

The Reckoning

A One Round LIVING GREYHAWK Adventure

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Blurb: A struggling merchant house may hold the key to untold wealth and adventure in the Cairn Hills. An adventure for characters level 1-6.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about Equipment and weapons their characters are carrying.

A note about the text: Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the party's tier, add the total levels of all the characters. In addition, add the levels of any companion creatures that have one or more classes, and half the hit dice of any animals (animals are defined as creatures with an intelligence less than low) which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

Characters of a level higher than the highest tier of the scenario are not allowed to play the scenario. For example, a scenario for tiers 3-7 cannot be played by characters over 14th level.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Level Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd level
T2:	13-22	14-24	15-26	16-28	6 th level
T3:	23-32	25-35	27-38	29-41	8 th level

Lifestyle in Greyhawk

PCs in Living Greyhawk events must pay a lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there

are Charisma-related penalties and bonuses for maintaining certain lifestyles.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a -3 on Charisma-related skill checks.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on Charisma-related skill checks.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around. You suffer -1 on Charisma-related skill checks.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on Charisma-related skill checks.
- **Luxury:** You have the best of everything – spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You have a +2 bonus on Charisma-related skill checks. Equipment left at home is generally quite secure.

Penalties or bonuses to CHA-related skills should be applied at the DM's discretion, and can sometimes backfire – for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. You are encouraged to roleplay these reactions whenever possible.

Have the players deduct the lifestyle costs for their characters before play starts, noting the lifestyle on the log sheet.

<u>Lifestyle</u>	<u>Cost</u>	<u>Charisma-related mod</u>
Destitute	0	-3
Poor	2	-2
Low	10	-1
Medium	50	0
High	200	+1
Luxury	1000	+2

DM's Introduction

The Cairn Hills

The Cairn Hills are a barren string of hills north and east of the City of Greyhawk. The name refers to the ancient

burial sites that have been discovered there in the past. The hills are owned by the City of Greyhawk and provide the city with valuable mines that produce a variety of large, high-quality gems as well as large quantities of stone. The hills are sparsely populated with miners and several settlements of gnomes and halflings.

The Forlorn Cairn

The Forlorn Cairn is a small burial chamber hidden deep in the Cairn Hills. It was discovered, by accident, by a miner named Effimus Brendingund many years ago. At that time, the cairn was filled with treasures and traps as well as the mummified bodies of several ancient beings. Effimus called these chambers the Forlorn Cairn because of the constant moaning and sighing sounds that can be heard within. These sounds are caused by cunningly built, finger-width tubes that lead from the surface into the cairn. They produce sound when even the slightest breeze blows in the hills outside.

When he found the cairn, Effimus was mining for emeralds by himself in a shallow mine. He worked alone because the land of the hills belongs to the city, making his mine an illegal operation. He was very fortunate and struck a rich vein. One night, as he stumbled through the darkness back to his small campsite, he found a carved stone block in the ground hidden under a few inches of sand. Knowing of the presence of many treasure-containing cairns in the hills, he decided to investigate the stone the following morning, thinking it might conceal an entrance. Effimus spent several days figuring out the cunningly built trapdoor and disarming several traps inside the cairn. Finally he reached what he sought, a number of chambers containing extraordinary items. Over the next several months, Effimus began to systematically remove all of the objects from the cairn and sell them back in the Free City of Greyhawk, all the while working his mine. With the money he made, he was able to secure the mining rights to the area of the cairn from the city. Then he built several more permanent structures at the mine site, including a barn over the entrance of the tomb.

After a few months, Effimus had sold or stored away all of the items from the cairn and emptied the mine. He was a very wealthy man. He moved back to the City of Greyhawk, bought a modest house in Clerkborg (a section of the city dominated by colleges, administrative buildings and temples), started a trading company, took a wife and raised seven children. Every few years he would sell a few more artifacts just to keep up the illusion that he was a successful merchant. He was careful to take each of his children up to the old cairn so that they could appreciate where their money came from. Effimus was a generous man and was not wise in the use of his money. When he died, most of his money was gone. He left behind only a small sum of money, his house, and a beautiful piece of jewelry, the *Necklace of the Forlorn Cairn*.

The Necklace of the Forlorn Cairn

The Necklace of the Forlorn Cairn is an ancient artifact that consists of a platinum cartouche set with brilliant diamonds and pale blue sapphires in fine filigree, hung on a chain of fine adamantine links. The “curse” of the necklace is that it can never be lost. Any person touching the necklace with bare skin while it rests on its pedestal in the Forlorn Cairn will find that it has magically appeared around their neck. Once on a person’s neck, the necklace can be removed normally but it will always magically return to its “owner’s” neck within 5d6 minutes. The only way to be free of the curse is to die or have a *remove curse* spell successfully cast upon the wearer. If the person possessing the necklace dies, the necklace magically returns to its pedestal in the Forlorn Cairn. If a successful *remove curse* is cast, the possessor may remove the necklace permanently, but any person touching it within thirty minutes is subject to the curse. If no one touches the necklace within thirty minutes of the *remove curse*, it disappears, returning to the Forlorn Cairn.

Brendingund History

Effimus Brendingund lived to be an old man, outliving his wife and four of his children. Upon his death, his remaining money was split between his three living children. Two of the children moved away and were never heard from again. The remaining child, Vertislar Brendingund, tried to maintain the house and business but found that he was not a good businessman. When he began to run out of money, he decided that he would search the Forlorn Cairn to see if his father had missed anything. Following his father’s directions, left in a journal, he found the cairn and, inside, the Necklace of the Forlorn Cairn on its pedestal. He quickly took the item and sold it. A traveling merchant bought the necklace, paying a price that would allow Vertislar to straighten out all of his business concerns. Celebrating his success, Vertislar went for a drink at a local tavern. While inside, he felt a cold sensation against his neck. Looking inside his tunic, he saw that he was wearing the Necklace. His father had warned him that the necklace was special, but he had never understood what he meant until that moment. Vertislar did not want to be a thief, so he hurried back to the merchant, but he had already departed the city. Vertislar was torn about what he should do, but he finally decided that there was nothing he could do other than keep the money. But in his mind, a seed was planted. When his money began to run short again a few years later, he sold the necklace for a second time, carefully choosing a merchant that would be leaving town soon. He sold the necklace at a bargain price and convinced himself that the merchant had cheated him so that when the necklace returned, his guilt was lessened. Over the next several years Vertislar stopped paying as much attention to his business and concentrated more on selling the necklace. He researched his father’s journal and found that his father knew of this power of the Necklace and had himself sold it three times.

During his life, Vertislar sold the necklace seven times. He made sure to tell his two children about the secret of the necklace. His son Festulus married a woman named Hystern and kept the necklace, carefully arranging events so that his wife would be the “wearer” of the necklace. Verislar’s daughter, Bedilund, married a man and moved to Seltaren in the Duchy of Urnst. Every time Festulus sold the necklace, he sent half the money he made to his sister. After Festulus’ death, Hystern continued to sell the Necklace, but sent only a small amount of the money to her sister-in-law. Festulus and Hystern had only one child, Hellina. Hellina was told the secret of how her family had made its fortune and was disgusted. She moved to Veluna and married a wealthy man. She refused all dealing with her parents and their money. Hellina had one child, Auldon, and she never told him about the necklace, hoping he would never know the sad family secret. When her mother died, the Necklace returned to the Forlorn Cairn, a place of which Hellina had never heard.

Bedilund did not take the loss of her income lightly. She wanted the Necklace and researched through old family records until she discovered where the Necklace might have gone. Bedilund dispatched Stoat, her husband, to the cairn to retrieve the necklace but he never returned because he died in a trap inside the cairn. Bedilund then hired some mercenaries to find out what happened to Stoat; they took her money and disappeared. Unsure of what happened to her husband and the hirelings, Bedilund died shortly thereafter hopeless, alone, and destitute.

After his father’s death, Auldon moved back to Greyhawk and took the name Brendigund because some people still remembered it. He moved into the old family house, his only remaining heirloom, and using his parents’ money, he opened a new shipping company. He inherited his family’s touch at business and was also a poor gambler. He soon spent most of his family fortune.

It was at this time that his mother, Hellina passed away and the loyal family servant, Jemar, discovered two letters from his great-aunt Bedilund to his mother indicating that the “birthright” that built their family fortune had returned to its “resting place.” On her deathbed Hellina made Jemar swear to watch over Auldon and make certain he preserved the family’s good name. Jemar is very upset with the current financial state of the Brendigund house. He has intense feelings of guilt because, out of love for Hellina, he hid Auldon’s financial status from her during the last years of her life.

