she is looking for some detail-oriented folks who are willing to do a favor for a favor. Interested parties are told to discreetly look her up at the Dirty Dog Tavern. She briefs the adventurers on their mission to Riftcrag and sends them on their way.

Allahendro, a Legionnaire from Moskol's Legion approaches the PCs with an offer, "you scratch my back, and I will scratch yours." He offers the PCs a contact in Riftcrag who can help them accomplish their mission. He provides this information if the PCs give him their word they will give him same intelligence Gaiyle seeks.

The PCs then depart for Riftcrag. While en route, they encounter border patrols from Riftcrag and the Northern Alliance.

When the PCs enter Riftcrag they find it the most unpleasant cesspool of humanoid society ever erected. The foulness, decay, the reek of death everywhere sickens all but those with the stoutest of fortitude. Most common folk would pale at the mere sight much less the

smell of this foul nest of evil, but the denizens seem to at least tolerate it. The PCs must brave the hazards of the city, find their contact, and proceed to gather intelligence.

At some point, the intrepid PCs hear rumors of a great mage thought (incorrectly) to be related to Cranzer himself. He is also extremely powerful and dangerous. They also hear rumors of prisoners held captive from the attack on the Tangles early in 596 CY. Eventually, the PCs meet with their contact from Moskol's Legion. The contact confirms the rumors of the great mage and the prisoners. The PCs can either attempt to gather the information required by Gaiyle or free the prisoners. Regardless of the order however, the PCs will still need to do both encounters to succeed at all of their goals.

Once the prisoners are freed and good intelligence has been gathered, the PCs return to Rookroost to find Gaiyle and the Moskol's Legionnaire they spoke with at the beginning becoming friendly towards each other. The PCs conclude by debriefing with Gaiyle and the Legionnaire.

PREPARATION FOR PLAY

This adventure is fairly straightforward and relies largely on core mechanics. Be sure to look at *Appendix 2* for a short list of new rules that appear in this adventure.

This adventure includes an alternate encounter listing for parties of adventures who are playing with three or more 1st-level characters playing at APL 2. This is called the APL 2 Lite listing, and it is tagged with a * at each encounter. These encounters have a lower EL and are designed to make it easier on a low-level party. There is an additional encounter in the adventure for APL 2 Lite ONLY to allow these parties to make up for lost XP.

REGIONAL WARNING

If your players are unfamiliar with the Bandit Kingdoms region, read the following aloud before running this event:

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

It is the day after Brewfest festival. This year the festival is gloomy; indeed the entire city of Rookroost is in chaos following the recent return of ravens to the Peak. High Lord Tadorinal has cracked down hard on any perceived to be involved in the affair, and the tension in the air of the city is so thick you could cut it with a knife.

It is for this reason that brew flows like a river at this year's celebration. Folk everywhere are trying to drown their sorrows. Nothing is as it should be; none of this is your concern though. Perhaps that is why you find yourself stretched out on this fine day lounging lazily under a huge shady tree; either you have no concerns, or you are recovering from excessive amounts of the brew master's specialty you had the night before. Maybe you are enjoying the day. It is a good day, even if it is Moonday.

A child of no more than ten summers approaches you as you are day dreaming of the last or maybe the next adventure you will be on. "Sir/Madame, my mistress would like to speak with you. She bade me to find those who might be willing to do her a favor. The description I was given fits you. Would it be that I might be right?"

The child will wait for a response. If the PC says yes or answers in the affirmative read the following:

"I thought so," the kid says with a large toothy grin. "My mistress will be at the Dirty Dog Tavern four hours past high sun. Do not make her wait for you." The child turns and leaves.

If the PC answers no or in the negative, or says he/she is not the person described read or paraphrase the following:

The child says with a frown, "Are you sure you're not? My mistress was pretty detailed with her description."

If the PC then says yes read the affirmative response to them if they still say no read the following:

Pouting the child nervously kicks the dirt causing a small cloud of dust to come up as if in resignation. The child says, "Sorry to have bothered you. I must be on my way." The child then leaves.

Wait until all the PCs have answered yes or no. For those answering no, begin filling out ARs until they get the hint and desperately call the child back.

ENCOUNTER 1: HAIL, GAIYLE

The Dirty Dog Tavern is known as a safe haven for adventurers in the city of Rookroost. At four hours past high sun, the time has arrived for your meeting. The tavern is certainly busy with folks of all kinds of dress and means. Off in a secluded corner you notice a woman sitting there looking at you with deep and penetrating green eyes. A slight smile crosses the reddest lips you have ever seen. You think you saw her hand move slightly beckoning you hither.

Wait for the PCs to say they move to the table. Try to give the impression of discretion here. Gaiyle is not going to stand up and blatantly draw attention to her presence. Once the PCs are seated around the table read or paraphrase the following:

"Hello friends I am happy you have decided to meet with me. I am sorry for the way you were summoned here, however these are trying times and I must be careful about who I am seen with on the streets. I hope you understand the need for caution. Even here may not be safe to discuss matters which need attending too, but if not here, where then?"

The woman scoffs a wide grin replacing the serious look on her face as she leans back in her chair. She continues, "I doubt you came here to hear the ranting of a paranoid woman. Let me introduce myself, I am Gaiyle Markhalla. Maybe you have heard of me, maybe not, either way it is of little consequence because it is what I stand for that counts. What I stand for is freedom from the oppression of the Old One. Might I know who you are?"

Gaiyle: Gaiyle Markhalla is an insurgent fighting against Iuz from a base near Rookroost. She has many ties with the Rookroost Thieves' Guild, but after their recent antics in *BDK16-04 Master of the Rooks*, in which training master Rhaedrick Avenfear returned the ravens to the Peak, these ties have been dangerous for her to maintain.

Gaiyle's initial attitude is Indifferent. However, she has been caught and killed by the minions of Iuz before and is extremely cautious. Consequently, all Diplomacy checks to improve her attitude suffer a -5 circumstance penalty. If her attitude is improved to Friendly or Helpful it does not hurt the situation, but there is not very much that she can actually provide the PCs at this time. If she is at least Friendly, go ahead and give the PCs all the information she knows in the bullet points below since she will try harder to remember helpful pieces of

information. But give the PCs a chance to ask questions first so they feel like they are being proactive.

In the unfortunate event her attitude is reduced to Unfriendly or Hostile, she turns stoic and begins to wonder whether the PCs are really worth her time. She refuses to tell the PCs more unless they succeed at a Bluff check (DC 26) or Intimidate check (DC 23). (Gaiyle takes 10 on her Sense Motive and opposed level check for these checks.) If they cannot get her to open back up, they have screwed up; the adventure is over.

Gaiyle Markhalla: female human
Rog2/Wiz8/Spymaster1.

At this time the PCs should introduce themselves to Gaiyle and each other if they haven't met. After they finish, read or paraphrase the following:

Gaiyle looks at everyone at the table nodding as if to give her self-approval. After a quick moment of thought she says, "Yes this will work out very well if you are up for it. Please understand the nature of this work does not permit me to tell you what I want until you agree to do it. Will you?"

Gaiyle will answer some questions now but she will not divulge the nature of the mission until the PCs say they will do the job.

- Who are you? *"I am Gaiyle Markhalla, a freedom fighter trying to liberate the Combination of Free Lords from Old Wicked's grasp."*
- Why are you so secretive? *"The minions of the Old One want me dead. They succeeded once. I'd rather they not do it again. Even now I am in disguise to avoid detection."*
- If we accept what is in it for us? *"Favor for a favor; you will be rewarded. I have always done right by those who have done things for me in the past."*
- Why us? *"Because my network is shattered from being gone so long. It is time to rebuild it through a grass roots effort among up-and-coming heroes to oppose the Old One again. Adventurers helped me in the past. That is why I seek you out now. Was I wrong in doing so?"*

If the PCs decline Gaiyle's offer of employment, the adventure is over for them. Once the PCs accept the mission read or paraphrase the following:

"Thank you. I appreciate your help and understanding," Gaiyle says with gratitude.

Almost at a whisper she continues, "The Boneheart Cranzer is on the move again friends, and we cannot let his moves continue to go unchecked. True enough, the resistance has made great strides towards freeing the Bandit Kingdoms from the Old One's grasp. Yet it is not enough. We need information desperately and fast. The information I seek can be found only in one place, and that is where you must go. I am sorry to ask this of you, but there is no other way. You must go to the hateful city of Riftcrag, steal into Cranzer's labs, and find any information which we can use to stop his next move, if not his next three or four moves."

Gaiyle pauses for a drink from her tankard. Setting it down slowly she looks at each of you expectantly. You see deep sadness in her eyes as she continues to speak. "I ask much of you I know. It will be dangerous. I cannot express deeply enough the importance of this mission. Everything accomplished to this point may be lost if you do not succeed. If you have some questions I will answer the best I can."