Auldon has a journal from Effimus, his great-great grandfather in which one entry indicated that the “resting place” of the family’s “greatest treasure and refuge in time of need” was beneath the barn of a played out family mine in the Cairn Hills. This journal has recently come to his attention because he pays the City of Greyhawk a fee each year for the right to work the mine, but there has been no income from the mine in decades. Auldon is considering giving up the mine in order to avoid the fee and conserve what little funds he has. However, first he wants to understand his family’s

involvement to make sure he’s not giving anything valuable away.

Adventure Synopsis

The Reckoning begins with the PCs witnessing the mugging of Jemar near the Black Dragon Inn in Clerkborg. The PCs are expected to rescue Jemar at which point he will explain to them that he has been soliciting mercenaries to rescue the failing Brendigund house by retrieving treasure from the Cairn Hills. He suspects that Auldon will have more details regarding precise location and if the PCs agree to help will give them Bedilund’s letters.

Upon arriving at the merchant’s home at an appointed time that evening, the PCs will meet Auldon, and present their suspicions that his family has hidden a valuable heirloom and other treasure near a mine in the Cairn Hills. Auldon will share his information from Effimus’ diary. Despite this, he will be skeptical, but willing to undertake anything that might help his situation at no cost to him. He will tell the PCs they can keep anything they find except the “heirloom”. He will give the PCs directions to the mine and suggest that they stay to stay at the Last Chance Inn on the border of the Cairn Hills, approximately one day’s travel from Greyhawk.

Upon arriving at the Last Chance Inn, the PCs will be greeted by the innkeeper and offered a room and a meal. They will be treated to entertainment from a local bard who sings a ballad chronicling some of the legends of the Cairn Hills. A raid by a local band of humanoids on the inn’s livestock interrupts the song. The PC’s can opt to participate or watch the ensuing battle. The next morning they will travel to the Brendigund mine and find that only the barn and a rough hole in the ground remain. The PCs will have to use their wits and the Search skill to locate the secret entrance to the cairn, which is below one of the horse stalls.

Once the PCs descend into the cairn, they will enter the Chamber of Sighs. This room was used to conduct services for the ancient folk who built the cairn. The only exit from the chamber is a hole in the floor that was clearly used to lower sarcophagi into the crypt below. The crypt below is filled with twelve sarcophagi and several skeletal defenders. After defeating the skeletons, the PCs will need to open the sarcophagi until they find one with a secret passage into the treasure rooms below. In the sarcophagi with the secret passage is the perforated body of Uncle Stoat and his diary. Once the PCs navigate the trapped sarcophagi, they will enter the treasure rooms and find that all are empty except a small one off to one side. This room contains only a stone pedestal at the far end with the Necklace of the Forlorn Cairn resting on it.

After acquiring the Necklace, the PCs will return to the surface and begin their journey back to Greyhawk. Since the mugging, a local opportunist named Bwirse has been shadowing the PCs. He has hired some inept mercenaries to attack the PCs and attempt to steal

whatever treasure they have retrieved from the Cairn Hills. This attack will take place while the characters are on their way back to the Last Chance Inn. Bwirse hired the mercenaries in Greyhawk and they are supposed to meet him at the Black Dragon Inn in Greyhawk in five days. The mercenaries will describe him as a scholarly looking human who gave his name as Swier.

When the PCs reach Greyhawk and Auldon's home, he will ask them to give him whatever treasure they found at the mine. Auldon will appraise the items and ask to hear their tale before sending them on their way with everything but the necklace.

The Necklace of the Forlorn Cairn is worth 20,000 gold orbs, the masterwork long sword is worth 315 gold orbs, and the Thunderstone is worth 30 gold orbs.

PLAYER INTRODUCTION

It is a warm Coldeven morning in the free city of Greyhawk, and the clatter and creak of livestock and wagons fills the streets. A variety of merchants, peddler's and criers also fill the streets undertaking their daily toil. Over this activity, you note a dull smacking sound and a stifled cry as an elderly man wearing merchant livery is drug from the street and into an alley by a muscular arm.

PCs who rush to investigate. Will see the following.

A young man in his early twenties relentlessly beats a frail old man with a sap and shouting at him. "Give me the map. Give me the map!" The old man whimpers back at him, "there is no map. Ow! Leave me in peace you brute. Ow."

Kran, male human Rogr: CR 1; Medium Humanoid (5 ft. 11 in. tall); HD 1d6+2; hp 5; Init -1 (Dex); Spd 30; AC 12 (+2 Dex); Atks +2 melee (1d6+2 subdual, sap); SA sneak attack +1d6; AI CN; SV Fort +1, Reflex +2, Will -2.

Str 14, Dex 15, Con 12, Int 9, Wis 7, Cha 12.

Skills: Climb +3, Escape Artist +4, Gather Information +5, Hide +2, Listen +2, Move Silently +6, Open Locks +6, Pick Pockets +6, Read Lips +3, Use Rope +6. Feats: Dodge, Mobility;

Equipment: sap, shortsword

Jemar, male human Com (butler) 1: CR 1/2; Medium Humanoid (5 ft. 6 in. tall); HD 1d6; hp 4; Init +0; Spd 30; AC 10; Atks +0 melee (1d4-1 [crit 19-20], dagger); SV Fort +2, Reflex +1, Will +5; AI LN.

Str 9, Dex 10, Con 8, Int 12, Wis 9, Cha 9.

Skills: Appraise +1, Bluff +2, Diplomacy +4, Knowledge (household management) +2, Sense Motive +1. Feats: Iron Will, Alertness;

Equipment: dagger, livery.

Kran will flee at the first sign of opposition, using all of his skills to escape. If captured, Kran will confess that he overheard Jemar soliciting mercenaries to search out treasure in the Cairn Hills. Kran has attacked Jemar in order to steal the maps that he must have. Unfortunately

for Kran, Jemar is telling the truth, he doesn't have maps, just letters from Hellina.

Once the PCs have chased off Kran, Jemar will begin to thank them and attempt to recruit them to explore the Cairn Hills.

"Thank you, thank you," the old man croaks. "I am Jemar, a servant of the merchant Aldun Brendigund. Thank you once again for rescuing me. Are you heroes? I am looking for heroes to aid me."

If the PCs are interested in helping Jemar, he will explain the Brendigunds' predicament. Auldon has lost almost all of the Brendigund fortune through poor business decisions and gambling. On her deathbed, Auldon's mother Hellina made Jemar promise to watch out for Auldon and make sure he prospered. Things have not gone well to say the least and Jemar has been searching for a way to restore the Brendigund fortune. The only possibility he has found is a vague mention in some old letters of a "birthright" that built the Brendigund fortune hidden in the Cairn Hills. Have the PCs willing to help introduce and describe themselves. Jemar will give them the letters and tell them that he believes Auldon may have more information regarding the location of the lost treasure. Jemar will explain that he cannot share the letters with Auldon because it would wound his master's pride to be saved by a servant. Jemar will suggest that the PCs come by the Brendigund home early that evening and he will make sure they get an appointment with Auldon. He will give them directions to the house. Jemar will emphasize to the PCs that they must come up with a cover story for how they acquired the documents.

Encounter One Meeting Merchant Brendigund

Having reached the Brendigund residence in Clerkgburg, just down from the Black Dragon Inn, you are greeted by the sight of a large stone and wood home that sits behind the Gem and Stone Cutters Guildhouse. Wide stone steps lead up to twin mahogany doors where heavy tarnished silver knockers hang. The home has a stately, dignified look but is worn and shows the generations it has served.

PCs knocking on the door will be greeted almost immediately.

Seconds after you knock on the door, the rightmost swings inward, revealing an elderly man in formal attire. Jemar winks at you and immediately ushers you in to an interior sitting room. This sitting room contains several faded green overstuffed chairs and a matching couch positioned to face the unlit fireplace. The entire floor is covered with a fine, but worn, rug of Ketite make. Another pair of double doors leads from this room, Jemar disappears within and closes the doors behind him. You can barely discern a muffled conversation beyond the doors.

Anyone wishing to listen at the closed double doors can do so at a DC of 15. (See 3rd Edition PH page 71). If successful, the PC will hear a Jemar tell Auldun Brendingund that there is a group of people in the sitting room that wish to discuss a business proposition with him. He responds excitedly to this possibility and then there is the distinct sound of footsteps moving toward the door.

After only a few minutes behind closed doors Jemar reemerges into the sitting room and ushers you into the office beyond. Auldun Brendingund is a heavy-set human in his mid forties with thinning black hair and a patchy goatee. His clothing is richly appointed, but seems a little too small and clings tightly to his belly and backside. He quickly moves to introduce himself, greet you and shake each of your hands earnestly before moving to seat himself.

Once seated behind his massive wooden desk, Auldun glances around nervously. The walls in this room are full of bookshelves, only half of which contain books, and a picturesque marble fireplace with a bare mantle. The sun-faded outlines of vases above the mantle show as dark shadows against the wallpaper, but there are no vases in sight. There are eight serviceable wooden chairs arranged before the desk for your convenience. Auldun smiles a second time as you sit. "Thank you for coming this evening. I understand you have some kind of business proposition for me?"

Auldun, male human Exp5 (merchant): CR 2 1/2; Medium Humanoid (5 ft. 11 in. tall); HD 5d6+5; hp 40; Init +1 (Dex); Spd 30; AC 10; Atks +3 melee (1d4-1 [crit 19-20], dagger); Al LN; SV Fort +2, Reflex +1, Will +5.

Str 9, Dex 10, Con 12, Int 15, Wis 8, Cha 13.

Skills: Appraise +11, Bluff +10, Diplomacy +10, Gather Information +10, Innuendo +3, Knowledge (commerce) +6, Sense Motive +8, Ride +2. **Feats:** Iron Will, Alertness;

Equipment: dagger, robes.

Auldun has borrowed heavily from the Thieves' Guild against his family's properties, including his home, and has sold everything not vital to keeping the Brendingund shipping operations running. Unless something changes, Auldun will begin missing payments in the next two weeks and then he expects the Thieves Guild to begin getting violent. If Auldun is unable to come up with something of substantial value by then Auldun plans to flee Greyhawk on one of his trading vessels.

Once the PCs reveal the letters from Auldun's great-aunt, and their plan to search for lost family heirloom and other treasure, Auldun will be skeptical, but reveal that he has been researching a family mine in the Cairn Hills. Auldun has a journal from Effimus, his great-great grandfather in which one entry indicated that the "resting place" of the family's "greatest treasurer and refuge in time of need" was beneath the barn of a played out family mine in the Cairn Hills. This journal has recently come to his attention because he pays the City of Greyhawk a fee each year for the right to work the mine, but there has been no income from the mine in decades.

Auldun is considering giving up the mine in order to avoid the fee and conserve what little funds he has. However, first he wants to understand his family's involvement to make sure he's not giving anything valuable away. He is willing to undertake anything that might help his situation at no cost to him and will tell the PCs they can keep anything they find except the "heirloom".

If the PCs ask to see the journal, Auldun will refuse telling them the quote is: "I am nervous that it is hidden so near a profitable mine. I plan to make every effort to empty that hill of emeralds as quickly as possible. Losing that small treasure will make the resting place safer." If pressed to see it, Auldun will tell the PCs that the journal contains much information of a private and potentially embarrassing nature and he does not wish to share it. Auldun knows relations between his mother and her family were strained, but is unclear why. She spoke of them very little when he was a child and never after her own mother died. He assumes that Great Aunt Bedilund received no aid. Auldun will converse with the PCs as long as they wish, and recommend that they get underway first thing in the morning.

He will then show the PCs a rough map of the southern coast of the Nyr Dyv including the Cairn Hills and suggest directions to the mine. The PCs can journey on the High Road until it forks a few miles into the Cairn Hills. From there they take the path to Blackstone until they reach a quartz boulder the size of a small house and head due south until they reach the mine. The Brendingund mine is two days journey from Greyhawk and Auldun will suggest that the PCs stay at the Last Chance Inn, just inside the Cairn Hills. They can stay there the first night of their journey, at the mine the second night, return to the inn the third night and return to Greyhawk on the fourth evening. The PCs need not stick to this schedule.

Encounter Two

The Last Chance Inn

After a long day of travelling, you finally reach the point in the High Road where it forks and a smaller trail runs east toward Blackstone. Down a rolling hill between the branches of the fork you see a handful of wooden buildings, the largest among them is a small two-story inn. Perhaps it is the glare from the setting sun or the shadow of the hill you are on, but "last chance" may refer to the inn's chances of standing upright through the night. As you draw closer, a scholarly looking man and a gnome enter the structure, which appears more sound up close, but still looks risky. The gray wooden door smells vaguely of dry rot as you open it to look in on an unremarkable common room. There are five medium sized round tables surrounded by chairs, a large fireplace with meat cooking on a spit, a low bar with a bench, a short staircase leading up, a door into a back room, and even a few patrons. "Hail travelers," the gnome behind the bar calls as you enter.

Krink, the innkeeper, will quickly ask how he can be of service and show them to a table near the bar, a fair distance from the fire (it is spring after all). He will quickly begin setting tankards of ale and trays of meat and boiled green vegetables before the PCs. He will show anyone inquiring a room upstairs which is small (ten by ten) with four or five straw pallets with wool blankets thrown over them. Gaps in the floorboards allow the sounds, smells and some light in from the common room below. There are no human sized beds in the inn, most "big" guests sleep on the tables or bar in the common room. On cold, crowded nights, desperate travelers have even been known to sleep on the floor. The other buildings are a small barn, a stable for guests' mounts, and an outhouse.

Krink is a down-to-earth gnome who has worked at the inn since his father built it fifty years ago. Part of the reason for the building's questionable stability is that it that neither Krink nor his father were very good carpenters, another reason is that the gnomes are amused by the larger races startled looks when the building groans or sways in the wind. When the PCs have a moment to look around they will note several patrons.

A moderately sized dwarf stands near the fire, rubbing dark oil into the wood of a drum nearly as tall as he is. A heavily cloaked figure tips his chair in the far corner near an open window. His cowl makes it impossible to make out his facial features, but his hands never seem to stray far from the sword hilts at his hips. A pair of gnomish youths are throwing dice on the hearth near the dwarf. The only other patron is a scholarly looking human transcribing some notes on the bar.

The heavily cloaked figure is a local ranger name Astin who spends his days patrolling the lands surrounding the Last Chance Inn and keeping them free of his chosen enemies, goblinoids and giants. Astin is a loner and very anti-social, he will respond to any attempts at conversation with monosyllabic grunts. If the PCs appear to be pushing Astin, Krink will intervene, recommending that they leave him alone. The gnomish boys are Klink and Klank, Krink's sons. They help with the work around the inn, but are afforded a great deal of free time in the evenings. They will try to bring the PCs into their dice game (highest roll 2d6 wins). If you loose three in a row, you have to stand on your head until someone else loses three in a row. The scholarly looking human is Bwirse. He is an associate of Kran's and is trailing the PCs to see if they turn up any treasure. He passed them on the road earlier in the day when he was fairly certain that they would stop at the Last Chance Inn. He been waiting outside to make sure this was indeed the case and moved inside when he saw them approach. If the PCs try to strike up a conversation with him, he will pretend to be a scholar studying gnomish dialects in Blackstone. He will say that he is returning to Greyhawk to document and publish his findings. Try to make this as boring as possible. Bwirse has hired a band of men to waylay the PCs on their way back to the inn. He will be having Auldon's residence watched, so if his team does not

succeed and the PCs return, he will not show up for his appointment at the Black Dragon Inn.

After the PCs are settled into the inn and begin their dinner, the dwarf begins pounding out a solid rhythm on his drum. Thump thumpa-thump thumpa-thump thumpa-thump-thump-thump. The dwarf's name is Gnorl, and he is a bard who has devoted the last two decades to studying the history and mythology surrounding the Cairn Hills. He is working on an epic history in the dwarven tongue, and has translated the overture into common (no one ever said dwarven poetry was good), which he will perform until interrupted by the attack.

***"Who made the hills and the hills made who?
Who made the hills and the hills made who?
I've walked the hills and I'll tell you.***

***Three were the peoples who made the mounds,
From the times before the first man found,
His way into their empty grounds.***

***One race who left no face behind,
But their battle murals you can find,
Masked as animals they protected their kind.***

***Who made the hills and the hills made who?
Who made the hills and the hills made who?
I've walk the hills and I'll tell you.***

***And the builders of the empty graves,
Took from the Nyr Dyv and mirrors made,
Tombs were plundered but no corpses saved.***

***But first were the makers of the moaning hills,
Warriors with weapons who had great skill,
Who can say by what demons they were killed.***

***Who made the hills and the hills made who?
Who made the hills..."***

The loud clattering of a chair against the wall and floor of the inn interrupt the dwarf's song. The cloaked figure in the corner has leapt to his feet, his hood thrown back. With a wild-eyed look the man gazes out the open window. He sniffs loudly once and turns to the room asking, "Can you hear that?!" His eyes blaze with fury and in a single smooth motion he leaps through the window, drawing his sword and shrieking a battle cry. As you look on he runs to attack a gang of red-eyed humanoids that are fleeing downhill from the barn with several chickens and a cow in tow.