Questions should be answered by Gaiyle as briefly as possible, revealing little as Gaiyle knows little.

- Why don't you do this yourself? *"I do not have the resources to do this myself. At this time I am rebuilding my network from the ground up."*
- What is in it for us? *"My gratitude is all I can offer you at this time, although I will be sure to put in a good word with my contacts in the area; they might be able to make some special items available to you. And of course any treasure you find on your mission is yours to keep."*
- Who is Cranzer? *"He is a powerful Boneheart wizard and minion of the Old One. He is the official governor of the Bandit Lands region of the Empire. Riftcrag is the regional capital from which he rules."*
- Tell us where the labs are. *"I am sorry I do not know. When you get to Riftcrag you will have to search them out yourself."*
- How do we get to Riftcrag? *"It is due south south of here, next to Rift Canyon. You will need to find your own way. The simplest is to take the highway south from here. It is riddled with humanoid patrols however, so be on your guard."*
- What should we expect to find in Riftcrag? *Gaiyle smiles. "Riftcrag cannot be described; it is best experienced. But you can expect that, as the demesne of a Boneheart, it will be a thoroughly evil place."*

- Can you give us any aid or assistance? *"Unfortunately I am unable to give you anything to help you this moment. There is no time to wait for the gathering of resources either. You must be quick."*
- When/where do we meet you again? *"If you have no further questions of me I will tell you."*

When the PCs are done asking her these questions read or paraphrase the following:

Gaiyle looks to you with an expectant smile saying, "Thank you again, friends. The Combination of Free Lords certainly could use more friendly folk like you. One more thing before you leave: a word of caution. Watch for enemies, be aware, and look for friends and allies. You may find them in the most unexpected of places. I will see you here in three weeks time, good luck." Without further word Gaiyle gets up from your table and leaves the tavern through the back door.

At this point let the PCs make Knowledge (geography) checks if they wish.

- **DC 10:** Riftcrag is south of Rookroost on the edge of the Rift Canyon (just like Gaiyle has said).
- **DC 15:** Rift Canyon is in the middle of a desert wasteland. Riftcrag is about a four day ride (180 miles) from Rookroost.
- **DC 20:** Rift Canyon is 180 miles in length, 10 miles wide at the ends and 30 miles wide at the widest point.
- **DC 25:** Rift Canyon is over a mile deep in places and is littered with tunnels and crevices throughout. Fierce monsters and the outcast bandits known as the Men of the Rift are known to live there through the most rigorous of conditions.
- **DC 30:** The sewers of Riftcrag dump into the canyon, and it is virtually impossible to enter the city from the canyon side.

When the PCs leave the tavern, proceed to *Encounter 2*.

ENCOUNTER 2: THE LEGIONNAIRE, FRIEND OR...

Once the PC's exit the Dirty Dog Tavern read or paraphrase the following:

An unkempt man you recognize from inside the tavern approaches your party.

"Good afternoon," he says, "please do not be alarmed; I mean you no harm."

The man speaking is wearing tattered brown robes though his stance would indicate someone who is beyond outward appearance. "Forgive my intrusion. I couldn't help but overhear some of the conversation you were having inside. I have a business proposition for you; one I think would serve us equally if you're interested."

Allehendro: This man is a spy sent by Moskol's Legion to gather information in Rookroost. His initial attitude is Indifferent. If improved to friendly, he relates that he is also an enemy of Iuz. He does not reveal his affiliation with the Legion unless his attitude is improved to Helpful. If his attitude is reduced to Unfriendly or Hostile, he does not fight, but excuses himself from the PCs as soon as possible and does not look back.

Allehendro: male human Rog5.

Give the PCs time to decide upon a course of action. If they talk to the man, they can learn the following from him:

- Who are you? *"My name is Allahendro. I am a representative of a group that, shall we say has mutual interests and goals with you. We can do business, no?"*
- What do you propose? *"I have a contact in Riftcrag who can help you if you are willing to help me."*
- What do you want in return? *"I want the information you gather just the same as your current employer."*
- What do you know of our employer? *"Nothing other than that we probably have the same goals and that she is very pretty," he says with a big smile.*
- Why not ask her yourself? *"Because you are the ones who could make use of my contact."*
- Why should we trust you? *"I am an honored legionnaire, my word is my bond. It is me who is taking a chance by coming to you."* (A DC 20 Knowledge (local: Iuz's Border States) check is enough to recognize his subtle suggestion that he is a member of Moskol's Legion, a freedom-fighting group formerly stationed in the now-destroyed Tangles.)
- What is in it for us? *"You will have my thanks. Not a small favor I assure you."*
- Alright let's deal. *"Excellent, I am glad of this. The man you seek is Cidineb Lonra. You will find him somewhere in the merchant district of Riftcrag. When you find him you should ask, 'you wouldn't by chance have any pink slippers?' to*

which he should reply, 'Only if you know how to dance in them.' I wish you luck. I will wait for you here at the tavern."

Development: If the PCs are suspicious and attack the man, he will flee with all possible haste. Try to dissuade them from taking such a course of action if you can before proceeding. If you cannot, this encounter is over. The mission still needs to be accomplished, but now it will be more difficult. Read the next paragraph of read-aloud text, and then go to *Encounter 3*.

The man who approached you turns and runs muttering something about "fool hardy idiots."

ENCOUNTER 3: TO HELP OR...

The journey will take several days at least. Ask the PCs how they are setting up night camp, what watches they are posting, if they have a campfire burning, how they are tethering their animals for the evening, etc. Try to keep them on their toes. When the PCs have made their plans read or paraphrase the following:

The trip to Riftcrag so far has been uneventful. With the exception of the usual soreness associated with a long trek such as this it has been a pleasant trip. This night, you and your companions are no more than two days from the city of Riftcrag when you settle into camp. Exchanging tales of previous adventures and exploits of glory it gets late, and it is soon time to rest.

At this point a skirmish between a patrol from the High Lord Tadorinal's Northern Alliance forces and Cranzer's troops begins a short distance away from the PCs (automatic success on Listen checks). The battle lasts no more than three rounds and is too far off for the PCs to see without resorting to extraordinary means. Give the PCs one round to react then read or paraphrase the following:

The sounds of battle echo across the plain. Metal against metal clashes breaking the night's silence. No sooner than it started the battle is over. A large number of dim shapes appearing to be mounted riders now approach your camp. It looks as if they are in a big hurry.

Alliance Orcs: This patrol is from the Northern Alliance, and it is fleeing from Cranzer's patrol. The two groups ran into each other and fought a quick skirmish. This is not

intended to be a battle encounter, although it might get ugly, so place some enemy figures on the battlemat just to get the PCs antsy. The orcs will not fight the PCs. Roleplay this out, however keep in mind the orc speaking is trying to hurry things up.

All APLs (EL 6)

Alliance Orcs (6): hp 5 each; see *Monster Manual*, page 203.

Light Warhorse Mounts (6): hp 22 each; see *Monster Manual*, page 274.

The main body avoids your group by riding around you not even slowing. One orc rider, possibly the leader, approaches your group and hurriedly says in a guttural voice, "We are from the Northern Alliance. Stall our pursuers the best you can. Help us and your deed will not be forgotten. The same holds true if you do not help."

The rider then digs his spurs into his mount's flanks yelling, "Yaah!" The horse rears and bolts into the night darkness. As soon as the rider disappears into the gloom more shadows rapidly approach your campsite. Apparently these are the victors of the battle that took place moments ago.

The PCs will have practically no time to prepare for the goblin group. If the PCs wish to cast spells or try to set traps, inform them that as soon as the orc group passes out of sight, goblin worg riders come into view and that any actions that could be construed as hostile by the goblins will likely be dealt with appropriately.

A large goblin riding a worg raises his hand halting his troop sixty feet from your camp. He says, "Where dey go?"

The worg underneath him snarls and bucks, trying to lunge at the closest of you. The goblin cuffs the beast saying, "Easy dar ya mangy hound. Dem's not fer eatin'... yet." With a slight whimper the worg settles down. The goblin smiles slightly looking expectantly to your group and continues, "Well?"

Cranzer's Goblins: The goblins' initial attitude is Unfriendly. They stick around for one round to hear an answer unless their attitude is improved (due to the time constraint, this requires a fast Diplomacy check). If their attitude is improved to Indifferent, they will stick around for another round to answer questions. If their attitude is improved to Friendly, they will stay with the PCs for up to a minute discussing whatever the PCs ask to discuss (this is enough time for the orcs to get away). If their attitude is improved to Helpful, they will stay a bit longer if the PCs ask although they aren't incredibly patient. If

the PCs are unfortunate enough to reduce their attitude to Hostile, the goblins attack the PCs (see *Tactics* below).