At first tier the PCs have the option of joining the fight or staying safely inside the inn. Astin is more than a match for the dozen orcs and has been designed to defeat them handily while showing off some of the Heroic Feats available in 3rd Edition Dungeons and Dragons. (See 3rd Edition PH page 77). At tiers two and three, Astin will likely need some assistance from the PCs in to defeat all

of the orcs. None of the NPCs other than Astin will take part in the fight.

Krink (gnome male exp (innkeeper) 3; Profession (inkeeping) +7)

Klink and **Klank** (gnome males com1; Profession (inkeeping) +1)

Gnorl (dwarf male brd5; Perform +9)

Bwirse (human male rog3; Speak Language (gnome))

Astin, male human Rgr 4: CR 4; Medium Humanoid (5 ft. 11 in. tall); HD 4d10+12; hp 40; Init +1 (Dex); Spd 30; AC 13 (+2 leather armor, +1 Dex); Atks +7 melee one weapon two-handed (1d8+5 [crit 19-20] x2, longsword) or +5/+5 melee two weapons (1d8+3 [crit 19-20], longsword; 1d6+2 [crit 19-20], shortsword); SQ favored enemies – goblinoid; AL CG; SV Fort +4, Ref +1, Will +1.

Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Animal Empathy +2, Handle Animal +2, Hide +3, Intuit Direction +3, Listen +8, Move Silently +5, Ride +3, Spot +8, Use Rope +2, Wilderness Lore +6. **Feats:** Power Attack, Cleave, Great Cleave;

Equipment: leather armor, longsword, shortsword.

Tier 1 (EL 3):

Orcs (6): CR ½; Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 30; AC 10; Atks +2 Melee, 1d12 [crit x3], Greataxe; SQ darkvision 60'; AL CE; SV Fort +2, Ref +0, Will +1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness

Equipment: Greataxe.

Three of the orcs are pulling Krink's uncooperative cow downhill with limited success, two more are fleeing with two or more chickens each, and the remaining one moves to attack Astin. Remember that Astin has the Great Cleave feat and gets an additional attack against another opponent within five feet each time he kills an opponent. Barring any horrible die rolls, he should be able to kill the five attacking him during the first round of combat. He will then move on to the cow crew and finally track down the chicken thieves. After the battle, Krink will bring his cow into the common room and begin to close up for the night.

Tier 2 (EL 5):

Orcs (8): CR ½; Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 30; AC 10; Atks +2 Melee, 1d12 [crit x3], Greataxe; SQ darkvision 60'; AL CE; SV Fort +2, Ref +0, Will +1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness

Equipment: Greataxe.

Three of the orcs are pulling Krink's uncooperative cow downhill with limited success, two more are fleeing with two or more chickens each, and the remaining three move to attack Astin and any other opposition that emerges from the inn. Remember that Astin has the

Great Cleave feat and gets an additional attack against another opponent within five feet each time he kills an opponent. Barring any horrible die rolls, he should be able to kill all orcs attacking him during the first round of combat. He will then move on to the cow crew and finally track down the chicken thieves. After the battle, Krink will bring his cow into the common room and begin to close up for the night.

Tier 3 (EL 7):

Orcs (12): CR ½; Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 30; AC 10; Atks +2 Melee, 1d12 [crit x3], Greataxe; SQ darkvision 60'; AL CE; SV Fort +2, Ref +0, Will +1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness

Equipment: Greataxe.

Five of the orcs are pulling Krink's uncooperative cow downhill with limited success, ten more are fleeing with two or more chickens each, twenty move to attack Astin and any other opposition that emerges from the inn, and the remaining eleven are waiting in reserve. Remember that Astin has the Great Cleave feat and gets an additional attack against another opponent within five feet each time he kills an opponent. Barring any horrible die rolls, he should be able to kill all orcs attacking him during the first round of combat. He will then move on to the cow crew and finally track down the chicken thieves. After the battle, Krink will bring his cow into the common room and begin to close up for the night.

Encounter Three At the Mine

Another day of travelling brings you deeper into the Cairn Hills. On several occasions the road wound past pyramid shapes in the hillside that were obviously long ago looted cairns. As late afternoon approaches, the enormous quartz boulder Auldon indicated on his map appears ahead beside the road. Two miles further south you find the deserted remains of a mine. As you approach the site you can see a dilapidated barn opposite an opening in the hillside. Rising up from blackened earth on the other side of the barn are two chimneys. Several young trees sprout from the remains of what might have once been a small bunkhouse.

The boulder is heavily veined with granite and has no value other than to serve as a fairly unique landmark. Close investigation of the mine reveals:

A rough eight-foot hole disappears into the hillside, with two rusted rails protruding like a bent metal tongue. Several long abandoned cooking pits litter the area, including one with a old brass kettle, suspended from an iron tripod.

Should the PCs choose to investigate the interior of the mine, they find piles of rubble, slag, abandoned or broken

mining tools, and several hundred yards of rough-hewn tunnel. There is nothing here of any value. Discourage the PCs from wasting a lot of time here.

Closer investigation of the chimneys reveals:

The pair of stone chimneys has clearly not been used in decades. From the anvil set in a nearby stump, several short metal rods, and the rotted leather remains of a bellows it is apparent that area once served a forge for the mine. The other chimney stands near the center of a rectangle of charred timbers. The faint outline of a path leads to the closed rear doors of the barn.

If the PCs enter the barn from the bunkhouse side, reverse this description. Closer investigation of the barn reveals:

On a flat spot about two hundred feet from the mouth of the mine stands a broken down barn. One door still hangs from its upper hinge. The other lies in the opening to the barn like a collapsed drawbridge. Through the broken door you can see several fallen beams lying among what appear to be stalls.

Upon entering the barn you see that a matching pair of doors still stand at the rear of the structure. The interior is well lighted by gaps in the roof. There is a large open area at the front of the barn with six draft horse sized stalls taking up the back half of the building. The remains of what once was a ladder leads up to an unstable-looking hayloft. Scattered about the open area are rough made picks and shovels, as well as some rotted rope and a badly dented metal cart that is missing one wheel. Stale straw covers the floor of the entire structure and a thick layer of dust rests on every surface and hangs in the air. Protruding from a beam in the first stall to your left is a well-made knife thrust through a yellowed and brittle piece of parchment.

On the parchment is a single sentence written in common that says: "The trap door is in the floor of the first stall on the left." Perceptive players will immediately see that the note has been left in the first stall on the left if one enters from the mine side. Unfortunately, at first Stroat did not realize that the directions he had were for someone who had entered the barn from the bunkhouse side and not the mine side. The floor of the stall is covered with straw. If the PCs move the straw they will see obvious signs of someone attempting to dig through the floor with a pick. Stroat eventually realized his mistake and went to the correct stall. PCs searching the barn have a DC of 30 to find the entrance if they are looking near the stall with the note, a DC of 20 if they are looking anywhere else, and a DC of 10 if they are actually looking in the first stall on the left from the bunkhouse entrance. Reference **DM Map #1**.

Once located, to open the trapdoor the PCs must pry up the granite slab by making a strength check with a DC of 21 (see the rules for cooperative checks in 3rd Edition Rulebook page 62). When the slab has been lifted to a vertical position it will allow the PCs to get into a ten-foot deep pit, but further movement is blocked by the bottom half of the slab. After entering the pit, the PCs can let the slab fall back into its original position, which will clear

the bottom portion of the slab from the tunnel. Reference **DM Map #2**.

Encounter Four

The Chamber of Sighs

The tunnel beneath the barn extends for nearly one hundred feet before it turns and begins to spiral steadily downward. As you descend, a soft moaning can be heard in the distance. The oddly fresh air here tickles the nose, evoking memories of dew-soaked mornings. After what seems to be nearly an hour of travel without any branching or intersections, the tunnel finally opens into a sizable room with a long narrow hole in the floor. The moaning sound has grown much louder here, and a variety of tones seem to be emanating from all four walls.

Be sure to describe the tunnel in terms of black and white for PCs with darkvision (see 3rd Edition PH 14) if there is no light source present. PCs with normal or Low-light vision will need a light source of some kind to see at all. Remember that torches only spread light in a twenty-foot radius (and last for one hour). The tunnel is well ventilated, so smoke and fumes are not an issue. Dwarven PCs will note that although they have descended many hundred feet they are now only about forty feet below the surface. PCs investigating the walls will note that the tones are coming from many porous shafts no wider than a man's finger. The room has a vaulted ceiling nearly fifteen feet in height and is approximately twenty feet wide and sixty feet long, making it seem very tall and narrow. This room was used to hold services for the Cairn Builders' dead prior to their burial in the vault below. The room is barren of any artifacts except for a small pile of arrowheads in one corner.

The hole in the floor is rectangular, three feet wide and nine feet long. Examination reveals a twenty-foot drop to a dark room below. Several large rectangular shapes can be made out in the shadows. The only real obstacle here is for the PCs to safely traverse the twenty-foot drop to the floor of the room below. As soon as any living character reaches the floor, the skeletons in the vault attack (see **Encounter 5 – The Vault** for monster specifics). Characters jumping into the hole take 2d6 points of falling damage (1d6 per ten feet), characters who hang from the edge of the hole will need to make a Strength check DC 10 to accomplish this, suffering 1d6 points of falling damage if they succeed in holding on and dropping. Creative PCs will find a way to use rope to carefully lower themselves to the floor below, but remember there is nothing in the Chamber of Sighs to which they can easily tie a rope. Keep in mind that the attacking skeletons may make their creative solution even more challenging if they lower their group one PC at a time, but also gives them an opportunity for good combat tactics (e.g., lowering the fighters into melee while keeping the spellcasters safely above).

Encounter Five The Vault

The vault is the same narrow size as the Chamber of Sighs: sixty feet long and twenty feet wide, with a twenty-foot ceiling. Lying in wait at either end of the vault are the animated skeletons of the fallen honor guard of the mysterious Cairn Builders. The skeletons stand against the front and rear walls in a sentry position until a PC reaches the floor, at which point they close and attack from all directions. The following assumes the PCs are using a light source of some kind, if they are using darkvision (See PH page 14), they clearly see the skeletons as soon as they look for them. Remember that torches only spread light in a twenty-foot radius (and last for one hour) so the PCs will not be able to see the far ten feet of either end of the room.

As your feet touch the floor of the vault, you note that the moaning of the walls has become fainter here. Faint enough, in fact, that you are able to hear a scraping sound like stone on stone from several directions. There are twelve smooth stone sarcophagi evenly spaced in this room. They are all eight feet long, two feet wide and four feet high, with eight of them on either wall and the remaining four in a row down the center of the room. This room appears to be similar to the chamber above in shape and size; it is twenty feet wide with a twenty foot high ceiling. The far ends of the room extends beyond the range of your light. However, at the edge of your light, you can see tall shadowy figures with elongated limbs clattering toward you with swords reflecting your torchlight. As they scrape closer you can clearly see they are skeletons of long-dead warriors of an unknown race. Their bodies seem to reach halfway to the ceiling, their long narrow skulls seem grotesquely stretched and pointed, their willowy limbs and stretched finger bones wield longswords with the ease of a weapon half its size and they seem almost to be able to reach you from halfway across the room.

Tier 1 (EL 3):

Skeletons (3): CR 1; Large Undead (8 ft tall); HD 1d10; hp 8; Init +4; Spd 30; AC 14 (+4 Dex); Atks +1 melee (1d8+1 [crit 19-20], Longsword); SQ undead immunities; AL LN; SV Fort NA, Ref +4, Will +0.

Str 12, Dex 18, Con -, Int -, Wis 10, Cha 10;

SQ: Undead immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more information).

Skeleton Captain (1): CR 1; Large Undead (8 ft tall); HD 4d8; hp 24; Init +4; Spd 30; AC 14 (+4 Dex); Atks: +8 melee (1d8+3(crit 19-20), **Masterwork Longsword**); SQ **undead immunities**; SV Fort NA, Ref +4, Will +1; AL LN.

Str 16, Dex 18, Con -, Int -, Wis 10, Cha 10.

SQ: Undead immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical

hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more information).

If the PCs destroy the skeleton captain, they will find that his sword is different than the others. It is a Masterwork Longsword, meaning that it is so finely made that it has a bonus of +1 to hit (See page 114 of the 3rd Edition D&D PH).

Tier 2 (EL 5):

Skeletons (7): CR 1; Large Undead (8 ft tall); HD 1d10; hp 8; Init +4; Spd 30; AC 14 (+4 Dex); Atks +1 melee (1d8+1 [crit 19-20], Longsword); SQ undead immunities; AL LN; SV Fort NA, Ref +4, Will +0.

Str 12, Dex 18, Con -, Int -, Wis 10, Cha 10.

SQ: Undead immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more information).

Skeleton Captain (1): CR 1; Large Undead (8 ft tall); HD 6d8; hp 36; Init +4; Spd 30; AC 14 (+4 Dex); Atks: +8 melee (1d8+3 [crit 19-20], Masterwork Longsword); SQ undead immunities; AL LN; SV Fort NA, Ref +4, Will +1.

Str 16, Dex 18, Con -, Int -, Wis 10, Cha 10.

SQ: Undead immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more information).

If the PCs destroy the skeleton captain, they will find that his sword is different than the others. It is a Masterwork Longsword, meaning that it is so finely made that it has a bonus of +1 to hit (See page 114 of the 3rd Edition D&D PH).

Tier 3 (EL 7):

Skeletons (15): CR 1; Large Undead (8 ft tall); HD 1d10; hp 8; Init +4; Spd 30; AC 14 (+4 Dex); Atks +1 melee (1d8+1 [crit 19-20], Longsword); SA none; SQ undead immunities; AL LN; SV Fort NA, Ref +4, Will +0.

Str 12, Dex 18, Con -, Int -, Wis 10, Cha 10.

SQ: Undead immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more information).

Skeleton Captain (1): CR 1; Large Undead (8 ft tall); HD 6d8; hp 48; Init +4; Spd 30; AC 14 (+4 Dex); Atks: +8 melee (1d8+3(crit 19-20), **Masterwork Longsword**); SQ **undead immunities**; SV Fort NA, Ref +4, Will +1; AL LN.

Str 16, Dex 18, Con -, Int -, Wis 10, Cha 10.

SQ: Undead immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more information).

If the PCs destroy the skeleton captain, they will find that his sword is different than the others. It is a Masterwork Longsword, meaning that it is so finely made that it has a bonus of +1 to hit (See page 114 of the 3rd Edition D&D PH).

When the PCs investigate the sarcophagi, they find that most of their lids are broken open and contain only tall, thin skeletons in rotted white robes. The few lids that are intact can be lifted off with a successful Strength check (DC10). The contents of these sarcophagi differ from the others only in that they contain a simple stone wind chime hanging over the head of the skeleton. The notable exception to this is the sarcophagi second from the north end of the room, against the west wall. When the lid to this one is removed the PCs find the corpse of Uncle Stoa.

Opening the lid of the sarcophagus reveals the mostly decayed body of a middle-aged human man. He is lying on his stomach with his arms extended over his head as though reaching for something. He appears to have died from three massive circular wounds in his torso. Whatever did this to him also put a large hole in the open book that is stuck to his chest with his own dried blood.

A successful Heal check (DC 12) indicates that he has been dead for several decades. The book and Stoa's position in the sarcophagus are important clues to the mechanism that either activates a very deadly trap or opens a trapdoor leading into the treasure chambers below.

The book is a diary of Stoa's journey from Seltaren in the Duchy of Urnst to the Cairn Hills seeking the Brendigund fortune. It's mostly very boring stuff, including missing his wife, Bedilund, whining about having been sent into the wilderness, and rants detailing the many frightening ways he expects to die. Many of the pages are illegible or stuck together from the bloodstains. The page on which the book is stuck open describes a terrified night that Stoa spent in the Chamber of Sighs and how he held the skeletal guards at bay with his holy symbol of Fharlanghn long enough to open the lid to this sarcophagus and jump in. Apparently he spent several hours in the sarcophagus before attempting to activate the mechanism. The last line in the diary reads, "Bedilund said that the mechanism pattern when on my stomach is RH-LF-RF-LH." Stoa had the pattern correct; however, when he jumped into the Sarcophagus his head was at the wrong end (south) of the sarcophagus. Because of this, when he activated the mechanism using the right hand-left foot-right foot-left hand pattern he set off the trap rather than the trapdoor.

Sarcophagus Spike Trap: +10 (4d4/x2 crit); Search (DC 15); Disable Device (DC20).

Inside the sarcophagus, four two-inch high hemispheres protrude from the smooth stone. The hemispheres are all in the corners of the bottom of the sarcophagus, with two located at each end. While the lid to the sarcophagus is removed the hemispheres are locked in place, but when the lid is on they can be depressed about half an inch. If a PC lies on their stomach in the sarcophagus with their head at the north end and depresses the hemispheres nearest their limbs in the right hand-left foot-right foot-left hand pattern the southern half of the bottom of the sarcophagus will retract, revealing a slide leading downward.

The PC will slide down unless they stated ahead of time that they are bracing themselves in some way. It will be difficult to do this and depress the hemispheres at the same time unless the PC is very tall (over 6'6") or very strong (Str 17). The slide remains revealed until the lid is opened. If the hemispheres are depressed in any other order, four deadly sharp spikes spring from the bottom piercing anyone inside the sarcophagus. Once any of the hemispheres is depressed, the lid is locked in place until all of them are depressed. The lid can be broken open (HP 30, hardness 1), but doing so will render the mechanism inoperative unless activated by a successful Disable Device check. Once activated, the spikes spring from the floor and reset almost instantly. Remember that the sarcophagus is eight feet long and two feet wide, so it should be very difficult to fit in more than one PC (or two small ones) at a time.