Numerous methods might be utilized to stall the goblins if the PCs wish. Any PCs who inspect the group notice there are wounded among them. Any offer of magical healing automatically shifts their attitude to Friendly. The PCs could also try a DC 20 Bluff check to make the goblins think the orcs went another way, but the goblins' worg mounts are tracking the orcs by scent which makes such a lie difficult to believe. (The goblins take 10 on their Sense Motive check, receiving a +10 bonus because such a Bluff is hard to believe.) The PCs could try attacking the goblins to stall them, but such an action is not wise as the goblins clearly outnumber the PCs and ride powerful mounts.

All APLs (EL 10)

Goblin Leader: male goblin Rog5; hp 25; see *Dungeon Master's Guide*, page 123

Cranzer's Goblins (11): hp 5 each; see *Monster Manual*, page 133.

Worg Mounts (12): hp 30 each; see *Monster Manual*, page 256.

Tactics: If the PCs end up on the wrong side of the goblins, they seek to take prisoners. Each goblin is also equipped with a net in addition to the standard equipment listed in the *Monster Manual*. They attempt to net as many PCs as possible first, then they gang up on the PCs two or three at a time. They and their mounts take a -4 on their attack rolls to deal nonlethal damage.

If the PCs point the way to the orcs or successfully lie about their direction, read or paraphrase the following:

With a snort the large goblin waves his hand over his shoulder yelling, "Move!"

His followers go in the direction you pointed. The goblin turns back to you and says, "Danks! Your assistance will be remembered," then rides to catch the rest of his group.

If the PCs fail to stall the goblins, but haven't offended them enough to make them Hostile, read or paraphrase the following:

"Ain't got time for chit-chat, but we'll remember you scum Alliance lovers."

He spits on the ground at your feet and yells, "RIDE!" The patrol then rides off in hot pursuit of its quarry.

Development: As both sides are evil, the PCs may come up with some scheme to force the two forces into

fighting again and ultimately decimate each. This should be no easy task, so make any attempt a fair challenge, but do not punish creative PCs with the means to accomplish daring feats. Heroism should be rewarded.

PCs captured by the goblins lose 8 TUs being imprisoned in the silver mines before they escape. They do not recover any of their equipment and must use the Charity of Friends (see the *Living Greyhawk Campaign Standards*) clause to re-equip themselves. Each captured PC gains *Whip Scars* (see *Adventure Record Items* below).

ENCOUNTER 4: RIFTCRAG

When the PCs arrive in Riftcrag, read or paraphrase the following text, which presumes the PCs enter by the main gates (adjust accordingly if the PCs have different plans):

You smell your destination just as you crest a hill and see it a couple miles away. Certainly this is no ruin, however if it weren't for all the activity you would normally see in a busy capital, Riftcrag could easily be misidentified for an abandoned city. Unfortunately as you approach Cranzer's Jewel of the Rift, the smell becomes increasingly more unpleasant. At the front gates you met by a couple of gate guards, ogres you think by their size. They charge you a nominal gate fee and make fun about the way you smell, laughing heartily. As you enter the streets a slight breeze stirs the air bringing with it more excruciating odors to your nostrils.

Have all the players make a DC 5 Fortitude save or be sickened for 1d4 hours. Any attempt to stem the stench of the city by the PCs is for naught although they get a +2 circumstance bonus to their save if their mouths are tightly wrapped up before entering. The odor of Riftcrag permeates everything in the city. After the PCs save or fail read or paraphrase the following:

Even with your stomachs queasy, your senses are assailed by the sights, sounds, and most definitely the odors of this place. Hideous laughter followed by screams assault your ears from alleyways as you pass by. You receive some hard looks from passers-by as well as those who take a wide path around you as you walk down the street. Several dead bodies litter the street already picked clean of anything of value with the exception of what the carrion feeders are finishing leisurely. Not a soul disturbs their feast.

You look further down the street and hear a man scream as he plummets, apparently thrown to his death from a roof top. The crowd witnessing his

demise gathers around him on the street. As you approach the crowd disperses, his body already stripped naked. It is here you look up to see a sign hanging on one hinge saying "The Opulent Ogre." This place seems to be just as good as any other to seek a shelter for the night.

At this point, the impetus for action is on the PCs. Allow them to Gather Information and/or rent a room for the night. The PCs gather random rumors with each Gather Information check, depending on the result of their check. Roll 1d6 for each table depending on which result the PCs get. The results are cumulative. So a PC who rolls a 25 or higher gets one result from each table. Halflings, elves, half-elves, gnomes, and dwarves suffer a -2 circumstance penalty to this check. Those with orc blood gain a +2 circumstance modifier. Each 10 gp spent gives a +1 circumstance modifier (stacks with racial modifiers) to a maximum of +5.

Gather Information (DC 10+)

- 1—Riftcrag is ruled by an evil mage named Cranzer, a Boneheart in service of Iuz. It is said Cranzer claimed a soul on his last outing, where he interrupted the crowning ceremony of the new Johrase king!
- 2—The Vicious Viper Tavern is a five star establishment (to an Orc it might be a five star business but really it is a minus five star establishment).
- 3—The silver mines are a horrible place to work! Even the guard duty there is an abhorred position.
- 4—Over the last ten years, Cranzer has brought back many prisoners from all over the Bandit Kingdoms to torture in his dungeons beneath the city.
- 5—Cranzer has a demented son who drinks blood like tomato juice!
- 6—Small dragons are killing and eating slaves and overseers alike in the mines!

Gather Information (DC 15+)

- 1—Cranzer has a powerful wizard as an apprentice who is also his cousin.
- 2—There are reports of miniature blue dragons breathing lightning and harassing the miners.
- 3—Cranzer has a powerful sorcerer guarding his dungeons below the city. His name is Ishmael, and he eats scrambled eggs and humanoid brains for breakfast.
- 4—Violet-garbed priests have been seen in the region recently in increasingly large numbers. Some say they are part of an insane cult of the Old One,

but nobody knows for sure. One thing is sure; they all appear to be headed north.

- 5—There are evil things going on in Cranzer's labs beneath the city. Aberrations with demonic grafts and trolls who are impervious to fire are among his more deadly experiments.
- 6—A well-informed fellow named Cidineb Lonra runs a little curio shop next to the Vile Viper Tavern.

Gather Information (25+)

- 1—There are kobolds attacking the mines who paint themselves blue. Some of them even breathe lightning!
- 2—Cranzer caught some of the druids of the Old Faith when he attacked the Tangles earlier in the year. Maybe he is using them for arcane experiments in his dungeons near the sewers.
- 3—Cranzer's apprentice who runs his underground labs, a foul man named Ishmael, drinks blood like it was tomato juice. Perhaps he is a vampire! Some seem to think he is related to Cranzer, but that is only a vicious rumor.
- 4—Cranzer has imprisoned many Men of the Rift in his dungeons. The Men of the Rift have been in revolt against Cranzer ever since he came to power and might be good allies to leverage against him.
- 5—One of the kobolds who has been attacking the mines was captured and taken to Cranzer's dungeons for questioning.
- 6—Cidineb Lonra knows things no one should. Don't understand how he gets away with it, but if you want to know something he will tell you for a price. His shop is located next to the Vile Viper.

After chatting up the locals, the PCs should realize that all the important stuff is happening in Cranzer's dungeons beneath the city. They will need to get inside the dungeons if they are to learn anything interesting. If they want to make contact with Cidineb (either because of meeting Allahendro or by learning of him with Gather Information) go to *Encounter 5*. If they wish to dive into the sewers and find the dungeons themselves, go to *Encounter 6*.

ENCOUNTER 5: CONTACT!

If the PCs go to Cidineb Lonra's shop on the day they arrive, they find it is closed with a sign that says "Back tomorrow." Assuming they stay the night, read or paraphrase the following if the PCs decide to approach Cidineb at his shop the next day:

The next day, some what rested, you find the odor of Riftcrag has abated a bit. Either it isn't as bad as yesterday or your olfactory senses are becoming numb to the unpleasantness. The pillow from your bed though might have been filled with road apples rather than feathers, maybe that helped kill the odors of the city. The mystery meat you had at breakfast though was tasty and filling although totally unidentifiable.

As the proprietor clears the dishes from your morning feast, he gives you a slight nod and smile as you currently are the only customers he has that are awake. Bodies litter the common room and even though they smell dead you can hear the snoring, seeing the rise and fall of their chests affirming they are indeed alive.

Allow the PCs to make any preparations they might wish before visiting Cidineb, then continue:

It is quieter on the streets in the morning, and very few pedestrians are out as you make your way to find Cidineb Lonra. A grandiose sign as fantastic as you have ever seen hangs over a broken doorway. Written in blood on an old water barrel lid reads 'The Vile Viper.' Next to the Vile Viper's door is a ten foot by ten foot opening with a wooden awning held in place by two rough cut sticks of timber.