There are two ways for the PCs to move past this trap. The first is for the PCs to realize that Stoa tends to have trouble with spatial orientation based on his performance in the barn and his demise. They will probably quickly figure out that RH-LF-RF-LH means right hand-left foot-right foot-left hand and realize that he was either facing the wrong way, at the wrong end of the sarcophagus, or both. It's risky, but it can be figured out through trial and error. The second way is for the PCs to make a successful Search check to locate the trap mechanisms and then a successful Disable Device check to activate the trapdoor. Remember Search is an untrained skill (anyone can try), but Disable Device is a trained only skill (only PCs with one or more ranks can try). Also, you should roll the Disable Device check in secret, so the players do not know if they were successful or not. (See 3rd Edition PH page 67).

A successful disable device check does not disable this trap, however it does reveal the correct order in which the hemispheres must be depressed. This leaves the role-playing opportunity to take each player aside and walk him or her through the very unnerving process of activating the trapdoor alone in the darkness of a closed sarcophagus. Remember, that once PCs enter the secret passage, they slide down and cannot help anyone behind.

Encounter Six

The Treasure Chambers

Since it is unlikely that any of the PCs will take a lit torch into a closed sarcophagus, the following assumes that they do not have light when they slide. If there are dwarf PCs or someone has a light of some kind, modify as necessary.

A few quick seconds of acceleration down the slide and you find yourself gliding to a halt on a stone floor. A horrible moaning reminiscent of children howling in pain overlaid with the wails of widows and mixed with the cries of dying warriors fills the room at nearly deafening levels.

The moaning is so terrible that the PCs must make a Will save (DC 12) or fall to the ground in a fetal ball, clutching their ears. PCs who make their saves may block the ears of other PCs, granting them another save with a +5 bonus. A bard's *counter song* ability could prove very useful here (See 3rd Edition PH page 28). If all the PCs fail their saves, they eventually fall unconscious, overwhelmed by the horror of the sound. They will wake in several hours, dehydrated and surrounded by silence and darkness.

Igniting your lights, you see you are in another tall, narrow room; this one is thirty feet high, one hundred feet long and fifteen feet wide. There are six corridors coming into this room three evenly spaced every twenty-five feet on each side.

The corridors are ten feet wide, twenty feet high and twenty feet long, each leading to a forty foot high twenty by twenty room with a stone pedestal. All of the rooms are empty except the middle one on the right.

As you enter another twenty-foot square room whose ceiling soars beyond forty feet in height, you notice something glittering in reflection of your light. This time the porous stone pedestal does not stand bare, long ago robbed of its treasure. Gleaming in the light on an adamantine chain is a beautiful platinum cartouche set with diamonds and sapphires. This must be what you were sent for, and it appears to be worth a fortune.

PCs may make an Appraisal skill check (DC15) to determine that the value of the necklace is approximately 20,000 gp. If a PC touches the necklace with bare skin, read the following, if they use a glove or some other method to avoid touching the necklace they will not activate its magical properties.

As you grasp the incredibly valuable jewelry it disappears from beneath your hand.

When this happens, the PCs will probably panic, but be sure to let the PC touching the necklace know that they feel a heavy coolness against the skin of their neck.

When the PCs decide to leave, they will need to make their way back up the slide to the trapdoor. The PCs must make a Climb check (DC 10) to reach the top of the

slide, which is fifty feet above the floor below. Failure indicates that they have slid back down into the Treasure Chambers. Once the lid to the sarcophagus is opened, the trapdoor will attempt to close, sealing the remaining PCs in. This can be prevented by making a Strength check (DC 20). Once the trapdoor slides into place, it can be forced open from the slide side by making a Strength check (DC 20). Once in the Vault, the PCs will need to find a way to climb the twenty feet back into the Chamber of Sighs and from there they should have a relatively easy journey to the surface.

Encounter Seven

Inept Attackers

On their journey home, Bwirse's inept hirelings attack the PCs. The hirelings have no business being outdoors without a chaperon, much less waylaying anyone, but due to their special gifts they decided to make a go of adventuring. Unfortunately, their cleric was killed by a marauding gnoll on the way to their first adventure, and they have committed to working as bandits for hire (Gretlon thought it sounded fun) until they earn enough money to have him raised from the dead. The cleric was the only good-aligned member of the team, and since his demise, they have been in a moral downward spiral. Hanter is the brightest of the group, but he is very shy and lets Gretlon, the most charismatic of the gang, push him around. The others follow the bully's lead.

The Gang:

Tiers 1-3 (EL technically 5.5, but 3 with bad tactics):

Gretlon, male half-elf Brd1: CR 1; Medium Humanoid (5 ft. 2 in. tall); HD 1d6+2; hp 10; Init +2 (Dex); Spd 30; AC 12 (+2 Dex); Atks +3 melee (1d4+3 (crit 19-20) x2, dagger) +2 ranged (1d4+3 (crit 19-20) x2, dagger); SA spells; Al CN; SV Fort +2, Reflex +4, Will -1.

Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 14.

Skills: Appraise +2, Bluff +6, Intimidate +4, Sense Motive +3. Feats: Toughness;

Spells (2) 0—*detect magic, mage hand, mending, read magic*

Equipment: 4 daggers, harp, pouch with 4 sp and 15 cp.

Gretlon is the leader of the gang and has everyone's money. He controls them by sheer force of personality and threat of violence. Gretlon hates the fact that he is shorter than most humans and elves and is angry at the world because of his size and race, having never been welcome in either elven or human society. What he fails to realize is that it is his behavior and not his physical appearance that is aberrant. Gretlon makes himself feel good by hurting others, emotionally and physically. He is looking forward to ambushing the PCs and hurting them without hearing their story. To make matters even worse, Gretlon is not a very good bard. He has no ranks in

Perform (he would never stoop to taking instruction from others), so he gets by as best he can on raw talent (Cha).

Kulp, female half-elf Rogr: CR 1; Medium Humanoid (5 ft. 3 in. tall); HD 1d6+2; hp 5; Init -1 (Dex); Spd 30; AC 13 (+3 studded leather armor, +1 buckler, -1 Dex); Atks +1 melee (1d6+1 (crit 19-20) x2, shortsword); SA sneal attack +1d6; Al CN; SV Fort +2, Reflex +1, Will +1.

Str 13, Dex 9, Con 15, Int 13, Wis 12, Cha 13.

Skills: Appraise +1, Climb +4, Hide +1, Intuit Direction +5, Jump +3, Listen +5, Ride +1, Swim +3, Use Rope +3. **Feats:** Shield Proficiency.

Equipment: shortsword, studded leather armor, buckler, dagger, pouch with a stolen lock of Gretlon's hair.

Always supporting Gretlon and helping degrade and control the gang is Kulp's role. Kulp is the only female in the group, and wants desperately to be seen as an equal to the men. To this end, she is constantly putting on shows of bravado and threatening the others (except Gretlon) with violence. Unfortunately, her clumsiness makes the threats hard to follow up on. When the ambush is sprung, Kulp plans to find the biggest, most dangerous PC and take him out. Kulp has one liability even greater than her gender insecurity, she loves Gretlon, but has had all of her advances rebuked. Gretlon hates her because she is both half-elven and taller than he is. The only reason he has not forced her out of the team is that she helps him control Hanter.

Hanter, male human Ftr1: CR 1; Medium Humanoid (5 ft. 8 in. tall); HD 1d10+3; hp 8; Init +6 (Improve Initiative, Dex); Spd 30; AC 17 (+5 chainmail, +2 Dex); Atks +2 melee (2d6, greatsword); Al LN; SV Fort +3, Reflex +2, Will -1.

Str 10, Dex 14, Con 16, Int 16, Wis 8, Cha 9;

Skills: Bluff +0, Climb -3, Hide +1, Diplomacy +0, Heal +0, Jump -3, Ride +3. **Feats:** Weapon Focus - greatsword, Improved Initiative, Combat Reflexes;

Equipment: greatsword, chainmail, pouch with a stolen lock of Kulp's hair.

Hanter is very bright, but easily led. He lacks the strength of self to believe that his own ideas are better or right. Many times, Gretlon has made plans that Hanter thought he could improve on, but didn't realize how right he was until afterward. Hanter was fairly certain that the gnoll they sent Drile to negotiate with was not an undead construct, but Gretlon was convinced and ranting about how easy it would be for Drile to turn it. Hanter might have gone with him, but just then Kulp started whispering to him from real close and he stopped paying attention. Sadly the gnoll was not impressed by Drile and split his skull with an axe and then ran off when he saw the rest of the gang. Hanter isn't going to let anything like that happen again, so he's decided that he's going to attack any spell casters in the group and keep them down, no matter what Gretlon says. Of course, if Kulp gets hurt he'll have to go protect her instead.