You see a short, disheveled man with a hooked stick hanging some lanterns from the awning. The man seems terribly out of place as he is the only person in Riftcrag you have seen that is wearing clean clothing even if his hair is not combed. He does not seem to notice you. But he fits the description of the one you seek.

Cidineb: This fellow is indeed the contact the PCs seek. Although he is a contact for Moskol's Legion (which he will not mention unless the PCs do so first), he is a double agent secretly working for Cranzer. As such, he plans to betray any information the PCs give him to his superior, the sorcerer Ishmael. Assume Cidineb takes 10 on his Bluff checks, making the Sense Motive DC 23 to detect his duplicity.

If the PCs do not have the password Allahendro gave them, he takes a little convincing before he will spill the beans for the party. His initial attitude is Unfriendly to the PCs. He has nothing to offer them if his attitude is improved to Indifferent other than allowing them to browse his shop unmolested. However, a successful DC 18 Intimidate check or DC 25 Diplomacy check improves his attitude to Friendly and gets him to talk. Otherwise, offering Cidineb a bribe of 100 gp automatically adjusts his attitude to Friendly.

Enchantments like *charm person* may work as well, but out in broad daylight, the guards automatically notice such magic. If the PCs arrive in the early morning and cast the spell inside his shop, there are not any customers to notice such magic; at other times of day, assume 1d3 customers (1st-level commoners) are browsing his wares; they immediately flee and alert the guard unless the PCs succeed on a DC 20 Bluff check or DC 25 Diplomacy check to calm them down.

If Cidineb's attitude can be increased to Helpful, he offers to loan them up to 50 gp of equipment (no consumables). This can help the PCs if they forgot to bring things like rope or a ten-foot pole. All equipment must be returned to him upon completion of the task, or the PC must purchase the item if it is lost, stolen, or they just want to keep it.

Cidineb: male human Exp7 (Will +6; Bluff +13, Sense Motive +11).

If the PCs use the password, Cidineb knows exactly what they are after and immediately clues them in.

"Only if you know how to dance in them," the man replies, stopping dead in his tracks, "I was beginning to think I wouldn't ever hear that phrase."

Continue with the following if the PCs used the password, or begin here if the PCs did not have the password:

Cidineb looks quickly around and motions you to follow him. He says, "follow me quickly we must get off the street." He goes into his shop.

As soon as you enter the shop Cidineb draws a curtain across the entrance and says in a hushed voice, "I am sorry. I mustn't be seen with strangers for any length of time. Bad for business you know."

He smiles widely, "What is it that Cidineb can do for you?"

Let the PCs explain their mission to him. They may also ask questions at this time. Cidineb will answer as best he can.

- Can you tell us where Cranzer's labs are? *"Yes I can direct you to an entrance in the sewer that will lead you to them."*
- Can you tell us about the silver mines? *"Cranzer rules them with an iron fist. Recently however, there have been reports of blue kobolds breathing lightning and harassing the mining operation."*

- What about any prisoners? *"I can give you a map to where Cranzer has his prisoners held underground. Of course it is dangerous to do so, but you look brave."*
- Who or what is guarding the labs/prisoners? *"There is this powerful mage named Ishmael. Be wary of that one, some say Cranzer is a pussy cat compared to him. He eats brains claiming it makes him smarter and drinks blood thinking it gives him power."*
- Is Ishmael related to Cranzer? *"I don't know."*
- Who are the prisoners Cranzer has in his prison? *"They are from all over the Bandit Lands! However, those of note include prisoners from the Tangles, the Rift and the mines I think."*
- You're not sure (of anything)? *"It is my best guess. One can never be too sure what a Boneheart is up to."*

Cidineb can sell the PCs any equipment that is Core access for the Living Greyhawk Campaign (see the *Living Greyhawk Campaign Sourcebook*) from his shop. Once the PCs leave Cidineb's shop he will close his shop up and go to Ishmael to sell the PCs out.

The PCs have several choices before them. Cidineb can direct them to either the prisoners or the labs. If they go to free the prisoners go to *Encounter 6*. If they go to the labs go to *Encounter 8*.

Development: Some PCs may (rightly) be suspicious of Cidineb. He is a canny fellow however and is quite adept at bluffing. Any successful attempts at a Sense Motive check (see *Cidineb* above) indicates that the PC notices some duplicity within him. He will only reveal his affiliations if the PCs capture him and make a successful DC 18 Intimidate check. He attempts to flee if attacked, using a *potion of gaseous form* to fly through cracks in the floor leading to his basement where he has a secret passage (Search DC 25) leading to the sewers. Canny PCs might locate the secret passage and try to track him through the sewers (DC 23 Track check; DC 17 if the tracker has darkvision). In this event, go to *Encounter 8*.

ENCOUNTER 6: FREEDOM!

The prison and the labs are actually interconnected, and PCs wandering about the sewers will eventually locate the prison, which is easier to find. Cranzer does not do much to keep the sewers free of loiterers; hardly anyone enters the sewers anyway, mostly out of fright.

Skip this passage unless the PCs are coming to this encounter from *Encounter 5*. Read or paraphrase the following:

You thought the smell above the street was bad, but the smell awaiting you in the sewers promises to be more disgusting than you imagine possible. Fortunately once down in the sewers it isn't nearly as bad as you imagined. At least the smell of death isn't hanging around in the sewer. Perhaps the last two days in Riftcrag has made your stomach stronger.

As you slosh around in the waste looking for the door to the prison on your map you seem to be impervious to the putrescence ever present. What a relief when you discover your map obtained from Cilineb is correct; there ahead is the door to the prison.

If the PCs are just exploring the sewers or came here from the labs, read the following:

Ahead of you is a door bearing the unmistakable skull emblem of Iuz. It is out of place for a location like this, hence it is a likely candidate for hiding something unusual.

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

Masonry Walls: 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35.

The ceiling is 10 feet high in this area is 10 feet high. The door to the guardroom (see *DM Map*) is unlocked but stuck. It can only be unstuck by working the winch just inside the doorway. Working the winch takes 5 rounds and a DC 10 Strength check.

Prison Guards: If the PCs knock on the door, they hear a voice call from the other side in the orc or giant language (depending on creature type) asking for the password ("Halfling legs and gravy"). If the PCs do not provide a password or provide the wrong password, the guards brace themselves for attack. PCs who speak the language of the guards can persuade them to open up with a DC 18 (orcs) or DC 20 (orge) Bluff check however, even if they do not know the password (the guards take 10 on their Sense Motive checks receiving a +10 because it is hard to believe anyone should be allowed inside without the password). Otherwise the PCs will have to figure out a way to break the door down to get inside.

There is no light here, no torches, lamps or any light source at all (whenever humans use these chambers, they bring torches). Make certain the PCs tell you what they are using for light before entering the room as it affects the tactics of the guards in the prison.

At APL 2 Lite, there is an extra set of guards resting in the quarters (see *DM Map*). When they hear combat in the next room, they begin donning their armor and

gathering their weapons. This should take them at least as long as it takes the PCs to fight the guards in the guard room, so do not have them fight both encounters at once.

APL 2 Lite (EL 3)*

Gnolls (2): hp 11; see *Monster Manual*, page 130.

Orcs (2): hp 5 each; see *Monster Manual*, page 203.

*Use this encounter if the party includes 3 or more 1st-level characters playing at APL 2.

APL 2 (EL 4)

Ogre: hp 29; see *Monster Manual*, page 199.

Orcs (2): hp 5 each; see *Monster Manual*, page 203.

APL 4 (EL 6)

Ogre (2): hp 29 each; see *Monster Manual*, page 199.

Gnolls (2): hp 11 each; see *Monster Manual*, page 130.

APL 6 (EL 8)

Ogre Barbarian: hp 79; see *Monster Manual*, page 199.

Bugbears (3): hp 16 each; see *Monster Manual*, page 29.

Tactics: If the PCs are forced to break down the door, the guards have already overturned the table in the middle (see below) and gain a surprise action against them, which they use to launch ranged weapons at the PCs. If the guards were fooled into opening the door, begin combat with a regular combat round.

If the adventurers have no light source the guards allow the PCs to enter the room before they ambush them with ranged weapons. They continue to use ranged weapons until the PCs can see them and commit to one hall or another. Then they charge in and do as much damage as possible before dying. If the PCs have an apparent light source, the guards overturn the table in the middle (a move action) and take cover behind the table, attacking the PCs with ranged weapons.

Treasure: The PCs may loot the guards as long as they are not in a hurry. The keys to the jail are on the ogre's (or a gnoll's at APL 2 Lite) belt. The keys will open all the cells and rooms.

APL 2 Lite: Loot 27 gp.

APL 2: Loot: 20 gp.

APL 4: Loot: 20 gp.

APL 6: Loot: 7 gp; Magic: 457 gp – +1 great club (192 gp), +1 hide armor (98 gp), ring of protection +1 (167 gp).

If the adventurers defeat the guards they may free the prisoners. There are three Men of the Rift and a Druid of the North in one of the cells. The adventurers will find a

kobold with blue paint on his scales hanging on the rack in the torture chamber; he is dead, and his tongue has been cut out. The iron maiden holds a dead man in violet robes wearing an obex around his neck; this symbol resembles a black, angular, inverted two-step pyramid. A DC 20 Knowledge (religion) check identifies this as the symbol of Tharizdun. This man's tongue has also been cut out.

Malcek: male human Drd1; hp 9 (currently 1); see *DMG*, page 116 (no equipment).

Danly, Herm, and Noch: male human Ftr1; hp 12 (currently 3); see *DMG*, page 117 (no equipment).

Development: The prisoners are thankful for being rescued but they are willing to offer little help to the PCs at this moment. Their initial attitude is Friendly. They offer to find their own way out and meet with the PCs later at the Opulent Ogre, but they will only wait for a few hours, at which point they skip town. Any Diplomacy checks to improve their attitude suffer a -10 penalty as these people are down-trodden and despondent. If they can be made Helpful, they agree to accompany the PCs the rest of the way on the following conditions: 1) the PCs must arm them (this includes holly and mistletoe for the druid) and 2) the PCs must heal them up to maximum hit points. The prisoners are happy to use the weapons and armor left by guards, if any. If their attitude is somehow reduced to Indifferent or lower, they refuse to stay and do not meet up with the PCs later.

If the PCs have not been to the labs yet, they may proceed through the next door. They may also go around the sewers to the labs instead (if they know where they are going or just want to look around instead). Either way, they move on to *Encounter 7*.

ENCOUNTER 7: CUBED?

This encounter occurs between the prison and the labs regardless of the order the PCs play it in. If the PCs are going through the passage between the labs and the prison, they encounter a trap. If they roam through the sewers to find the other location, they come across some sewer denizens. The PCs will only encounter ONE of these challenges. DO NOT have them fight the monsters AND deal with the trap.

Trap: The corridor between the prison and labs is trapped. If the PCs are searching for traps give them Search checks as normal according to their wishes. Make sure they have a marching order. If the PCs fail to spot the trap PCs in the front rank must make Reflex saves to avoid the trap. At APL 2, there is no trap exactly, just a

gelatinous cube wandering the corridors between the lab and the prison. The PCs must make a DC 15 Spot check to notice it or stumble right into it. At APL 2 Lite, there is merely a choker hiding in the rafters of the ceiling (DC 20 Spot check to notice it).

Note: If a PC fails his Reflex save, he falls into the pit, is automatically engulfed by the gelatinous cube at the bottom, and takes falling damage.

APL 2 Lite (EL 2)*

Choker: hp 16; see *Monster Manual*, page 34.

*Use this encounter if the party includes 3 or more 1st-level characters playing at APL 2.

APL 2 (EL 3)

Gelatinous Cube: hp 54; see *Monster Manual*, page 201.

APL 4 (EL 5)

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 20 Reflex save avoids plus DC 20 Fortitude save; 30 ft. deep (3d6 fall plus paralysis for 3d6 rounds); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

Gelatinous Cube: hp 54; see *Monster Manual*, page 201.

APL 6 (EL 7)

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 30); DC 25 Reflex save avoids plus DC 20 Fortitude save; 40 ft. deep (4d6 fall plus paralysis for 3d6 rounds); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25.

Gelatinous Cube: hp 54; see *Monster Manual*, page 201.

Treasure: The PCs can find the following items floating in the ooze.

APL 2 Lite: Magic: 91 gp – solanian truesteel elven thinblade (91 gp).

APL 2: Magic: 91 gp – solanian truesteel elven thinblade (91 gp).

APL 4: Magic: 263 gp – solanian truesteel elven thinblade (91 gp), baatorian green steel falchion (172 gp).

APL 6: Magic: 348 gp – solanian truesteel elven thinblade (91 gp), baatorian green steel falchion (172 gp), mithril heavy shield (85 gp).

Sewer Monsters: If the PCs go around the prison/lab complex to get to the other side, they encounter a sewer monster (or several) who attacks from one side while the

PCs are at an intersection. At APL 2 Lite, a choker ambushes them while hiding in the pipes above (DC 20 Spot check to notice it).

APL 2 Lite (EL 2)*

Choker: hp 16; see *Monster Manual*, page 34.

*Use this encounter if the party includes 3 or more 1st-level characters playing at APL 2.

APL 2 (EL 3)

Cursed Otyugh: hp 36; suffers -4 penalty on all attack rolls, skill checks, and saving throws; see *Monster Manual*, page 204.

APL 4 (EL 5)

Choker: hp 16; see *Monster Manual*, page 34.

Otyugh: hp 36; see *Monster Manual*, page 204.

APL 6 (EL 7)

Otyughs (3): hp 36 each; see *Monster Manual*, page 204.

Treasure: The PCs find the same treasure in the sewer monster's lair as they would have found in the trapped corridor.

ENCOUNTER 8: OH MY GOD, IT'S HIM!

As the adventurers approach the lab, have them set up a marching order outside a 10 foot doorway. The door opens into Ishmael's Lab (see *DM Map*). The entry door is unlocked and not trapped. When the adventurers enter the room, read or paraphrase the following:

You enter a large room sixty feet long and 30 feet wide. Along the walls there are long tables with scattered parchments, laboratory flasks, burners, tubes, boiling liquids and the like. At the opposite end of where you entered there are orcs on guard, standing at the ready with falchions in hand. A loud, maniacal voice booms like thunder greeting you, "Welcome to my parlor. I am glad you could make it. I was hungry for some fresh meat. I am not sure what value eating your brains will give me as you do not appear to be too smart. I am sure your blood will wash my worries away though. Muwahahahaha!"

Ishmael: This is the deranged sorcerer Ishmael, the director of Cranzer's underground labs in Riftcrag. He attacks without mercy; Diplomacy is impossible unless he is cured of his madness (requiring a *heal* spell or the like).

APL 2 Lite (EL 4)*

Ishmael: Male human Sor4: 21 hp; see *Appendix One*.

Orcs (2): hp 5 each; see *Monster Manual*, page 203.

*Use this encounter if the party includes 3 or more 1st-level characters playing at APL 2.

APL 2 (EL 5)

Ishmael: Male human Sor4: 21 hp; see *Appendix One*.

Orcs (6): hp 5 each; see *Monster Manual*, page 203.

APL 4 (EL 7)

Ishmael: Male human Sor7: 47 hp; see *Appendix Two*.

Orcs (6): hp 5 each; see *Monster Manual*, page 203.

APL 6 (EL 9)

Ishmael: Male human Sor9: 59 hp; see *Appendix Three*.

Orcs (6): hp 5 each; see *Monster Manual*, page 203.

Tactics: At all APLs, Ishmael begins with active spells. Consult the appropriate stat block for these spells. His spells per day have already been adjusted to account for these spells being cast. If Ishmael has been warned by Cidineb, he has put out the lights and cast his *scroll of darkvision*, giving him a keen advantage.

At APL 2 and APL 2 Lite, he begins by casting *web* to tie the adventurers down. He follows this with *burning hands*, to roast the PCs trapped in the *web*, possibly dealing extra damage (see the *web* spell for details). He continues in the ensuing rounds to use *web*, *magic missile*, and *burning hands* to keep the PCs at bay. Two of the orcs remain with Ishmael at all times, under strict orders to protect him (giving him cover from ranged attacks and such). The other orcs approach PCs trapped in the *web* to beat them down. These orcs ready actions to attack spell casters attempting to cast spells with hurled javelins.

At APL 4, he has cast *alarm* (mental) on both the prison and the sewer entrance to his lab (his spells per day have been adjusted for this); when the *alarm* is sounded, he casts *protection from good* on himself. He begins combat with *web* followed by *stinking cloud*. Then he proceeds to blanket the PCs with *lightning bolt*, *magic missile* and *burning hands* spells, pausing to cast *web* or *stinking cloud* again if the PCs break free. His orcs behave the same as in APL 2.

At APL 6, he prepares as described in APL 4. When the *alarm* is sounded, he casts *protection from good* and *shield* on himself. He opens battle with *Evard's black tentacles*, following with an incapacitating spell like *web*

or *stinking cloud* if not enough PCs are affected, then he blasts them with *scorching ray* (from a scroll), maximized *magic missile*, and *lightning bolt*. His orcs behave the same as in APL 2.

If at any point after the third round, the battle seems to be going well, he asks the PCs to surrender, offering to let them live if they do. But he is treacherous, and his offer is bogus. PCs can detect this lie with a Sense Motive check opposed by his Bluff check. If the PCs surrender, he has his orcs gather them into a group while he readies an action to blast them all with an area effect spell. He then laughs at them for their foolishness. Ishmael and the orcs fight to the death at all APLs.

By defeating Ishmael and his guards and searching his body the PCs find his journal. The PCs can learn the following things from reading the journal:

- Cranzer recently captured the Johrase King, Ramiki I and trapped his soul. According to Ishmael's journal, the soul is currently being held in the dread fortress known as Fleischraver.
- Ishmael has been working on a more potent version of Cranzer's *elixir of defoliation*, the formula used to utterly annihilate the Tangles in Readying of 596. There are also musings of a vaccine to the elixir that Cranzer wants all knowledge of suppressed.
- One of the more haunting pieces of evidence are notes indicating that a new breed of troll that is more resistant to fire, has skin thicker than iron, and is heavily resistant to magic. A closer search of the lab reveals embalming jars with infant baby war trolls at different stages of development. There is also a cage with a live infant war troll chewing on the steel bars of the prison holding him.

Baby War Troll: If the PCs release the troll, he seems to take a liking to the first PC he sees. The troll is likely to be more of a hindrance than a help. The PCs may take the troll if they like, although they will have to find a way to disguise him or hide him to get him out of the city. The troll follows his chosen PC around as if the PC were his mother. He does not obey the PC however and is treated as an NPC under your control. He may help the PC in a limited fashion if you deem it appropriate. The troll attacks any creatures that have a Hostile attitude towards the PC without restraint.

Baby War Troll: hp 6; see *Appendix 1*.

Treasure: The PCs find loot on Ishmael and the orcs if they defeat them.

APL 2 Lite: Loot: 18 gp; Magic: 172 gp – *potion of cure serious wounds* (2 @ 62 gp each), *scroll of*

darkvision (2 @ 12 gp each), *scroll of scorching ray* (2 @ 12 gp each).

APL 2: Loot: 50 gp; Magic: 172 gp – *potion of cure serious wounds* (2 @ 62 gp each), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (2 @ 12 gp each).

APL 4: Loot: 50 gp; Magic: 289 gp – *cloak of resistance +1* (83 gp), *potion of cure serious wounds* (2 @ 62 gp each), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (CL 7; 2 @ 29 gp each).

APL 6: Loot: 50 gp; Magic: 487 gp – *cloak of resistance +1* (83 gp), *potion of cure serious wounds* (2 @ 62 gp each), *ring of protection +1* (166 gp), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (CL 11; 2 @ 45 gp each).

The PCs can either continue to the prison if they have not been there yet or try to leave Riftcrag. If they have the baby war troll, let them roleplay a way to smuggle the creature out, but do not be too harsh on them. The guards are just as unlikely as the PCs to know the creature for what it truly is.

CONCLUSION

If at any point the PCs were captured, they are taken to the silver mines to work as laborers. The PCs receive the *Whip Scars* plot point and lose 12 TUs from imprisonment before escaping. Unfortunately, their equipment is lost in the process and they must use the Charity of Friends clause (see the *Living Greyhawk Campaign Sourcebook* for details) to re-equip themselves.

Your trip back to Rookroost has been uneventful. Leaving Riftcrag and the odors thankfully behind you, it is time to meet up with Gaiyle and give her the information you have. As you enter the Dirty Dog tavern, you see Gaiyle sitting in the corner with a bright, shiny smile looking deeply into the eyes of Allahendro. He looks to be just as happy as Gaiyle.

When the two notice your entrance into the tavern, they both quickly draw away from each other. Gaiyle smooths her clothes out as Allahendro adjusts his hood, and then they motion you over to their table. As you seat yourselves around the table Gaiyle asks, "How did it go?"

Let the adventurers tell their story to Gaiyle. If they ask about how she and Allahendro came about meeting read or paraphrase the following:

"I saw you meet with him shortly after our meeting. I approached him to find out his intent and found our goals very similar. We have since become friends."

If the PCs attacked Allahendro read or paraphrase the following.

"His name is Allahendro, fortunately I saw you chase him off. I approached him to find out his intent and found our goals very similar. We have since become friends. It is my hope you will show him friendship after your discourtesy towards him."

After the PCs tell their story, read or paraphrase the following:

"Your efforts are greatly appreciated and will be rewarded accordingly. You have done a great service today. This information may allow us to thwart Cranzer's plans. I have arranged with one of the local merchants for you to have access to some useful items should you ever need them. Many thanks. It is my hope we will be able to work together soon."

If the PCs have the baby war troll with them, Gaiyle asks about it if it has not yet been brought up. She then offers to take it off their hands:

"Fascinating creature, if not a little grotesque. I imagine he could be of some use to us. What do you think, dear Allahendro?" she asks.

"I agree. If Cranzer is indeed breeding these beasts, it would be beneficial to follow this one's life cycle and see whether or not they have any particular weaknesses."

If the PCs allow Gaiyle and Allahendro to take the baby war troll, he throws a fit, but eventually they manage to get him bound. If any of the PCs are concerned, they promise not to mistreat him any more than necessary to learn about his kind.

Once the PCs are finished, Gaiyle and Allahendro depart. Read or paraphrase the following:

"With a slight nod to Allahendro, Gaiyle gets up from the table and leaves through the back door of the tavern with Ishmael's journal in hand. Allahendro follows close behind."

The PCs get an IP with the group of orcs or goblins they aided in *Encounter 3*, if any. If they snubbed the goblins, they gain the *Enmity of the Riftcrag Goblins*. If they ratted out the orcs, they gain *Enmity of the Northern Alliance*. The PCs gain an IP with Gaiyle if they succeeded in recovering Ishmael's journal and gave it to her; they gain an additional IP if they recovered the baby war troll and hand him over to Gaiyle. They gain an IP with the Druids of the North and the Men of the Rift if

they rescued the prisoners and met up with them later. They gain an IP with Moskol's Legion if they made a deal with Allahendro, but not if they chased him off or killed him. However, if they exposed Cidineb's treachery and tip off Allahendro, they receive the IP anyway.

Treasure: At APL 2 and APL 4, Gaiyle leaves behind a bit of cash to reward the PCs for their troubles. At APL 6 however, she realizes anything she could give the PCs would be a pittance compared to the treasure they earned and is instead happy to offer them access to a couple magical items.

APL 2 Lite: Coin 142 gp.

APL 2: Coin: 117 gp.

APL 4: Coin: 28 gp.

APL 6: 0 gp.

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.

3: To Help Or...

Trick the orcs and goblins into fighting each other again

APL 2	40 XP
APL 4	60 XP
APL 6	80 XP

5: Contact!

Expose Cidineb's treachery

APL 2	50 XP
APL 4	75 XP
APL 6	100 XP

6: Freedom!

Defeat the prison guards

APL 2 Lite	90 XP
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Defeat the resting prison guards

APL 2 Lite	90 XP
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7: Cubed?

Survive the trap/defeat the sewer monster(s)

APL 2 Lite	60 XP
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

8: Oh My God, It's Him!

Retrieve Ishmael's journal

APL 2 Lite	120 XP
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

6: Freedom!

APL 2 Lite: Loot 27 gp.

APL 2: Loot: 20 gp.

APL 4: Loot: 20 gp.

APL 6: Loot: 7 gp; Magic: 457 gp – *+1 great club* (192 gp), *+1 hide armor* (98 gp), *ring of protection +1* (167 gp).

7: Cubed?

APL 2 Lite: Magic: 91 gp – solanian truesteel elven thinblade (91 gp).

APL 2: Magic: 91 gp – solanian truesteel elven thinblade (91 gp).

APL 4: Magic: 263 gp – solanian truesteel elven thinblade (91 gp), baatorian green steel falchion (172 gp).

APL 6: Magic: 348 gp – solanian truesteel elven thinblade (91 gp), baatorian green steel falchion (172 gp), mithril heavy shield (85 gp).

8: Oh My God, It's Him!

APL 2 Lite: Loot: 18 gp; Magic: 172 gp – *potion of cure serious wounds* (2 @ 62 gp each), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (2 @ 12 gp each).

APL 2: Loot: 50 gp; Magic: 172 gp – *potion of cure serious wounds* (2 @ 62 gp each), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (2 @ 12 gp each).

APL 4: Loot: 50 gp; Magic: 289 gp – *cloak of resistance +1* (83 gp), *potion of cure serious wounds* (2 @ 62 gp each), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (CL 7; 2 @ 29 gp each).

APL 6: Loot: 50 gp; Magic: 487 gp – *cloak of resistance +1* (83 gp), *potion of cure serious wounds* (2 @ 62 gp each), *ring of protection +1* (166 gp), *scroll of darkvision* (2 @ 12 gp each), *scroll of scorching ray* (CL 11; 2 @ 45 gp each).

Conclusion

APL 2 Lite: Coin 142 gp.

APL 2: Coin: 117 gp.

APL 4: Coin: 28 gp.

APL 6: 0 gp.

Treasure Cap

APL 2 Lite: 450 gp

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

Total Possible Treasure

APL 2 Lite: 450 gp

APL 2: 450 gp
APL 4: 650 gp
APL 6: 1,349 gp

ADVENTURE RECORD ITEMS

Whip Scars: WCI +1 (Malcontent)

IP with Northern Alliance: May be spent to remove one WCI point of Dissenter or lower or gain Bandit Kingdoms Regional access to *potion of protection from negative energy*^{SPC} (circle now).

Enmity of the Northern Alliance: WCI +1 (Dissenter).

IP with Riftcrag Goblins: May be spent to remove one WCI point of Malcontent or lower or gain Bandit Kingdoms Regional access to *oil of flame of faith*^{SPC} (circle now).

Enmity of Riftcrag Goblins: WCI +1 (Malcontent).

IP with Gaiyle Markhalla: May be spent to gain Bandit Kingdoms Regional access to all * items below.

IP with Men of the Rift: May be spent to make any one item you gained access to below Bandit Kingdoms Regional access.

IP with Druids of the North: May be spent to place the *wild* enhancement on any armor or shield or gain Bandit Kingdoms Regional access to *potion of vigor* (circle now). You must pay the standard costs for this enhancement.

IP with Moskol's Legion: May be spent to add *bane* (*evil outsider*) or *anarchic* to any magic weapon. You must pay the standard costs for this enhancement.

- *Swiftstride capsule (Regional; *Complete Adventurer*)
- *Scroll of scorching ray* (Adventure; *DMG*, CL 7; 350 gp)

APL 6 (all of APLs 2-4 plus the following):

- Large +1 *greatclub* (Adventure; *DMG*)
- Large +1 *hide armor* (Adventure; *DMG*)
- Mithril heavy shield (Adventure; *DMG*)
- **Possum pouch* (Regional; *Complete Adventurer*)
- *Ring of lock-picking (Regional; *Complete Adventurer*)
- *Scroll of scorching ray* (Adventure; *DMG*, CL 11; 550 gp)

ITEM ACCESS

APL 2:

- *Camouflage kit (Regional; *Complete Adventurer*)
- Large greatclub (Adventure; *PH*)
- Large javelin (Adventure; *PH*)
- *Masterwork instrument (any) (Regional; *Complete Adventurer*)
- Solanian truesteel elven thinblade (Adventure; *Complete Warrior* and *Arms & Equipment Guide*)

APL 4 (all of APL 2 plus the following):

- *Antitoxin capsule (Regional; *Complete Adventurer*)
- Baatorian green steel falchion (Adventure; *Arms & Equipment Guide*)
- *Capsule retainer (Regional; *Complete Adventurer*)

APPENDIX 1: APL 2

8: OH MY GOD, IT'S HIM!

Ishmael: Male Suel human Sor4; CR 4; Medium humanoid (human); HD 4d4+8; hp 21; Init +5; Spd 30 ft.; AC 13, touch 9, flat-footed 13 (-1 Dex, +4 *mage armor*); BAB/Grp +2/+1; Atk +1 melee (1d4-1/19-20, dagger); SQ weasel familiar; AL CE; SV Fort +3, Ref +2, Will +4; Str 8, Dex 8, Con 14, Int 12, Wis 10, Cha 19.

Skills and Feats: Bluff +14, Concentration +9, Knowledge (arcana) +8, Spellcraft +10; Improved Initiative, Skill Focus (Bluff), Spell Focus (evocation).

Languages: Common, Suloise.

Possessions: dagger, journal, spell component pouch, 2 *potions of cure serious wounds*, 2 *scrolls of darkvision*, 2 *scrolls of scorching ray*.

Spells Known (6/6/4; normally 6/7/4; +1 melee touch; +1 ranged touch); 0—*daze* (DC 14), *detect magic*, *prestidigitation*, *touch of fatigue*, *resistance*, *acid splash*; 1st—*burning hands* (DC 16), *mage armor*, *magic missile*; 2nd—*web* (DC 16).

Active Spells: *mage armor* (CL 4).

8: OH MY GOD, IT'S HIM!

Ishmael: Male Suel human Sor7: CR 7; Medium humanoid (human); HD 7d4+14 (+12 *false life*); hp 47; Init +5; Spd 30 ft.; AC 13, touch 9, flat-footed 13 (-1 Dex, +4 *mage armor*); BAB/Grp +3/+2; Atk +2 melee (1d4-1/19-20, dagger); SQ weasel familiar; AL CE; SV Fort +5, Ref +4, Will +6; Str 8, Dex 8, Con 14, Int 12, Wis 10, Cha 19.

Skills and Feats: Bluff +17, Concentration +12, Knowledge (arcana) +11, Spellcraft +13; Greater Spell Focus (evocation), Improved Initiative, Skill Focus (Bluff), Spell Focus (evocation).

Languages: Common, Suloise.

Possessions: dagger, journal, spell component pouch, *cloak of resistance* +1, 2 *potions of cure serious wounds*, 2 *scrolls of darkvision*, 2 *scrolls of scorching ray* (CL 7).

Spells Known (6/3/5/5; normally 6/7/7/5; +2 melee touch; +2 ranged touch); 0—*acid splash*, *daze* (DC 14), *detect magic*, *light*, *prestidigitation*, *resistance*, *touch of fatigue*, 1st—*alarm*, *burning hands* (DC 17), *mage armor*, *magic missile*, *protection from good*; 2nd—*false life*, *see invisibility*, *web* (DC 16); 3rd—*lightning bolt* (DC 19), *stinking cloud* (DC 17).

Active Spells: *false life* (CL 7), *mage armor* (CL 7), *protection from good* (CL 7), *see invisibility* (CL 7).

8: OH MY GOD, IT'S HIM!

Ishmael: Male Suel human Sor9: CR 9; Medium humanoid (human); HD 9d4+18 (+14 *false life*); hp 59; Init +5; Spd 30 ft.; AC 20, touch 10, flat-footed 20 (-1 Dex, +6 *greater mage armor*, +1 *ring of protection* +1, +4 *shield*); BAB/Grp +4/+3; Atk +3 melee (1d4-1/19-20, dagger); SQ weasel familiar; AL CE; SV Fort +5, Ref +4, Will +6; Str 8, Dex 8, Con 14, Int 12, Wis 10, Cha 20.

Skills and Feats: Bluff +20, Concentration +14, Knowledge (arcana) +13, Spellcraft +15; Greater Spell Focus (evocation), Improved Initiative, Maximize Spell, Skill Focus (Bluff), Spell Focus (evocation).

Languages: Common, Suloise.

Possessions: dagger, journal, spell component pouch, *cloak of resistance* +1, *ring of protection* +1, 2 *potions of cure serious wounds*, 2 *scrolls of darkvision*, 2 *scrolls of scorching ray* (CL 11).

Spells Known (6/3/5/6/5; normally 6/7/7/7/5; +3 melee touch; +3 ranged touch); 0—*acid splash*, *daze* (DC 14), *detect magic*, *light*, *mending*, *prestidigitation*, *resistance*, *touch of fatigue*, 1st—*alarm*, *burning hands* (DC 18), *magic missile*, *protection from good*, *shield*, 2nd—*false life*, *glitterdust* (DC 17), *see invisibility*, *web* (DC 17); 3rd—*greater mage armor*, *lightning bolt* (DC 20), *stinking cloud* (DC 18); 4th—*Evard's black tentacles*, *greater invisibility*.

Active Spells: *false life* (CL 9), *greater mage armor* (CL 9), *protection from good* (CL 9), *see invisibility* (CL 9), *shield* (CL 9).

BABY WAR TROLL

8: OH MY GOD, IT'S HIM!

Baby War Troll: CR 1; Tiny monstrous humanoid; HD 1d8+1 (6 hp); Init +1; Spd 30 ft.; AC 14, touch 13, flat-footed 13; BAB/G +1/-2; Atk +3/+3 melee (1d2+1, 2 claws); Space/Reach 2 1/2 ft./0 ft.; SQ DR 1/adamantine, darkvision 90 ft., low-light vision, regeneration 1 (acid), scent, spell resistance 9; AL LE; Fort +1, Ref +3, Will +2; Str 13, Dex 12, Con 12, Int 4, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Alertness.