Zanzibrat, male elf Sor1: CR 1; Medium Humanoid (5 ft. 7 in. tall); HD 1d4+2; hp 5; Init +4 (Dex); Spd 30; AC 14 (+4 Dex); Atks -1 melee (1d8-1 [crit x3], shortspear); SA spells; SQ none; Al NG; SV Fort +2, Reflex +4, Will +1.

Str 8, Dex 18, Con 14, Int 10, Wis 9, Cha 13.

Skills: Concentration +5, Knowledge (flora) +1, Knowledge (flight) +1, Spellcraft +3. **Feats:** Combat Casting;

Equipment: short spear, robes, *thunderstone*.

Spells (5/4): 0—*light, disrupt undead, detect magic, read magic*; 1st—*grease, cause fear*.

Zanzibrat was Drile's best friend. The two of them were getting fed up with Gretlon's heavy-handed leadership and had even discussed getting rid of him. Unfortunately, before they could actually come up with a plan, Drile met with his gnoll accident. Zanzibrat suspects that Kulp or Gretlon overheard their complaining, so he is laying low and will follow his orders when the ambush happens. He is carrying a magic item, a thunderstone, but he has forgotten it and will not use it in battle. The PCs will discover it if they search his body. It is described in the treasure section later.

Hash, male halfling Ftr1: CR 1; Small Humanoid (3 ft. 2 in. tall); HD 1d10+2; hp 10; Init +4 (Dex); Spd 30; AC 19 (+4 chain shirt, +2 shield, +4 Dex, +1 Size); Atks +5 range (1d4, dart) +0 melee (1d6 [crit 19-20], short sword); Al CN; SV Fort +4, Reflex +4, Will +1.

Str 10, Dex 18, Con 14, Int 10, Wis 12, Cha 10;

Skills: Craft (cooking) +4, Hide +6, Spellcraft +3. **Feats:** Point Blank Shot, Precise Shot;

Equipment: chain shirt, shield, 20 darts, shortsword.

Hash pays no attention to the petty intrigues within the gang. He doesn't even really mind Gretlon, even though Gretlon constantly abuses him about his size. He just cooks dinner when they're travelling and puts up with just about anything as long as there is the promise of being allowed to throw stuff at other stuff later.

The Ambush:

The gang is planning to attack the PCs about halfway back to the Last Chance Inn at a point in the road where there is a large oak tree on one side of the road and several large granite boulders opposite it at the base of a low hill. Gretlon has instructed Kanter to wait in the road to stop the PCs. Meanwhile, he and Zanzibrat will hide in the tree and cover him from there. Hash and Kulp have been instructed to begin by hiding in the boulders. Hash will remain there and hurl darts into the melee (note he suffers no penalty because of his Precise Shot feat), while Kulp has orders to slip in and sneak attack the PCs spellcasters. Not a great plan, but it will get worse because Hanter and Kulp both have different plans. Hanter will attack any spell casters in the group and keep them down, no matter what Gretlon says. Of course, if Kulp gets hurt he'll have to go protect her instead. When the ambush is

sprung, Kulp plans to find the biggest, most dangerous PC and take him out.

After defeating the gang, the PCs can travel to the Last Chance Inn to spend the night, and then return to Greyhawk without incident.

Encounter Eight

Return the Birthright

When the PCs reach Greyhawk, it is assumed that they will go to Auldon and present him with the necklace. If they attempt to sell it independently, they will be unable to find a legitimate jeweler that will accept so valuable a piece without proof of ownership. Attempts to fence it are very dangerous given the power of the Thieves Guild in Greyhawk and their homicidal reaction to unauthorized activity. Let the PCs know that they would be lucky to be able to give it away and live.

When the PCs reach Auldon's home, they will again be greeted by Jemar and shown to Auldon's office.

The first thing you notice entering Auldon's study is that his fine wooden desk is missing. The wall of bookshelves remains, but the shelves look more barren. Only one of the chairs you used when last here remain, and Auldon is sitting in it with his back to you, gazing hopefully out the window. The other chairs have been replaced with two wooden benches. At the sound of your arrival, Auldon turns to greet you with an enormous smile. "So, you've returned! Were you successful? What have you got for me?"

Auldon will ask the PCs to put all of the goods they found at the mine on the faded carpet between them so he can appraise them.

The Necklace of the Forlorn Cavern is worth 20,000 gold orbs, the masterwork long sword is worth 315 gold orbs, and the Thunderstone is worth 30 gold orbs. After the goods have been appraised, Auldon will ask the PCs to tell him the tale of their journey. After hearing the story Auldon will tell the PCs that he has no claim on the sword or thunderstone if they try to give it to him. If none of the PCs is cursed, he will thank them, offer the services of the Brendigund Family if he can be of service in the future, bid them farewell, and summon Jemar to show them out once their story is complete. The items should be sitting on the floor during this conversation, and the tale should take long enough that if any of the PCs has been affected by the curse of the necklace, it will return to them. If this happens Auldon will almost immediately notice and react.

"What! Where did the necklace go?!" What kind of deception is this? Explain yourselves." Auldon has leapt to his feet with an almost comical combination of shock and betrayal on his face.

If the PC with the necklace does not reveal that they have it, they are stuck in the same situation as if they never

went to see Auldon, although some other PC will likely reveal the truth. Once the PCs give Auldon the necklace a second time he will ask them to wait and have tea with him, time enough for the necklace to disappear again. At this point, he will realize that necklace is cursed somehow and be a little irritated with the PCs, but still grateful. He will tell them that he has a friend who is a priest of Fharlanghn, and can break the curse, but the cost of the priests services, 95 gp, will take the last of his available cash.

Auldon will send Jemar for his friend, Wugut, the priest of Fharlanghn. Once the spell is cast, Auldon will immediately pick up the necklace and put it in his vest, thereby becoming subject to its curse. He will then thank the PCs, let them know they can call upon him in the future if his humble house can be of service and send them on their way.

The End

Experience Point Summary

Sum the experience award values for the objectives that the PCs accomplished. For items with value ranges, assign a value in the range based on how well the PCs accomplished the stated item. For any item with a value range, you may award different amounts within the range to different PCs. Give the total value to each PC.

Helping Astin defeat the orcs	50 xp
Defeating the skeletons	100 xp
Defeating the trap without any injuries	50 xp
Retrieving the necklace	100 xp
Defeating the inept gang	100 xp
Giving the necklace to Auldon	50 xp

Roleplaying—award for consistent character portrayal that adds to the fun of the game	0-50 xp
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Total possible experience: 500 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to

the PC. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Next to mundane items are the values of the items. They can be sold as described above.

Encounter 2

- great axes (Value 20 gp each) (6, 8, or 12 of them)

Encounter 3

- knife (Value 2 gp)

Encounter 5

- Masterwork longsword (Medium, Value 315 gp, weight 4 lb): This finely crafted longsword is slightly longer and thinner than those normally found in the Flanaess. The surface of the blade is engraved with small pictograms of tall, thin men with elongated faces. This expertly wrought, non-magical blade adds +1 to attack rolls. This item was taken from a guardian of the Forlorn Cairn in the Cairn Hills.
- Longswords (Value 16 gp each) (3, 7, or 15 of them)
- Holy symbol of Fharlanghn (Value 0).

Encounter 7

- 4 sp, 15 cp
- 5 daggers (Value 2 gp each)
- harp (Value 40 gp)
- 2 shortswords (Value 10 gp each)
- studded leather (Value 25 gp)
- buckler (Value 16 gp)
- greatsword (Value 50 gp)
- chainmail (Value 150 gp)
- shortspear (Value 2 gp)
- chainshirt (Value 100 gp)
- large wooden shield (Value 8 gp)
- 20 darts (Value 6 sp each)

- *thunderstone* (Value 30 gp, weight 1 lb): You can throw this stone as a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened for 1 minute. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

Encounter 8

- Favor of the Brendigund Merchant House (one per PC): Although Aldun Brendigund has fallen on hard times, you have earned his favor. At this time, the favor can only be redeemed for a few nights' shelter in an unfurnished bedroom in the Brendigund home or an introduction to Wugut, a 5th level priest of Fharlanghn, who will be willing to cast spells for the PCs for standard prices. It is possible that the value of this favor will rise (or fall) with the fortune of Aldun Brendigund.