APPENDIX 2: NEW RULES ITEMS

SPELLS

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

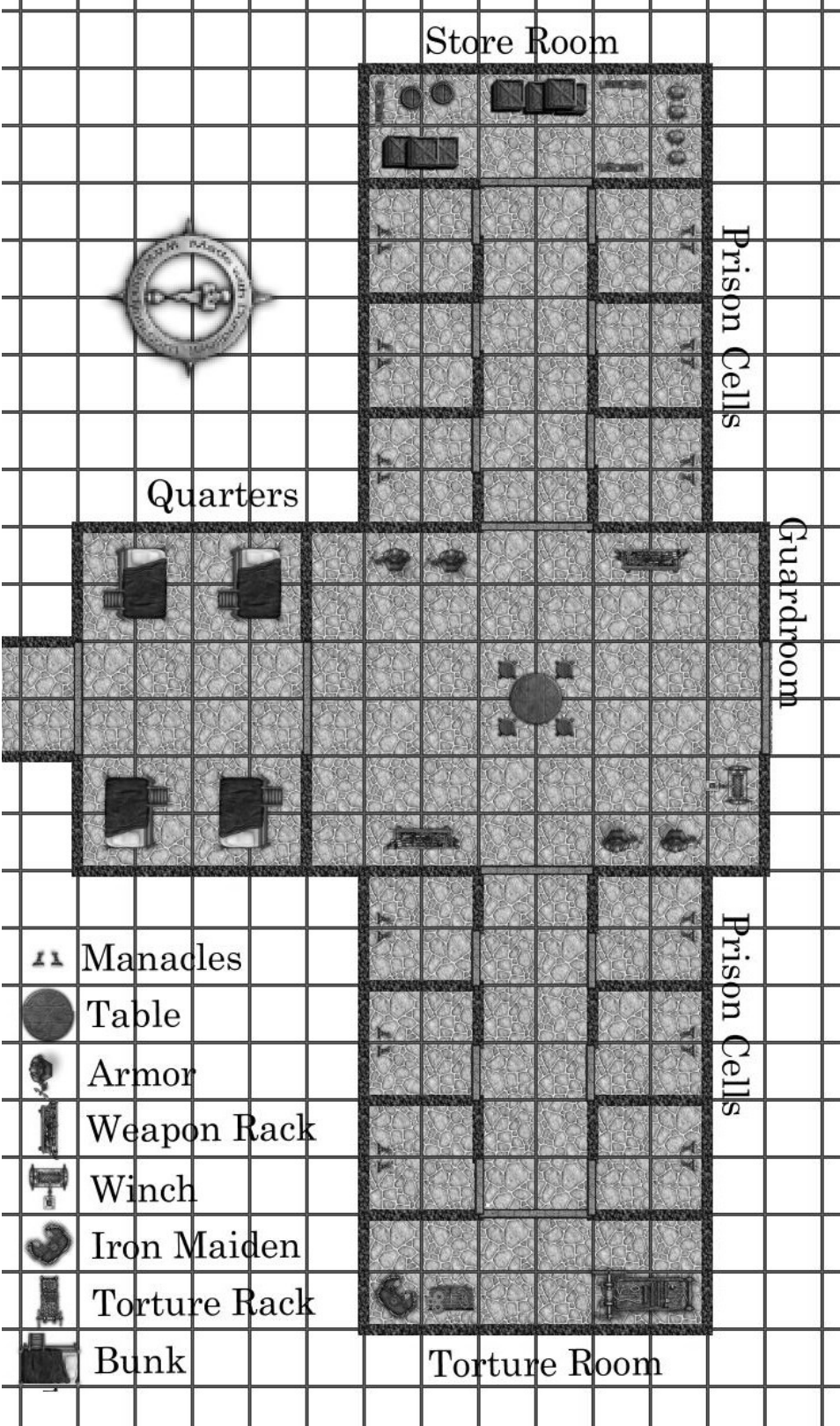
Spell Resistance: No

An invisible sheen of armor-shaped force surrounds you.

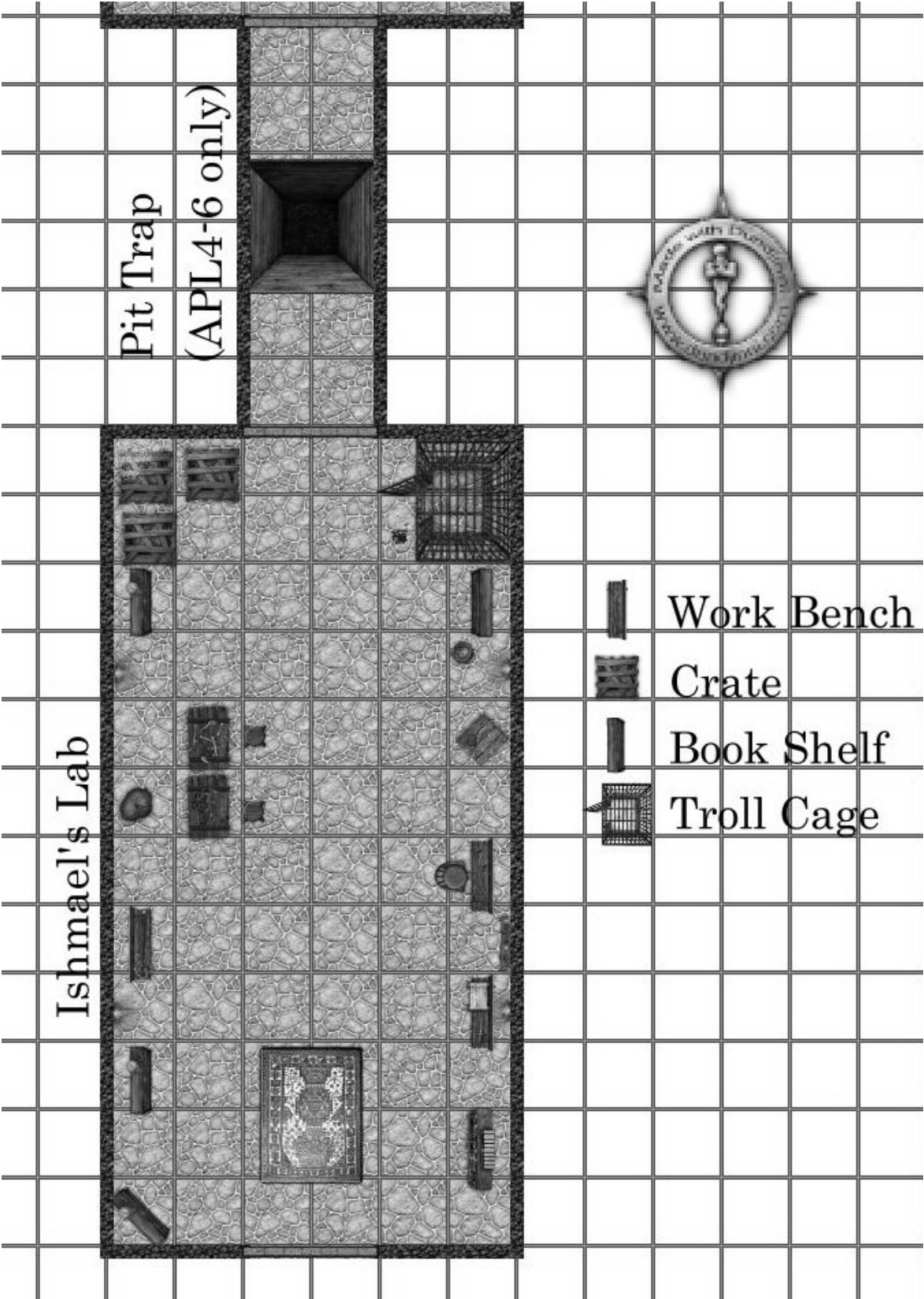
This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium*, p. 136

DM MAP – PRISON COMPLEX



DM MAP – LAB



CAMPAIGN CONSEQUENCES

If you are running this event as part of the premiere (Protocon 2006) or within one month of the premiere (i.e. before October 18th, 2006), please email the answers to these questions to airwalkrr@gmail.com.

Did the PCs make a deal with Allahendro?

Did the PCs get involved in the dispute between the orcs and goblins in *Encounter 3*? If so, who did they help? Were they successful?

Did the PCs make contact with Cidineb? Did they expose him or did they foolishly go along with his instructions and walk into a trap?

Did the PCs rescue the prisoners?

Did the PCs defeat Ishmael and steal his notes? Was the sorcerer slain or did he get away, vowing vengeance?

Did the PCs smuggle a baby war troll out of Riftcrag? If so, what were they thinking taking a baby war troll with them?