Player Handout #1

Dearest Hellina,

It is with great sadness that I must inform you that your beloved mother, my sister, has passed from this world. Her servants told me that she passed quietly in her sleep and that her face was so serene in death that they did not realize anything was amiss until lunch came without her rising. Her will, as you well know, makes no provision for Stoa and me but bequeaths all of her goods to you and your merchant husband. Why she has chosen to enrich your already good fortune and leave me destitute I shall never know. With her death our few family lands also pass out of the Brendingund fortune, however the birthright that made this family wealthy enough for you to marry your merchant has returned to its resting place and I intend to claim it. I know that you will not contest this, as you have made it abundantly clear that you are too high for such tainted goods. Forgive my baseness, but I have a fortune to rebuild. The journey from here in Seltaren is a long one, but by the time this letter reaches you my beloved Stoa will already be returning with my birthright. Please give my regards to your husband and son and my deepest sympathy for your loss.

Sharing your sorrow,

Bedilund

Player Handout #2

Dearest Hellina,

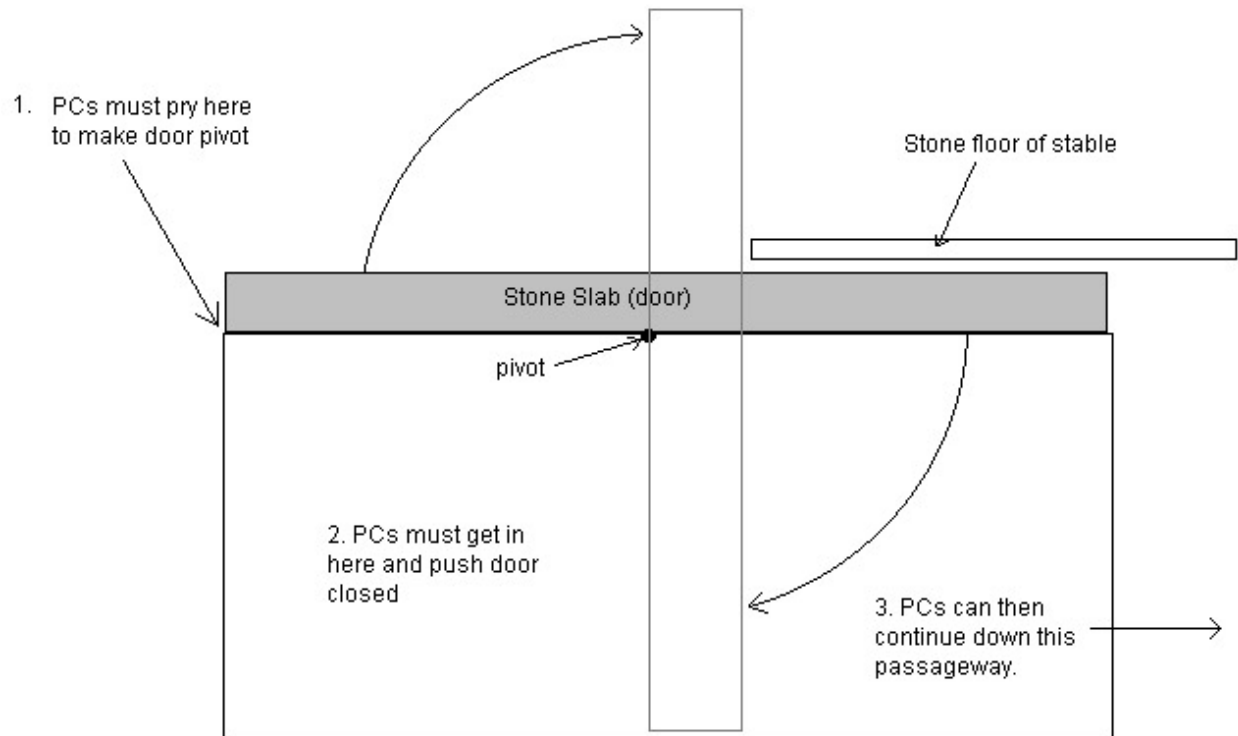
Please forgive my second intrusion into your life, but I am growing desperate. Stoa has not returned from the errand I set him on these three months ago and without him to earn some money I am almost destitute. Four weeks ago I hired a group of mercenaries to find Stoa or at the very least our birthright, but they have not returned either. It is now past twice the time I expected it to take for their return. I fear I have been deceived or robbed or both. Where has Stoa gone? He would never run off with our fortune. Could some beast have waylaid him and the men I hired? I know they were honest; one wore the mace of Cuthbert. Please help me. Send me money or men. Send someone to investigate; perhaps the Greyhawk side of the Hills has an easier approach. Please Hellina, forget the past. Soften your heart as I would for you. I can only afford to eat and keep my household a few more weeks.

At your mercy,

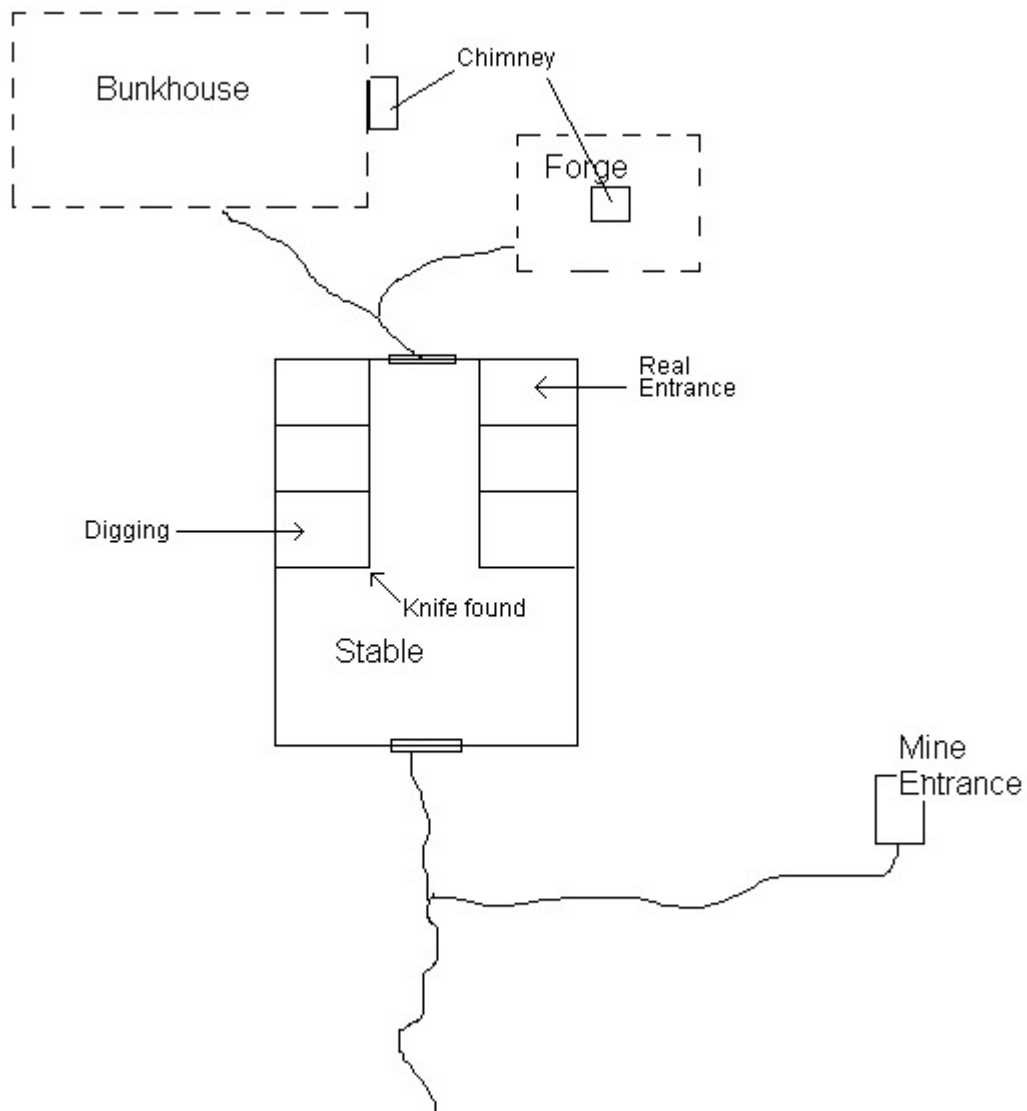
Bedilund

DM Map #2

Here is a diagram of the entrance to the Forlorn Cairn hidden in the Stable. Try to make the PCs figure out the puzzle. Resist the temptation to help them too much. Once they pry up the slab, they see only a square hole in the ground, and must realize that they must get in and then close the door again to get down the passage.



DM Map #1



Brendingund Family Tree:

To assist in keeping track of the back-story, we have included the following Brendingund family tree:

