

COR1-05



Brendingund's Bride

A Two-Round Continuous D&D Core LIVING GREYHAWK™ Adventure

version 1

by Sean Flaherty and John Richardson

Auldon Brendingund is getting married, and you have been chosen to escort the groom to Hardby. All's not bliss, though. Even though Bendingund fortunes are in the black, his luck is still foul. Bleak swamps, a dwarven laird, and that strange necklace all stand in the way of the nuptials. Will your aid determine whether Brendingund stays a bachelor or not? A core adventure for characters level 1-6.



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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	4 players	5 players	6 players	7 players	Lvl Cap
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, 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.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Running this Event

This adventure is designed to run during two four-hour time slots. As such, it costs 4 Time Units to play. All of the experience and magic are given at the end of the second round. It is suggested that this adventure run for three and a one-half hours, stops and the players vote, if that option is chosen. Play can then continue. The break between rounds can occur at almost any place in the adventure.

DM's Introduction

Brendingund History

Almost a year has passed since Auldon Brendingund was saved by a band of adventurers from bankruptcy and an ugly death at the hands of his creditors (those events occurred in the LIVING GREYHAWK adventure COR1-02 *The Reckoning*). Those adventurers retrieved a valuable family heirloom, the *Necklace of the Forlorn Cairn*, from the Cairn Hills. The necklace is worth 20,000 gp and has several magical properties, many of which even Auldon does not know about. However, one power of the necklace of which Auldon is very aware is that it magically returns to him if it is removed.

Auldon has used this property of the *Necklace of the Forlorn Cairn* to rebuild his family's fortune. He has sold the necklace to several merchants that were visiting Greyhawk and, more recently, he has traveled widely in the civilized regions surrounding the Nyr Dyv and the Woolly Bay to sell it. Auldon rarely sells the necklace for its full value so most buyers assume it's stolen. This helps Auldon rationalize taking advantage of the buyers because in his mind they have tried to cheat him. Because the seemingly illicit nature of the transaction, few of Auldon's marks are willing to report him to local authorities when the necklace disappears, though many have cursed him to their deities.

Initially Auldon could not control the time the *Necklace* took to return to him after he sold it, but it always did return, usually after no more than a half-hour. Lately though, the necklace has become more attuned to Auldon over the past now and can remain where Auldon for places it up to a full day. In addition, Auldon has also learned to control the return of the *Necklace* to some extent. If he removes it he can instantly summon it over any distance with a single thought (free action) at any time. Another effect of the necklace growing more attuned to Auldon is that it can no longer be removed by a simple *remove curse* spell. The necklace also emits an aura that causes servants of Iuz the Old to fear its wearer and avoid him.

Having rebuilt his family fortune and reestablished his merchant standing, Auldon quickly fell back into his old habits including gambling, which nearly destroyed him. His irresponsibility has had two consequences: First, Auldon was forced to sell the necklace too many times in the first few months he possessed it, which brought the attention of the Greyhawk Thieves' Guild. Second, because he recognized his penchant to spend money,

Auldon fulfilled his promise to the adventurers who retrieved the *Necklace of the Forlorn Cairn* for him and hired a man to manage the Brendingund family business. Sadly, this man is actually a member of the Thieves' Guild who has every intention of taking great advantage of Auldon and the necklace.

Recent Events

Since being hired to manage Auldon's affairs six months ago, Bwirse has proven indispensable. Under his direction, and with some help from the Thieves' Guild, the Brendingund Merchant House's investments have become very profitable. Auldon still sells the *Necklace of the Forlorn Cairn* from time to time, but this is mostly either to pay his personal debts or when Bwirse instructs him to do so. Auldon trusts Bwirse implicitly and has allowed him to hire several men to serve as clerks and bodyguards. Bwirse earned this trust when he killed a thief that was trying to rob them while Auldon and he were on a trip to Urnst.

There is tension building in Brendingund's Clerksburg home because of Bwirse's presence. Jemar, Auldon's butler and the last of his family's original servants, does not like or trust Bwirse and is threatened by Bwirse and his men. Because of the revitalization of the Brendingund family fortune, Jemar has re-staffed the family home and is very territorial of all things domestic. Bwirse is amused by Jemar and his behavior, but plans to kill him if the issue becomes problematic.

Recently, Bwirse decided that the Brendingund Merchant House needed a base of operation nearer to the Woolly Bay. To this end, Bwirse worked to arrange Auldon's marriage to a woman whose family owns docks in Hardby. Since only women can own property inside city's walls, Bwirse's goal is to have some of the family dock space included as part of the woman's dowry—on paper the docks would be owned by Brendingund's bride, in reality it would be controlled by Bwirse and his master. In return for this arrangement, Auldon will naturally lavish wealth upon his new in-laws. Several weeks ago Auldon, Bwirse, and Jemar journeyed to Hardby to meet the bride and her family and arrive at an agreement. While they were in Hardby, Auldon purchased an ancient trunk that was liberated from a band of humanoids in the Abbor Alz. Auldon dispatched Bwirse back to Greyhawk to investigate the origin of the trunk, while he journeyed to Greysmere to meet another buyer for the *Necklace* and Jemar remained in Hardby to coordinate wedding preparations.

Round One Synopsis

This adventure begins with the PCs in the Black Dragon Inn in the Clerksburg quarter of Greyhawk. A servant dressed in the livery of the Brendingund house (a silver pile of coins resting on a red parchment on a black field) comes in and solicits adventurers for a journey to Greysmere where they are to meet his master and escort him to his wedding in Hardby. The PCs are selected, but have to report to the Brendingund home for review by Bwirse. After measuring up to Bwirse's scrutiny, the PCs are instructed to

leave upon the hour via a wagon that will take them to Lord Cregewyn's manor south of Greyhawk. There the PCs meet the man who will guide them across the Mistmarsh to Greysmere.

When the PCs reach Lord Cregewyn's manor they will be shown to the inn and introduced to Hewolan, a talkative ranger who will serve as guide through the Mistmarsh. The next day Hewolan will help the PCs load their gear into canoes and lead them toward the marsh. As he guides the PCs upriver and through the marsh, Hewolan teaches the PCs about the marsh and the creatures that live in it if the PCs choose to listen to him. Three days into their journey, the PCs and Hewolan are attacked by undead as they portage between flows in the marsh. After two more days, a tragedy occurs: A giant crocodile attacks the canoes, flipping Hewolan's canoe, devouring the ranger, and leaving the PCs to fend for themselves in the wild.

That evening the PCs will see a light moving in the distance. If they follow the light or head toward it the will-o-wisp will lead them into a pit of vipers, if not it will attack until it provokes an emotional response from them. The next morning the PCs can continue south toward Greysmere. Observant PCs will notice lizardfolk watching them at periodic intervals. When they camp for the night, the PCs are approached by the lizardfolk, and if their demands are met the lizardfolk will direct the PCs out of the Mistmarsh. PCs unable to come to terms with the lizardfolk will have to fight a running battle with them until they discover the way out of the marsh.

When the PCs finally escape the marsh and reach Greysmere, they are greeted by Auldon who has been expecting them for some time. That evening the PCs and Auldon are invited to dinner with the Lord of Greysmere. The following morning, Auldon sells the *Necklace of the Forlorn Cairn* and he and the PCs depart for his wedding in Hardby.

Players' Introduction

It is a stormy Goodmonth morning in the Free City of Greyhawk, but the Black Dragon Inn is dry, warm, and reasonably hospitable. As the rain continues to pound angrily against the roof of the inn, a young man in red and black livery ducks in out of the storm and quickly climbs onto a tabletop. The crowd grows quiet as the boy begins to speak. His voice cracks periodically in sharp contrast to his bluster.

"I am Pasco, manservant to the Brendingund family. If that noble name means something to you, we have business. If not, my apologies for disturbing your meal."

The PCs can be in the Black Dragon for any one of several reasons: a drink, a meal, to meet friends, to watch for famous adventurers that are rumored to frequent the inn, or simply to duck out of the rain. Pasco is a recently hired servant who is extremely excited about working for the Brendingund family. He is just over fifteen years old and is the epitome of youthful enthusiasm.

Although as a house servant Pasco answers to Jemar, in Jemar's absence he is taking instructions from Bwirse who has ordered him to the Black Dragon Inn to find six or seven adventurers to journey to Greysmere, pick up Auldon and escort him and safely to Hardby.

In game mechanics terms this means that Pasco is looking for PCs with the Favor of the Brendingund merchant house. He will speak with these PCs first, however, if he does not have enough adventurers to meet Bwirse's order he will take whomever he can find. Pasco only knows that the adventurers are going to pick up Auldon and escort him to his wedding. He will tell the PCs that they need to come across the street to the Brendingund home to meet with Bwirse for instructions and final approval. Have each PC describe their appearance as they begin to talk to Pasco.

Encounter 1: An Offer

Splashing into the rain, Pasco leads the PCs quickly down the street, past the Gem and Stone Cutters' Guild, and up the front steps of the Brendingund home. The three-story manor is in excellent repair. The stonework of the first floor shows signs of recent improvement and the wood of the upper stories appears freshly painted. Standing at the top of the slick marble stairs are imposing twin mahogany doors with pure silver knockers polished to what would be a blinding shine on a day not so overcast. Pasco opens the doors and shows the PCs inside where wet cloaks are quickly taken up by more liveried staff and towels are made available. He then leads them through a finely appointed sitting room with a roaring fire and a beautiful rug of Kettite design to another set of double doors. He knocks briefly and then opens them revealing Auldon's study.

The double doors open to reveal a study lined with bookshelves on three walls and a marble fireplace on the fourth. A small secretary piled with ledgers stands against one wall, but a fine wooden desk dominates the room with a plush high-back chair behind it. Dwarfed in the chair, which was obviously designed with a larger person in mind, rests a scholarly looking man of average height. He has close-cut brown hair, a narrow nose, and a scholar's robes hang loosely on a too-thin frame.

Bwirse, male human Rog5: CR 5; Medium-size humanoid (human); HD 5d6; hp 24; Init +7; Spd 30 ft.; AC 13 (Touch 13, Flat-footed 10); Atk +6 melee (1d4/19-20, dagger), +6 ranged (1d4/19-20, dagger); AL NE; SV Fort +4, Ref +7, Will +4; Str 12, Dex 16, Con 10, Int 13, Wis 12, Chr 12. (5 ft. 8 in. tall)

Skills and Feats: Appraise +5, Bluff +9, Climb +2, Decipher Script +9, Disable Device +5, Disguise +4, Escape Artist +5, Forgery +5, Gather Information +5, Hide +5, Innuendo +5, Listen +5, Move Silently +5, Open Locks +5, Profession (Merchant) +5, Read Lips +5, Search +5, Sense Motive +5, Spot +5, Tumble +5, Use Magical Device +7; Improved Initiative, Iron Will, Weapon Finesse (dagger).

Possessions: 2 daggers, merchants outfit, ledgers, scrolls (all are just paperwork, none are magical).

Physical Description and Motivations: Bwirse is a scholarly looking male human of average height. He has close-cut brown hair and is lean to the point of looking a little sickly. Bwirse is in his mid-thirties, but actually looks a little older. He tries to keep his movements in line with his older, feeble appearance saving his speed and dexterity for surprise when necessary. As Auldon's business manager Bwirse is in the perfect situation. He will do nothing that risks blowing his cover and will be respectful, if detached, when dealing with PCs. Play him as close to an absent-minded intellectual as possible. Bwirse speaks Common and Gnome.

When the PCs enter, Bwirse rises to greet them and introduce himself as the administrator of Auldon's business dealings. After full introductions, he explains that he is looking for adventurers to undertake a confidential mission for Auldon Brendingund. Bwirse asks the PCs to convince him that they are trustworthy. Any PCs with the Favor of the Brendingund Merchant House is immediately accepted. PCs unknown to the family will have to present their qualifications (Bluff or Diplomacy DC 10, make sure to give a up to a +2 bonus or -2 penalty for the quality of role-playing when as the character sells his or herself—characters who fail can retry—the PCs should eventually succeed, but use these rolls to gauge their success, and determine Bwirse's reactions to their qualifications). Once all the PCs are deemed acceptable, Bwirse will disclose that Auldon has gone to Greysmere to transact some business there and will be leaving with a considerable sum of wealth. This requires him to have an escort from Greysmere to his wedding in Hardby. In order to arrive in Hardby in time for the wedding date, the PCs will have to reach Auldon quickly. This will require them to journey directly through the Mistmarsh, a wetland to the southeast of Greyhawk, rather than around it. Bwirse has arranged for a ranger guide familiar with the territory to see them through the Mistmarsh from Lord Cregewyn's manor. Space in the wagon of a farmer leaving for the manor in the morning has also been acquired for the PCs. There is no pay for this mission, but it is an opportunity for travel fraught with potential danger. Adventurers thrive on this kind of thing, right?

Encounter 2:

Lord Cregewyn's Manor

Bwirse asks the PCs to leave as soon as possible but can wait an hour for the PCs to gather their belongings. Bwirse then introduces the PCs to a farmer named Erwedweep who has made space in his wagon to take them on the bumpy journey to Lord Cregewyn's Manor, unless the PCs want to follow him on horse. The journey takes most of the day in the pouring rain, and it is

approaching dark when the wagon rolls to a stop in front of the manor's inn. The manor house itself can be seen at the top of a nearby hill, and nearly a score of farms are scattered around the nearby countryside.

Entering the inn you are greeted with the smell of cooking stew. Three men and two women, all probably local farmers and craftsfolk, are scattered about the common room. All of these people are focused on a man in leather armor and a shortsword at his hip who stands in front of the inn's large stone hearth speaking in an animated voice and gesturing meaningfully with a large wooden spoon:

"And if you stick them around the collarbone, missing their blackened hearts, all they do is bark curses in their nasty goblin tongue and...oh hello..."

As the PCs enter, Hewonlan stops speaking and ask if they are the team from Greyhawk who he is to guide through the marsh. When the PCs indicate that is the case he will beckon them to a table near him, turn to give the stew another good stirring, and serve some to the PCs. Shortly thereafter, the innkeeper will enter with ale and bread to add to the meal.

Hewonlan explains that he helps out around the inn because he is a relative of Lord Cregewyn and likes to keep an eye on his liege's holdings. He is actually Cregewyn's nephew, but is not welcome in the manor house because of some family conflicts. Hewonlan is very talkative, friendly, and never rude no matter how disrespectfully he is treated. He attempts to draw the PCs into conversations about their lives, families, goals, and mission. He is also be particularly interested in what the PCs know about traveling in the wilderness and wetlands, and shares some of his expertise if the PCs are interested.

As the night wears on, he tells the PCs they can stay in the common room with him for free if they wish. He will continue to talk for as long as the PCs wish, and the innkeeper will keep the complimentary ale flowing. If the PCs want lodgings other than the common room, they are available for the price of 3 sp a night. Each of those private rooms has two beds.

If a PC stays awake to hear, near midnight Cregewyn's conversation turns toward his own story. He explains to the PCs that his father was the eldest son of the previous Lord Cregewyn and had little interest in the affairs of the family's estate. Unfortunately, his father was more interested in riding and fishing, so when "grand pappy" Cregewyn passed on Hewonlan's uncle inherited the lands and title. Hewonlan's father was thrilled and retired to a life of recreation on the pension provided for him in the will, but Hewonlan was forced to fend for himself. Since his father died three years ago, he has had nothing but the marsh and a darkwood fishing rod his father left him. In telling this story Hewonlan becomes somber for the first time since meeting the PCs. He finishes by saying that he has a good life and one that he likes, but that he can't help but feel he was meant for something more, even if being Lord Cregewyn isn't that much.

Encounter 3: On the Water

Note: It is important to roleplay with the PCs as much as possible during this encounter. They need the information in here to survive the marsh.

Hewonlan will wake the PCs at dawn the morning after their arrival at the Cregewyn manor. Despite last night's ale, conversation and the early hour, he seems remarkably refreshed and in high spirits. As soon as the PCs are able to pack their things, Hewonlan will lead them on a quick march down to the river where three three-man canoes are waiting.

The morning breaks clear and cool. After a quick breakfast, Hewonlan readies you for the road ahead.

Your march through the early morning dew comes to an abrupt halt at the river where three sizable canoes have been drawn up on the bank and turned upside down. Hewonlan turns to you and says, "There should be room for all of your gear and all of us in these

three. You figure out who and what goes where. I'll be in the point boat and you may want to put someone else in there with me to learn something."

The tapered hulls of the canoes are almost 20 feet long with room for three PCs or fewer PCs and each can carry about 300 lbs. of equipment if carrying two people, and about 50 lbs. if carrying three. Make the PCs indicate who will be riding where and what space is being allocated to their gear. For simplicity, most equipment that you can imagine fitting in a canoe will fit, but keep track of the location of equipment, it may become important at times. Before everyone boards and they push off, Hewonlan will declare his intent to teach them as much about the marsh as they can possibly learn.

Lesson One, given as Hewonlan and the PCs load the canoes, is that no one without gills should wear armor heavier than leather.

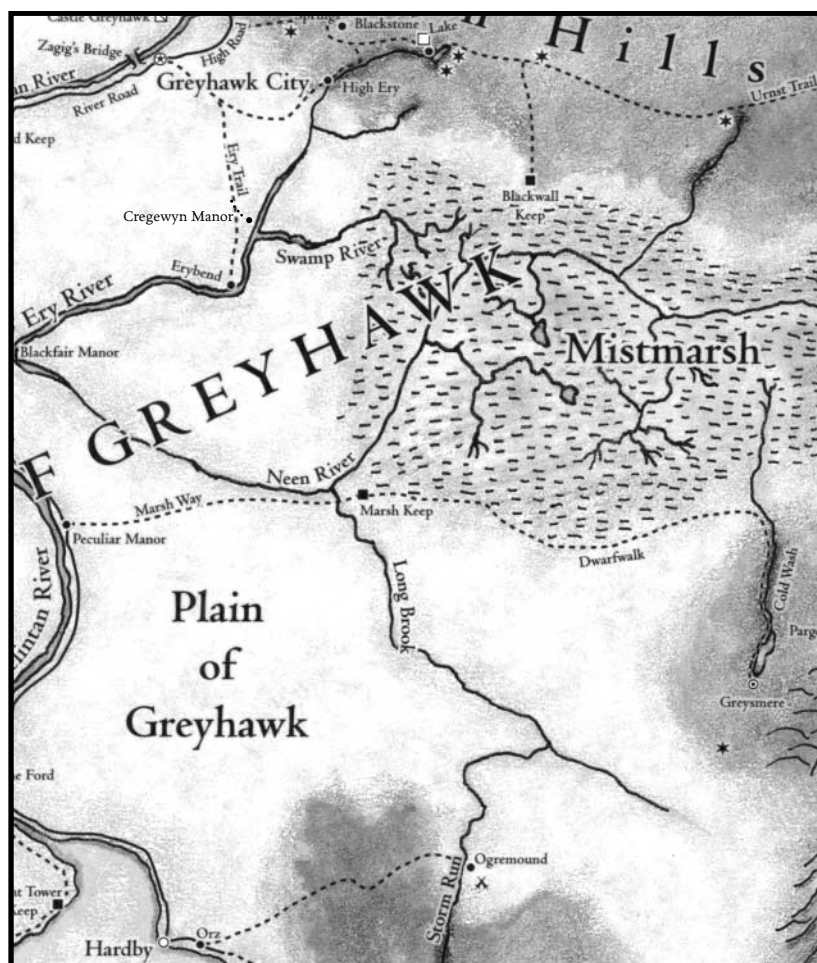
As Hewonlan and the PCs make their way onto the river, he will explain that they will have to paddle against the river current for almost two days before they reach the marsh, which should give them a chance to get used to boat life. Over the course of the two days it takes to reach the first portage in Mistmarsh, Hewonlan will teach them several more lessons to prepare them for the troubles they may encounter in the marsh.

Lesson Two is how to paddle and steer a canoe. Hewonlan will explain that paddling has to be balanced or the canoe will turn. If one person is paddling, they should alternate sides to keep the canoe straight or paddle repeatedly on a side to which they wish to turn. If two people are paddling, they should paddle on opposite sides of the canoe with the same force and speed, if possible. The person in the rear steers by paddling on the side they wish to turn toward and using his paddle as a rudder. If three people paddle, one person paddles on each side and the person in the rear alternates sides and steers. The final component of this lesson is Hewonlan's warning that on a river or other water with current you are moving even if you aren't paddling. There is no game mechanic for paddling and steering; it is assumed that the PCs can pick this up unless they feel otherwise.

The first night on the river, Hewonlan has the PCs pull the canoes onto the riverbank and make camp. Mid-day the second day on the water, the canoes reach the marsh proper and the flow of the river all but ceases to affect their journey. However, Hewonlan will take the opportunity to teach the PCs another lesson.

Lesson Three is how to find the flows of current

Map 1: Greyhawk to Hardby Through the Mistmarsh



once you are in the marsh. He will toss a bag of sawdust to one PC in each canoe and then take a large pinch out of his own bag and cast it into the water. He will tell the PCs to watch the dust. If it swirls or stands, paddle on one hundred strokes and try again. If it flows with the wind toss more dust on the other side of the canoe. If the dust flows without the wind, follow it. If you run out of dust you can use the crusted leaves of dead marsh plants. The flows are important because if one becomes lost in the marsh they will eventually lead out into one of the tributaries of the Ery River.

The second night the PCs are in the marsh Hewonlan guides the PCs to a small stand of trees in the marsh telling them that sleeping is another important skill.

Lesson Four is how to sleep on the water. Hewonlan will teach them the proper way to tie their boats off on the trees and show them how to get comfortable in their canoes. He will recommend that they stay as low in their boats as possible, even when on watch to avoid attracting attention from night creatures. He will also suggest that the PCs sleep with their heads toward the ends of the canoes. That way if they are awakened in the night they can sit up and see the other people in their canoe as well as anything behind those people.

At dawn the next day, Hewonlan will give the PCs **Lesson Five**, how to hunt in the marsh. The PCs will awake to the sound of a splash as the ranger pulls a shortspear with a wriggling fish impaled on it out of the water and into the boat. He will explain that the key is to find the clearest water possible and then put the head of the spear in the water, wait for a fish to swim near, and then stab away. He will also show the PCs how to shoot from the canoe with a short bow (-2 circumstance penalty to attack rolls), and teach them how to gage where a shot bird falls. Hewonlan will point out that a wise wetland hunter will wait until he finds land to cook his food. Fires in the canoes are risky.

At noon of that day, the PCs in the canoe with Hewonlan will notice, if he or she succeeds a Spot check (DC 10), that the ranger is staring off and into the water rather intently. If asked why, he will point to a reptilian head that sticks above the reeds. The eyes are clearly watching them. The head sinks down into the reeds almost immediately.

This gives a chance for **Lesson Six**, denizens of the marsh. He will tell the PCs that most creatures in the marsh, like the lizardfolk they just saw, are not good or bad, they are just trying to survive. The key is to not let your guard down and watch out for your comrades. Those who forget this lesson are usually eaten by the ones that haven't.

Unfortunately, there are some creatures that are pure evil. These are creatures of darkness and must be guarded against at all time. If the PCs inquire about dangers in the marsh Hewonlan will mention that there are a variety of nasty creatures that live there including ghouls, shadows, poisonous snakes, a mad druid,

lizardfolk, giant crocodiles, and other creatures it is better not to name.

As the evening of the third day of their trip arrives, Hewonlan directs the PCs to a muddy island rising from the marsh. He will explain that this island and a shallow muddy area that are not passable on the water separate the flow of the marsh that they have been travelling on from the main flow through the Mistmarsh. Hewonlan will tell them that reaching the flow that leads into Greysmere will require another portage in about three days.

Once they reach the island Hewonlan will have the PCs land the boats and empty them of their gear. Despite being called an island, the ground is covered with plants and mud nearly six inches deep. A clear path through the plants leads nearly a mile and a half across the island to the main flow, but the mud on the path is just as deep and thick. Hewonlan will have two PCs stay and guard the gear while he and the others move the boats to the middle of the island when there is a makeshift campsite. Then he will leave two PCs with the boats while he and the others fetch the gear. Use this dividing of the PCs as an opportunity to make them nervous.

Encounter 4: Ghoul Attack

Only PCs awake during the midnight watch will have a chance see and hear the ghouls before they attack the portage camp (Spot, DC 10).

Half the night has passed and the moon hangs low in the sky casting strange shadows through among and reflecting pale light on the distant marsh waters. As you watch from your mud-caked camp, several shadowy forms come staggering out of the darkness.

Since Hewonlan's last visit, several undead have made a home of the portage island because of the traffic it sees from time to time. The corporal undead burrow into the deeper mud near the banks of the island during the day and hunt the portage camp for travelers each night. Half of the undead are deceased humans the others lizardfolk. Adjust armor classes of the PCs to account for armor they have removed while in the marsh or in order to sleep.

Hewonlan, male human Rng3: CR 3; Medium-size humanoid (human); HD 3d10; hp 33; Init +6; Spd 30ft.; AC 15 (Touch 12, Flat-footed 13); Atk +5 melee (1d6/19-20, shortsword); SA Favored enemy (goblinoids +1); AL CG; SV Fort +5, Ref +3, Will +3; Str 12, Dex 14, Con 14, Int 10, Wis 14, Chr 12. (5 ft. 11 in. tall).

Skills and Feats: Animal Empathy +3, Balance +4, Climb +4, Hide +4, Intuit Direction +8, Spot +4, Swim +6, Wilderness Lore +8; Ambidexterity, Two Weapon Fighting, Track, Improved Initiative, Dodge, Expertise, Weapon Focus (shortsword).

Possessions: Studded leather armor, knife, shortsword, halfspear, short bow, 20 arrows, quiver, fishing gear, bag of sawdust.

Tier 1 (EL 3)

Ghouls (3): hp 20, 19, 16; see *Monster Manual*, page 97.

Tier 2 (EL 5)

Ghouls (5): hp 20, 19 (x2), 17, 16; see *Monster Manual*, page 97.

Tier 3 (EL 7)

Ghouls (3): hp 20, 19, 16; see *Monster Manual*, page 97.

Shadows (2): hp 27, 25; see *Monster Manual*, page 161.

Encounter 5: Crikey Mate!

The morning after defeating the undead at the portage, Hewonlan leads the PCs into the next flow in the marsh. He and the PCs travel for two uneventful days (i.e., five days into the journey), mooring at trees each evening without further event. Hewonlan turns the boats south during the late afternoon of the second day, and a giant crocodile surprisingly attacks Hewonlan's boat with catastrophic results.

Without warning, a sudden splash resounds in the stillness of the marsh as Hewonlan and the contents of his canoe are spilled out into the marsh. "Paddle, paddle for all you are worth! It's a giant croc!" your guide screams looking nervously at the water, a knife in his hand. "Find a portage to the southern flow tomorrow morning, you will see..." As he utters the instructions an enormous reptilian head erupts from the water biting into Hewonlan. It rolls, dragging the ranger under.

Have the PCs roll initiative immediately. The PCs first concern should be rescuing any of their comrades who have been dumped into the water with Hewonlan. Any PC in the boat with Hewonlan must succeed at a Swim checks (DC 10) in order to make it to another boat (assume that PCs thrown in the water are 20 feet from another canoe). If they fail, they make no progress. If they fail by 5 or more, they go under water. Be sure to enforce armor check penalties. If a PC goes underwater, he can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, he must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round the DC increases by 1. When he fails, he falls unconscious (0 hp). In the following round he drops to -1 hp. In the third round, he is dead.

The PCs may be concerned about Hewonlan himself, but saving him is a lost cause. If they dive into the water, the PCs can see nothing. The attack has stirred up the silt so sight more than one foot is impossible. Any heavy gear in the overturned canoe is on the bottom, 15 feet below. The PCs have 3 rounds to rescue any other PCs or gear they wish, after which an almost 20-foot long crocodile surfaces and climbs onto an island 50 yards away with

ranger parts in its mouth and begins chewing vigorously. If the PCs attack the crocodile with range weapons, it will withdraw deeper into the island's muddy foliage. If the PCs move close to the island or attempt to engage the crocodile in melee combat, the crocodile returns to the water and the PCs hear (Listen, DC 10) three additional large, loud splashes. Give the PCs every opportunity to flee, but if they refuse to leave let them fight the four giant crocodiles. In any case the three crocodiles will enter the water in sight of the PCs after five rounds. Again, allow the PCs to flee.

All Tiers (EL 8)

Giant Crocodiles (4): hp 70, 68, 65, 59; see *Monster Manual*, page 195.

If the PCs paddle southward there will be no pursuit or further encounters until they have moored for the night.

Encounter 6: Will-o'-Wisp

The sun has been down for several hours when a light appears moving across a long narrow island a few hundred yards distant. It looks like it could be a lantern moving towards you. It rises slowly twice, as if someone was signaling you, or someone else, and then the light begins to move away slowly.

If the PCs paddle over to the island to investigate, they will discover that it is a narrow strip of muddy earth no more than 10 or 12 feet wide at any point. As the PCs approach the light it will begin to accelerate away from them at a speed that will require them to run to keep up. The will-o'-wisp has a double move of 100 feet, and it will go as fast as possible in order to force the PCs run to check up. PCs choosing to run and follow the light will have to travel quickly for 4 rounds to catch up. At the end of that race they need to succeed at a Reflex save (DC 25) to avoid falling into a water-filled pit the will-o'-wisp is leading them to. The darkness and the speed make it practically impossible to spot (at least 10 ranks in Spot, DC 35). PCs who are not running will reach the pit in sixteen rounds, they will have a chance to Spot it (DC 15) and will have an easier time avoiding it (DC 15). Once the pit is spotted, and the person who spots the pit communicates the find with his or her fellow PC, the chance of falling in greatly reduces (DC 10), but is still possible, due to the darkness and the murky terrain. If no PC falls into the pit they reach the end of the island in 5 more rounds and see the light still 500 feet (at least five rounds) off hovering over the water.

The 6-foot deep pit is filled with 30 tiny vipers most of which will flee, but any PC entering the pit will be attacked by four water moccasins (tiny viper) which will attempt a bite attack once and then swim away.

All Tiers (EL 1):

Water moccasins (4): hp 1 each; see *Monster Manual* page 203

If the PCs do not react to the will-o'-wisp when it first appears, it will shadow the PCs until they find a place to camp. It waits until the PCs camp and attacks one of the PCs who is awake, float over the water taunting them and then fly toward the island with the snake pit. If the PCs try to ignore the wisp after it attacks one of them it will attack periodically until the PCs follow it or it has created panic and the fear of being killed and in the PCs. The goal of the will-o'-wisp is not to kill any PC, but to feed on their negative emotions and fear. If it has not accomplished this, it leaves an hour before the dawn of the next day.

All Tiers (EL 6):

Will-o'-wisp: hp 54; see *Monster Manual*, page 183.

Encounter 7: Finding the Folk

The day after their encounter with the wisp, the PCs will likely continue south (Intuit Direction, 15, or succeed at a general Intelligence or Wilderness Lore check DC 15, as the PCs search for clues on which direction is south) looking for the portage Hewonlan mentioned before his death. Unfortunately, Hewonlan overestimated the PCs ability to make good time without him and it will actually be late afternoon (or maybe longer, if they get lost) before they are in the right area to search for the portage. If the PCs begin looking for the portage at midmorning, have them attempt Wilderness Lore or Search checks (whichever is better) to try and find it. They will of course fail, because they are in the wrong place. If the PCs choose to take 20, they will still fail, but it will set them back an additional half-hour.

During this time members of the local tribe of lizardfolk will observe the PCs. These lizardfolk sentries can be seen if the PCs succeed at a Spot check, DC 20. If the sentries know they are spotted, the will attempt to flee. If the PCs attack a lizardfolk sentries, at least one will fight valiantly and to the death while one other swims to warn his people. There will be two lizardfolk sentries in Tier 1, and four in both Tier 2 and Tier 3. Use the statistics for standard lizardfolk found in the *Monster Manual*, page 128.

When the PCs do reach the right area in the afternoon (or even later if they have been taking 20), it will take a successful Wilderness Lore check (DC 25) to find the landing for the portage. If the PCs cannot find the portage or do not reach it, they will have to camp on the water for the night. The longer they search the more late they become for their rendezvous at Greysmere. If the PCs reach the portage to the south flow, they will find that it contains a rough campsite.

After watching the PCs all day, the lizardfolk have determined that they are looking for the portage. Most humanoid travelers in this area use the portage. If the PCs attacked the sentries

then a lizardfolk hunting party attacks the PCs at their camp, whether on the portage or in the water. If the PCs have not attacked the sentries, then two member of the hunting party will approach the PCs when they reach the lizardfolk camp. The lizardfolk have fallen on hard times since a group of undead killed their leader and several warriors. Food has been scarce, and their new chief is young and desperate to prove himself. He has determined that he will do this by either trading with the PCs for food and weapons or killing them and taking what he wants. Unfortunately none of the lizardfolk speak any language other than Draconic, so the PCs must overcome this barrier. If the PCs are forced to resort to purely nonverbal communication roleplay this as much as possible. The lizardfolk leader and his shaman are intelligent, but have only their life in the marsh for frame of reference. If they are unable to get several days of food from the PCs after a few minutes, they leave in frustration and then have the hunting party attack. They can always eat the humans.

If the communication barrier can be overcome, the lizardfolk offer to show the PCs the way to the portage and the south flow in exchange for as much food as possible. In addition, if there is a masterwork steel weapon in evidence among the PCs the lizardfolk chief, Batul, carefully attempts to examine it and test it in the air. He then tries to give his shield to the PC who owns the weapon in exchange for his shield. The chieftain's shield is a +1 *large shield* made from the polished whole shell of a giant turtle.

If combat between the PCs and the lizardfolk occurs and the battle is going poorly, the lizardfolk chieftain and the shaman disengage, leave the area, returning the next night with a larger hunting party. The PCs have to fight a running battle with hunting parties increased by three lizardfolk every day for the duration of their time in the marsh.

Tier 1 (EL 5):

Lizardfolk (3): hp 14, 12, 11; see *Monster Manual*, page 128.

Urbug, lizardfolk shaman, Clr1: CR 2; Medium-size humanoid; HD 3d8+3; hp 21; Init +0; Spd 30 ft.; AC 17 (Touch 10, Flat-footed 17); Atk +2 melee (1d10+1, greatclub) and +0 melee (1d4, bite) or +2 melee (1d4+1, 2 claws) and +0 melee (1d4, bite); AL N; SV Fort +1, Ref +3, Will +2; Str 13, Dex 10, Con 13, Int 9, Wis 14, Chr 10.

Skills and Feats: Balance +4, Concentration +2, Jump +7, Swim +9; Multiattack, Combat casting.

Possessions: large shield, great club.

Spells Prepared: (3/3) o-light, purify food and drink, virtue; 1st—detect undead, calm animals, obscuring mist.

Batul, lizardfolk chief Ftr1: CR 2; Medium-size humanoid; HD 2d8+4, 1d10+2; hp 24; Init +0; Spd 30 ft.; AC 20 (Touch 12, Flat-footed 18); Atk +5 melee (1d10+3, greatclub) and +2 melee (1d4+1, bite) or +5 melee (1d4+3, claws) and +2 melee (1d4+1 bite); AL N; SV Fort +1, Ref +3, Will +0; Str 17, Dex 10, Con 14,

Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +7, Swim +9; Dodge, Multiattack, Weapon focus (great club).

Possessions: +1 large shell shield, great club, 50 gp emerald.

Tier 2 (EL 7):

Lizardfolk (6): hp 14 (x3), 12 (x2), 11; see *Monster Manual*, page 128.

Urbug, lizardfolk shaman, Clr2: CR 3; Medium-size humanoid; HD 4d8+4; hp 28; Init +0; Spd 30 ft.; AC 17 (Touch 10, Flat-footed 17); Atk +3 melee (1d10+1, greatclub) and +1 melee (1d4, bite), or +3 melee (1d4+1, 2 claws) +1 melee (1d4, bite); AL N; SV Fort +1, Ref +3, Will +2; Str 13, Dex 10, Con 13, Int 9, Wis 14, Chr 10.

Skills and Feats: Balance +4, Concentration +4, Jump +7, Swim +9; Multiattack, Combat casting.

Possessions: large shield, great club.

Spells Prepared: (4/4) 0—light x2, purify food and drink, virtue; 1st—detect undead, entangle, obscuring mist, sanctuary.

Batul, lizardfolk chief Ftr2: CR 3; Medium-size humanoid; HD 2d8+2d10+4; hp 34; Init +0; Spd 30 ft.; AC 20 (Touch 12, Flat-footed 18); Atk +7 melee (1d10+4, greatclub) and +4 melee (1d4+1, bite) or +6 melee (1d4+3, 2 claws) and +4 melee (1d4+1, bite); AL N; SV Fort +1, Ref +3, Will +0; Str 17, Dex 10, Con 14, Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +7, Swim +9; Dodge, Power attack, Multiattack, Weapon focus (great club).

Possessions: +1 large shell shield, great club, 50 gp emerald.

Tier 3 (EL 9):

Lizardfolk (10): hp 15, 14 (x2), 12 (x3), 11 (x4); see *Monster Manual*, page 128.

Urbug, lizardfolk shaman, Clr3: CR 4; Medium-size humanoid; HD 3d8+3; hp 21; Init +0; Spd 30 ft.; AC 17 (Touch 10, Flat-footed 17); Atk +4 melee (1d10+1, greatclub) and +2 melee (1d4, bite), or +4 melee (1d4+1, 2 claws) +2 melee (1d4, bite); AL N; SV Fort +1, Ref +3, Will +2; Str 13, Dex 10, Con 13, Int 9, Wis 14, Chr 10.

Skills and Feats: Balance +4, Concentration +2, Jump +7, Swim +9; Multiattack, Combat casting.

Possessions: large shield, great club.

Spells Prepared: (4/4/3) 0—light, purify food and drink, virtue; 1st—detect undead, entangle, obscuring mist; 2nd—bull's strength, hold person, hold animal.

Batul, lizardfolk chief Ftr3: CR 4; Medium-size humanoid; HD 2d8+4, 3d10+6; hp 44; Init +0; Spd 30 ft.; AC 20 (Touch 12, Flat-footed 18); Atk +8 melee (1d10+4, greatclub) and +5 melee (1d4+1, bite) or +7 melee (1d4+3, 2 claws) and +5 melee (1d4+1,

bite); AL N; SV Fort +1, Ref +3, Will +0; Str 17, Dex 10, Con 14, Int 9, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +7, Swim +9; Dodge, Power attack, Cleave, Multiattack, Weapon focus (great club).

Possessions: +1 large shell shield, great club, 50 gp emerald.

If the PCs are friendly with the lizardfolk, they can proceed to the portage and the south flow the next morning and will emerge from the marsh in one day since they are now moving with the flow. If the PCs are fighting the lizardfolk, they are forced off course by their battles and it takes them three days to emerge from the marsh. Two days of walking along the riverbank or four days paddling upstream brings the PCs safely to Greysmere. The PCs need to decide what option or combination of options they take.

Encounter 8: Arrival in Greysmere

The flow you followed out of the marsh became a small river flowing into the hills that sprung up around you and has now ended in a lake below a narrow trail that switchbacks up the steep rocky hillside ending on a narrow ledge before a large stone gate several hundred feet above you. You can barely make out three figures on the ledge, two shorter stout figures on either side of the gate and a taller figure that looks as if it's pacing back and forth nervously before the gate. With some effort should be able to make the gate by dinner-time.

The total time the PCs took on the journey will impact Auldon's reaction to them. The fastest possible trip would take ten days (one day from Greyhawk to the manor, three days to the first portage, two days until Hewonlan was killed, one day to the south portage, one day to get out of the marsh and two days to Greysmere), but it is possible for the PCs to have taken fourteen (or more if they distracted themselves somehow). If the PCs arrive ten or eleven days after they left Greyhawk, Auldon will be pleased to see them, but concerned about making it to Hardby in time for the wedding. If the PCs took twelve to fourteen days to arrive he will be irritated and complain vocally about the risk of not making it to Hardby in time for the wedding. If the PCs took more than fourteen days, he will be furious and revoke any favors of the Brendingund Merchant House held by PCs in the party.

When the PCs reach the ledge and the stone gate, Auldon quickly ushers them past the two dwarf guards outside the gate and their fifteen fellows within. He takes them into the caverns that make up Greysmere and show them to the rooms they are sharing. Auldon Brendingund is a heavy-set human in his mid-forties with thinning black hair and a patchy goatee. His new-looking clothing is richly appointed and is cut to minimize his ever-widening figure. PCs who have met Auldon before note that he appears to have gained some girth, but that he looks very tired. Now that he has rebuilt the Brendingund fortune, Auldon

attempts to put on airs from time to time, but most of the time he forgets and treats the PCs as equals or superiors.

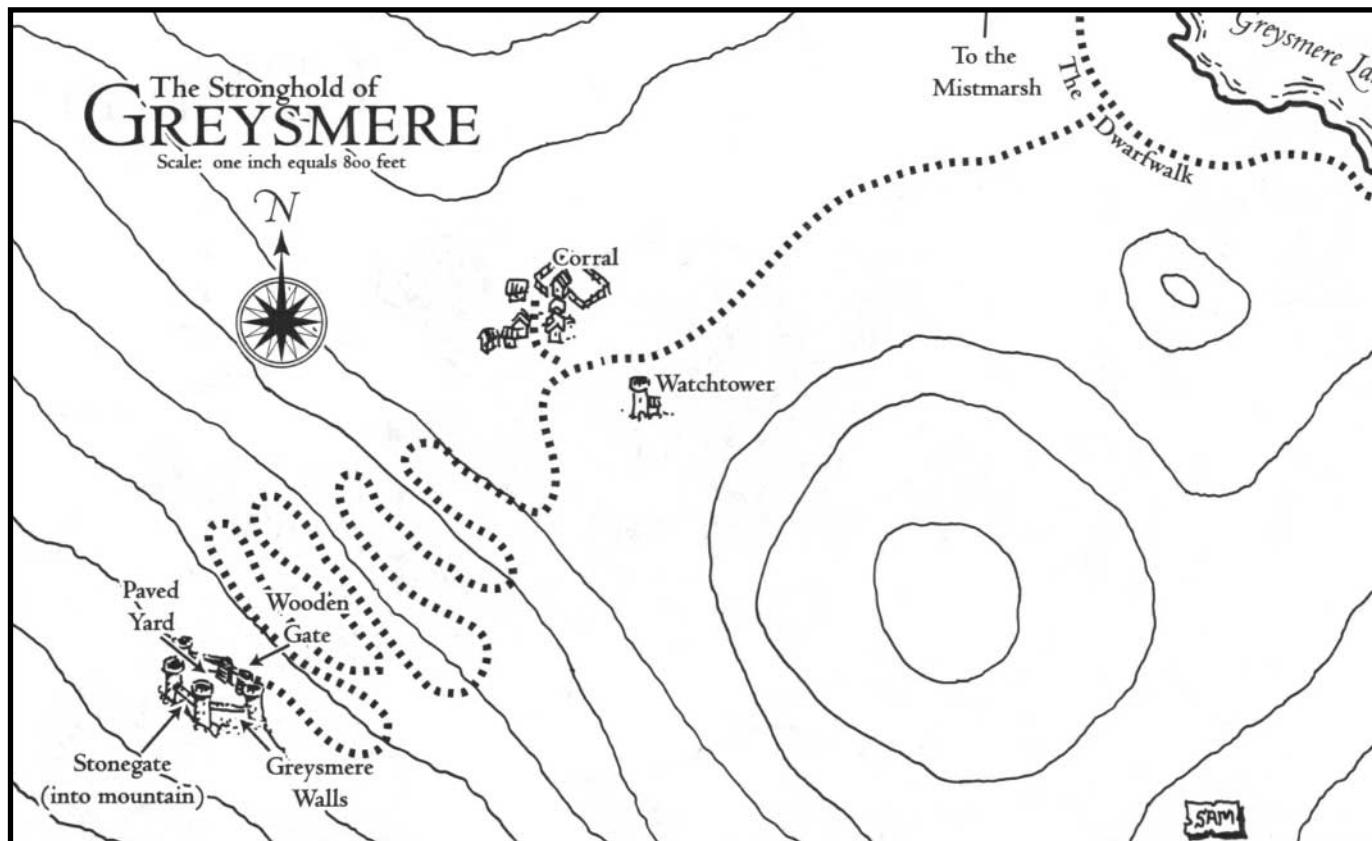
Greysmere is an isolated dwarven community of several hundred dwarves that rarely have contact with the outside world, but do occasionally trade with nearby Greyhawk. The headman of Greysmere is Fionor the Rude, a retired adventurer who personally welcomes travelers to his community and insists that they dine with him. Auldon and the PCs are scheduled to have such a dinner the evening that the PCs arrive. Auldon warns the PCs that Fionor comes by his nickname honestly and is one of the most offensive people they will ever meet. He cautions them to be polite since Fionor is buying some merchandise from him and they must not jeopardize the deal. Auldon also answers any questions the PCs have and then lead them through the caverns to dinner.

Some PCs who met Auldon before may suspect what he is doing. If they confront him he tells them that they are here to protect him, he will worry about business that they can't possibly understand. They may point out that they are not being paid. Auldon tell them if all they want is money, he will pay 100 gp (lump sum, not each) for them to accompany him. If the PCs accept this, they forfeit the favor at the end of the scenario. If a *detect evil* is cast, Auldon nor the necklace detect as evil, the necklace shields itself and its wearer from all *detect* spells as a *non-detection* spell (DC 25 for successful detections).

Rows of stone tables and beautifully carved limestone pillars fill the dining hall of Fionor the Rude, headman of Greysmere. As you are shown to your seats at the head table, an angry looking dwarf in full plate storms in, throws a halberd on the table, bangs his way into the high back stone chair at the center of the table and turns to Auldon saying, "I see your friends finally made it, griffon breath. Perhaps we can finally do business and you can get your harpy licking face out of my halls."

Fionor's entrance is just a prelude of things to come. He spends the entire dinner (of blind trout filets and cavern grown fungus) alternately telling his grossest tales, sickest jokes, belching, and insulting the PCs and Auldon. Fionor picks one PC in particular to whom to be abusive. Chose either the most suspicious PC in the group or the one most beyond reproach (e.g., the half-orc or the paladin of Pholtus) for Fionor to abuse. He completely refuses to speak with elves; he does not like "their kind". After several hours, Fionor drinks himself into unconsciousness at which time Auldon tells the PCs they can leave safely.

Day breaks with a light mist hanging over the lake below Greysmere and the mounts Auldon procured for you shuffle nervously as you prepare to leave. As Auldon and Fionor emerge from a room just inside the fortresses stone gate, Fionor thrusts his fist holding something shiny into his a pocket of the leather vest that has replaced his armor. Auldon smiles down at the headman and



Fionor shouts to some dwarves to bring up the ponies with the payment. Turning to you Auldon says, "Well, that's done. Let's go to Hardby and get me married." Auldon then leads his mount out the gate and down the switchback trail away from Greysmere.

Round Two Synopsis

After selling the necklace and leaving Greysmere, Auldon and the PCs travel for two days before being set upon by a troop of dwarves from Greysmere. When Fionor discovered the necklace missing the night of Auldon's departure, he dispatched this company to retrieve the necklace and his payment as a lesson to Auldon and his thieving associates. The dwarves are adamant in their demands and the PCs either have to let them take the necklace and the money or subdue them.

After resolving the problem with the dwarves the PCs and Auldon continue their travel to Hardby for two more days before reaching the Abbor-Alz where they stumble onto a battle between some humanoids and Kenecca, the surviving member of a small caravan. During the battle the humanoids avoid and even show fear around Auldon because of the power of the Necklace and Kenecca observes this. Kenecca is masquerading as a biographer priest of Delleb, but he is actually a servant of Vecna. He uses his powers of persuasion and magic to try and discern the nature of the necklace and then to steal it.

Once he is rescued by the PCs, Kenecca thanks them and asks if he may travel with them to Hardby. Along the road to Hardby Kenecca speaks with each of the PCs to try and ferret out their individual secrets and those of the other members of the group, specifically Auldon. Two more days will bring the travelers to Hardby at which point Auldon suggests that Kenecca show the PCs around while he attends to wedding preparations. Kenecca warns the PCs about the dangers of Hardby, directs them to trade town to do some shopping, and arranges to meet them in the evening. Kenecca then reports what he has discovered to his master, a blackguard now in the service of Vecna and the two of them concoct a plan to use the PCs to steal the Necklace from Auldon.

The PCs have the opportunity to buy some exotic items in Trade Town before meeting Kenecca at a tavern called the Sign of the Tarnished Idol. Kenecca meets the PCs and tells them what Auldon has been doing with the Necklace. Kenecca tells them he fears the necklace is evil and tries to persuade the PCs to get Auldon to give up the Necklace or at least not wear it while he is getting married. At midnight a strange ritual occurs in the Sign of the Tarnished Idol, if the PCs participate there is no problem, but if they do not a brawl ensues that will end up getting them jailed.

The next morning Jemar comes to retrieve the PCs either from their rooms or the jail and express concerns about a man named Kenecca who visited Auldon and his bride to be the previous day. The PCs have an opportunity to speak with Auldon before the wedding. When they speak with Auldon he listen to

what they have to say and then decides to leave the Necklace in an office near the wedding site. During the wedding, Kenecca steals the necklace and retreats to the Sign of the Tarnished Idol to meet his master. The PCs pursue him there and reclaim the Necklace.

Players' Introduction

A full two days of travel have passed since you left Greysmere with the merchant Auldon Brendingund. He has proven to be a jovial friendly fellow, if not a bit naïve, and riding across the Greyhawk plain is clearly superior to the journey through the Mistmarsh. As you begin to make camp for the evening it appears that this half of your work for Auldon may be easy bordering on boring.

Encounter 9: Dwarves Arrive

The sun has been down for two hours when the thundering of hooves draws the attention of those of you on watch. Those who were trying to sleep are woken as the pounding of many hoofs echo through the ground. In the moonlight a company of ponies with dwarven riders can be seen charging your direction.

The evening after the PCs departure from Greysmere, Auldon summoned the *Necklace of the Forlorn Cairn* back to him. The dwarves, not checking on their new treasure before that time, have assumed the merchant bilked them. Auldon, after summoning it back hides it in the belongings of the PC that Fionor picked on during dinner (opposed check: Brendingund's Pick Pocket against the PC's Spot. The PC will usually suffer a -5 penalty for being inattentive, and Auldon gains a +2 bonus due to Bluff synergy). When the dwarves arrive, they are angry and tired. They have ridden non-stop to catch the PCs and retrieve the Necklace. Fionor has also instructed them to bring back the 10,000 gp he paid Auldon as punishment and a lesson to the merchant. The leader of the dwarves is named Mizad and he will not negotiate. He simply rides up and demands that everyone drop their weapons and prepare to be searched. If the PCs do not comply with the dwarves desire to search the camp and take what they want, he orders the attack.

If the camp is searched and the Necklace is discovered (Search, DC 15), Auldon allows the dwarves to take it, but he will not part with the gold, although he is willing to refund 1000 gp of the price due to the "carelessness" of the men he has hired. He will apologize profusely, but remind the dwarves that Fionor brought it on himself by picking on the PC. The dwarves will want to take the PC back as their prisoner. Auldon will intervene if no one else does and get the dwarves to grudgingly accept if the PC apologizes.

If a fight occurs it would be best if the PCs could subdue the dwarves without killing them. To assist in this remind them that

any weapon can be used to do subdual damage by taking a -4 penalty on the attack role. In addition, be sure to keep track of the dwarves' hit points up to -10 before declaring them dead. Along the same lines, the dwarves will attack to subdue until one of them is attacked with non-subdual damage.

This encounter may provoke the PCs to ask Auldon some hard questions. Auldon will maintain his innocence. He will try to deflect all comments toward the PC who "stole" the Necklace. Under no circumstance will he reveal how he sells the Necklace.

Auldon Brendigund, male human Exp7: CR 6; Medium-size humanoid (human); HD 7d6+7; hp 40; Init +0; Spd 30; AC 14 (Touch 10, Flat-footed); Atk +4 melee (1d6-1, club) or +4 melee (1d4/19-20, dagger), or +5 ranged (1d4/19-20, dagger); AL CN; SV Fort +4, Ref +2, Will +7; Str 9, Dex 10, Con 13, Int 15, Wis 10, Cha 16; (5 ft. 11 in. tall).

Skills and Feats: Appraise +12, Bluff +15, Diplomacy +13, Gather Information +10, Innuendo +2, Knowledge (commerce) +8, Pick Pockets +12; Ride +2, Sense Motive +10, Use Magical Device +5, Iron Will, Great Fortitude, Skill Focus (Bluff).

Possessions: Dagger, club, chain shirt, and robes.

Tier 1 (EL 6):

Dwarves Ftr1 (4): CR 1; Medium-size humanoid (dwarf); HD 1d10+2; hp 10; Init +0; Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atk +4 melee (1d10+2/x3, dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +2, Craft (metal working) +2, Listen +4, Spot +4; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Studded leather armor, dwarven waraxe, small wooden shield, war pony, 3 gp.

Mizad, male dwarf Ftr3: CR 3; Medium-size humanoid (dwarf); HD 3d10+2; hp 30; Init +0; Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atk +6 melee (1d10+2/x3, dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +2, Craft (metal working) +2, Listen +6, Spot +6; Dodge, Power Attack, Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Breastplate, dwarven waraxe, large steel shield, war pony, 5 gp.

Tier 2 (EL 7):

Dwarves Ftr2 (5): CR 2; Medium-size humanoid (dwarf); HD 2d10+2; hp 20; Init +0; Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atk +5 melee (1d10+2/x3, dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +2, Craft (metal working) +2, Listen

+5, Spot +5; Power Attack, Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Studded leather armor, dwarven waraxe, small wooden shield, war pony, 3 gp.

Mizad Fgt4: CR 4; Medium-size humanoid (dwarf); HD 3d10+2; hp 30; Init +0; Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atk +7 melee (1d10+4/x3, dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +2, Craft (metal working) +2, Listen +7, Spot +7; Dodge, Power attack, Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: Breastplate, dwarven waraxe, large steel shield, war pony, 5 gp.

Tier 3 (EL 9):

Dwarves Ftr3 (5): CR 1; Medium-size humanoid (dwarf); HD 1d10+2; hp 10; Init +0; Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atk +6 melee (1d10+2/x3, dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +2, Craft (metal working) +2, Listen +6, Spot +6; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Studded leather armor, dwarven waraxe, small wooden shield, war pony, 3 gp.

Mizad, male dwarf Ftr5: CR 5; Medium-size humanoid (dwarf); HD 3d10+2; hp 30; Init +0; Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atk +8 melee (1d10+4/x3, dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +2, Craft (metal working) +2, Listen +8, Spot +8; Dodge, Power attack, Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: breastplate, dwarven waraxe, large steel shield, war pony, 5 gp.

Encounter 10: The Abbor-Alz

The PCs and Auldon travel for two more days before reaching the edge of the hills known as the Abbor-Alz at the southern edge of the Plain of Greyhawk. They are able to spend these two evenings at manor inns on the banks of the Neen River that crisscrosses this part of the plain. Midday on the third day after the encounter with the dwarves brings Auldon and the PCs into the Abbor-Alz proper on the trail leading through to Hardby.

It has been several hours since this morning when you witnessed the fascinating sight of the Sky Men of the Mountaineer Militia

flying overhead on griffons. But that was hours ago and now the hills seem a lonely and deserted place. As your trail crests the next hill, you are greeted with the closing scenes of a battle. In the valley below you a lone human is attempting to hold out against several humanoid attackers. A few other humans and a pair of draft horses lie dead around a wagon in the center of the trail.

The human is Kenecca, a priest of Vecna who is traveling the Abbor-Alz in search of an ancient magical map rumored to be in the area. He is masquerading as biographer and an acolyte (low-level) priest of Delleb. He uses this ruse to get people to open up to him and share their secrets, which he promptly uses against them. This disguise is also convenient because Delleb and Vecna share several domains. Kenecca is under the effects of an *undetectable alignment* spell. He casts this spell each night at moonrise when Vecna grants him spells.

Kenecca was travelling with a tinker and his family through the Abbor-Alz both for safety and the amusement that digging up and exposing their family quarrels was providing. Unfortunately, they were attacked by a band of troglodytes that proved too much for the tinker and his sons to drive off. While troglodytes do not normally attack by day, these were drawn out by their obsession with steel. Kenecca feels no loss at the deaths, but wishes they had killed a few more of the humanoids before they died. He was planning to cast *sanctuary* and simply walk away while the troglodytes loot the wagon, however he will likely change those plans if the PCs defeat the trogs.

Kenecca, male human Clr7: CR 7; Medium-size humanoid (human); HD 7d8; hp 46 (currently 40); Init +6; Spd 30 ft.; AC 13 (Touch 12, Flat-footed 11); Atk +5 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +5, Ref +4, Will +9; Str 10, Dex 14, Con 11, Int 13, Wis 18, Chr 17.

Skills and Feats: Alchemy +3, Bluff +8, Diplomacy +5, Disguise +4, Gather Information +5, Heal +5, Innuendo +5, Intimidate +5, Intuit Direction +5, Sense Motive +7, Spot +5; Improved Initiative, Combat Casting, Dodge, Brew Potion.

Possessions: Leather armor, six darts, quarter staff, two journals, inks, quills, holy symbol of Delleb, holy symbol of Vecna, *Bracers of armor* +1, *wand of magic missiles* (1st-level caster; 50 charges), and a *potion of cure light wounds*.

Spells Prepared: (6/6/5/4/3; Spell DC = 14 + spell level) 0—*cure minor wounds* (x2), *detect magic* (x2), *detect poison*, *light*; 1st—*detect secret doors**, *comprehend languages*, *cure light wounds*, *doom*, *sanctuary* (x2); 2nd—*detect thoughts**, *enthrall*, *hold person*, *speak with animals*, *undetectable alignment*; 3rd—*clairaudience/clairvoyance**, *bestow curse*, *cure serious wounds*, *speak with plants*; 4th—*divination**, *tongues*, *divine power*.

*Domain Spells (Domains: Knowledge—all Knowledge skills are class skills, cast divination at +1 caster level; Magic—use scrolls, wands, and other devices with spell completion or spell trigger activation as a 3rd-level wizard).

Kenecca is a short and chubby human in his late forties with only a ring of fuzzy, gray hair on his head. He appears every bit the scholar and intellectual. His lively friendliness and energy are remarkable in a man his age and his pragmatic good spirits are a contrast to Auldon's forced attempts at appearing to be a leader instead of a tired middle-aged man.

It is important that in the battle with the troglodytes one or more of the trogs approach Auldon and then flee from him, to engage with other targets. This is due to the *Necklace*. As stated earlier, the *Necklace of the Forlorn Cairn* causes followers of Iuz to fear and avoid its wearer. Kenecca will notice this, as well as being able to sense the aura in small measure and the combination will cause him seek out the source of the emanations. Since Kenecca wants people to believe he is low level, he will cast no spells over second level unless he believes he is in extreme danger.

Tier 1 (EL 5):

Troglodytes (5): hp 17, 16 (x2), 15, 14; see *Monster Manual* page 179.

Tier 2 (EL 7):

Troglodytes Bbn1 (6): CR 2; Medium-size humanoid (reptilian); HD 2d8+1d12+6; hp 27; Init -1; Spd 30 ft.; AC 17 (Touch 9, Flatfooted 18); Atk +2 melee (1d8/x3, longspear) or +2 melee (1d4, 2claws) and +0 melee (1d4, bite) or +2 ranged (1d6, javelin); SA Rage Stench, darkvision 90 ft.; AL CE; SV Fort +7, Ref -1, Will +2; Str 10, Dex 9, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +7, Swim +9; Multiattack, Weapon Focus (javelin), Iron Will.

Special Attacks—Rage (Ex): 1/day—hp 33; AC 15 (Touch 7, Flat-footed 18); Atk +4 melee 1d8+3/x3, longspear) or +4 melee (1d4+2 claws) and +2 melee (1d4+1, bite) or +4 ranged (1d6+2, javelin).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the trog must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

Possessions: Longspear, 2 javelins, 15 steel coins.

Tier 3 (EL 9):

Troglodytes Bbn2 (6): CR 3; Medium-size humanoid (reptilian); HD 2d8+2d12+8; hp 37; Init -1; Spd 30 ft.; AC 17 (Touch 9, Flatfooted 18); Atk +3 melee (1d8/x3, longspear) or +3 melee (1d4, 2claws) and +1 melee (1d4, bite) or +3 ranged (1d6, javelin); SA Rage, stench, darkvision 90 ft.; AL CE; SV Fort +8, Ref -1, Will +2; Str 10, Dex 9, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Balance +4, Jump +7, Swim +9; Multiattack, Weapon Focus (javelin), Iron Will.

Special Attacks—Rage (Ex): 1/day—hp 45; AC 15 (Touch 7,

Flat-footed 18); Atk +5 melee (1d8+3/x3, longspear) or +5 melee (1d4+2 claws) and +3 melee (1d4+1, bite) or +5 ranged (1d6+2, javelin).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the trog must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

Possessions: longspear, 2 javelins, 15 steel coins.

After the battle with the troglodytes, Kenecca will introduce himself and offer what healing he can to the PCs. However, in order to maintain his cover, under no circumstances will he cast as more than one second level spell per day in front of the PCs and no spells above second level. Because he is a priest of Vecna, Kenecca cannot spontaneously cast healing spells. As a result he has learned to memorize a few each day to avoid revealing his nature. After performing what healing he is willing to, Kenecca will inquire where Auldon and the PCs are traveling and ask if he can accompany them.

Encounter 11: Stories of Lives

The PCs, Auldon and Kenecca will travel toward Hardby on the trail through the Abbor-Alz for the remainder of the day of the troglodyte attack and most of the following day before emerging from the hills near the north coast of the Woolly Bay.

Another day of travel has brought you safely out of the Abbor-Alz. Auldon who seemed agitated much of the day has taken the opportunity to wander off with a bottle of brandy while dinner is cleaned up. Perhaps it is his quickly arriving wedding day that has him rattled. In any case Kenecca is here and seems interested in hearing your collective stories this evening.

Kenecca has used the day and a half since the battle to cast divinations on the PCs and Auldon to determine the particulars of the trip. During travel he politely observed and ascertained any conflicts among the PCs that he might be able to manipulate later. Thus far he has discovered that Auldon is wearing a magic necklace from an era predating the Suloise and Baklunish migrations, perhaps even old enough to be from the days when his patron walked the earth. He uses this evening at camp and the watches to find out much greater detail about each PC while Auldon is passed out drunk.

This encounter gives the DM a chance to exercise his role-playing skills. Try to get stories from each of the PCs, especially the quieter players. The DM must judge how long to spend on this encounter.

Encounter 12: Welcome to Hardby

A final day of travel has brought you to Hardby and just in time for Auldon's wedding, which is scheduled for the tomorrow. As you approach the town you can smell the salty sea air blow up from the Woolly Bay and you see the entire town, its several gates, and four lighthouses below you. This harbor has obviously grown over the years, as there is an interior portion of the city that is walled, an outer portion inside a wooden palisade, and many houses, farms, and even a few warehouses outside that.

The PCs approach the city from the west on the Orz Road. Auldon suffers from a wicked hangover. He tells the PCs that he has some private business that he must attend to. Before he leaves he tells the PCs that they are welcome to settled in rooms he has paid for at Berei's Bounty in the Ebbfields. He also asks Kenecca if he would educate the PCs about Hardby. Kenecca is more than happy to fulfill Auldon's request. He asks the PCs to stop with him outside the palisade and tells them a great deal about Hardby.

- Hardby is historically ruled by a woman who holds the title Gynarch or Despotrix. Most of the real political power has passed into the hands of Hardby's Trade Council, but the current Gynarch has done much to reassert the authority of her position including taking a seat on the Greyhawk Council of Mayors and Lords without being invited. She now heads that assembly. The Gynarchy has always had considerable magical talent and younger sisters and cousins of the Gynarch are present at almost every function whether public, private, or political.
- There are several holdovers from the height of the Gynarch's power. For example men cannot own property within the city walls and many are forced to do business through their wives.
- There are two statues in the harbor: one of a bearded heavy set man of late middle age and the other a slim short bearded fellow, both with fists raised as if to begin boxing. The gynarch who commissioned them said that they were to represent the meaningless squabbles of men.
- Because of Hardby's nearness to the Pomarj and the Abbor-Alz, weapons are allowed in the city but drawing one is punishable by a fine and imprisonment (one night and 15 gp).
- Hardby has five main districts: The Dock District, Fish Town and the North End inside the city walls, and Trade Town and the Ebbfields outside the walls, but inside the palisade. The Dock District consists of docks, taverns, wharves and a variety of businesses catering to mariners.
- Fish Town is a smaller district focused on the fishing industry, some small businesses, and a few homes.
- The North End is the government center for Hardby housing the city watch, military barracks, and the courts.
- The Ebbfields are where most people live and accommodate

- a variety of life styles. There are even several parks there.
- Trade Town is Hardby's merchant district and home to a central market each day.
- Hardby sees an interesting variety of trade goods and he suggests that they should visit Hender's of Hepmonaland and ask the proprietor about his daughter.

Kenecca then takes his leave, telling the PCs that he has to do some research in one of the local libraries. But, he also tells them that if they meet him for drinks at a tavern called the Sign of the Tarnished Idol an hour before midnight, he may have some paying work for them while they are in Hardby.

Encounter 13: Exploring Trade Town and Berei's Bounty

The PCs will likely visit Trade Town and check in at Berei's Bounty. Berei's Bounty is a simple but sturdy inn decorated with shafts of wheat and other pastoral decorations. Shilauna, the proprietor, is not in as she will be conducting Auldon's wedding ceremony tomorrow, but a servant will show the PCs to their individual rooms and fetch them a meal if they request it.

When the PCs venture into Trade Town, they can purchase any standard goods they wish (in accordance the D&D Player's

Handbook and LIVING GREYHAWK rules), but if they go to Hender's of Hepmonaland they will be able to buy some exceptional things.

From the outside, the shop people told you was Hender's of Hepmonaland looks extremely unimpressive and the reptile skull hanging where the sign should have been might explain why there is little traffic, but stepping inside is like entering another world. The air in the shop feels hotter and moister than that outside. A variety of strange plants and their pots crowd the floor and shelves all around the room. It appears the shop is a plant store.

As the PCs enter, Hender steps out from behind a particularly large rubber tree and greet them. Hender is a thin human man in his early thirties who shakes nervously. Upon his entrance he attempts to sell the PCs tropical plants, and continues to try until someone mentions his daughter at which point he will jump as if startled and ask why they didn't say so in the first place. His demeanor will become harder and his shaking will be worse for several minutes. Hender leads the PCs into a backroom where they find many weapons made with bone replacing the metal parts. If asked, Hender tells the PCs that the bones are from the giant lizards that roam the jungles of Hepmonaland.

He will ask the PCs if they seek any special weapons. If the PCs ask for one particularly, he searches his storeroom for it. He



has several masterwork weapons available. He carries any of the simple melee weapons size tiny, small, or medium (except spiked gauntlet) or martial melee weapons size small and medium (except sap) shown on Table 7-4 (page 98) of the *Player's Handbook*. All of these weapons are made of bone. This gives them no special advantages or hindrances over metal masterwork weapons. They are just constructed of hard bone, not metal. The prices are as any other masterwork weapon, and prices are not negotiable and he has no weapons other than these available (no large weapons, no ranged weapons, no exotic weapons, no unarmed attack weapons). He has up to six masterwork weapons available.

If the PCs ask about his daughter, Hender turns pale and try to change the topic of conversation. He divulges nothing but the PCs may (Sense Motive, DC 12) understand that this is something that frightens him terribly. Even if they can read his mind, they detect nothing but fear. Whether he fears for her safety or some other dark secret is impossible to tell.

Encounter 14: Bowing Down at the Idol

Eventually the PCs should find their way to the Sign of the Tarnished Idol about an hour before midnight. Kenecca has not arrived yet, so the PCs will have to find their own seats.

Entering the Sign of the Tarnished Idol, it is easy to recognize it for what it is: a sleazy dive bar for sailors and adventurers—and the place has plenty of both. An ugly half-orc woman shouts at you to sit down and start paying or leave with a string of curses that bring cheers from the other patrons. There are only a few seats empty, which is surprising given the late hour. As you look around, you also notice a strange tarnished green idol of a fat half-naked man in a niche behind the bar.

When the PCs are seated they are brought drinks (4 cp for a mug of ale, 2 sp for a pitcher of wine, 1 sp for a double shot of dwarven “spirits”) and have the opportunity to look around. The patrons are the burly trouble-making type, but they all seem more interested in drinking and accosting the serving girls than making trouble. As time passes, more and more people begin to crowd into the tavern. After nearly half an hour of waiting Kenecca comes in and rushes to the table apologizing for his tardiness.

Kenecca tells the PCs that he has to do some additional research and discovered a horrible secret about Auldon. He will reveal to the PCs that Auldon's necklace is magical and returns to him whenever he removes it. Kenecca has asked around and when he heard that Auldon has been looking for buyers for the necklace, he made the obvious conclusion that Auldon is cheating people. Kenecca will also tell the PCs that he has consulted the *Tome of Weledan* and it speaks of such a necklace being powerfully tied to Iuz.

In reality, Kenecca has met with his master Pacanan and the two of them have discovered what Auldon has been doing and have decided to steal the necklace. Kenecca explains to the PCs that he fears the evil of the Necklace is corrupting Auldon and he offers them 100 gp each to help him get Auldon to give it up. Barring that, Kenecca will plead with the PCs to convince Auldon not wear it during the wedding, as it may corrupt the union. He will suggest that the PCs could use the wedding as an opportunity to acquire the necklace during the ceremony and bring him to it at the tavern. He attempts to convince the PCs that he knows how to take of this evil thing and wants only to protect Auldon. About this time it is nearing midnight and a droning chant erupts in the tavern as the serving girls are hurriedly fill each patrons cup.

AHHH-OH. AHHH-OH. AHHH-OH. AHHH-OH. *In the middle of the chanting the ugly half-orc leaps to the bar shouting and pointing at the idol, “Pay up and pay homage to the powers of the Dark One.” At this several of the drunker patrons fall to their knees chanting. The half-orc speaks again, “Now, pour and be poor, my boys.” With that every patron in the tavern begins to pour out their ale on the dirty wood floor.*

There is no dark power and the ritual is just a bizarre tradition that has grown up around the idol and the tavern. If the PCs join in the ritual, everything will be fine. If the PCs look to Kenecca for advice they will see him standing with the others chanting with an upside-down tankard in his hand. If the PCs do not join the strange ritual several burly dockworkers will head their way to encourage them first with shouts of “heretics!” then with their fists. If the PCs take the hint, once again everything will be fine. If not, the locals will try to beat them into compliance.

Tier 1 (EL 5):

Dockworkers, male humans, Exp1 (5): CR 1/2; Medium-size humanoids (human); HD 1d6+5; hp 9 each; Init +1; Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atk +3 melee (1d3+3 subdual, fists); AL N; SV Fort +3, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Balance +5, Climb +7, Jump +7 Profession (dockworker) +4, Swim +7, Use Rope +5; Improved Unarmed Strike, Toughness.

Possessions: worker clothes, 12 cp.

Tier 2 (EL 7):

Dockworkers, male humans, Exp1 (9): CR 1/2; Medium-size humanoids (human); HD 1d6+5; hp 9 each; Init +1; Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atk +3 melee (1d3+3 subdual, fists); AL N; SV Fort +3, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Balance +5, Climb +7, Jump +7 Profession (dockworker) +4, Swim +7, Use Rope +5; Improved Unarmed

Strike, Toughness.

Possessions: worker clothes, 12 cp.

Tier 3 (EL 9):

Dockworkers, male humans, Exp1 (9): CR 1/2; Medium-size humanoids (human); HD 1d6+5; hp 9 each; Init +1; Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atk +3 melee (1d3+3 subdual, fists); AL N; SV Fort +3, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Balance +5, Climb +7, Jump +7 Profession (dockworker) +4, Swim +7, Use Rope +5; Improved Unarmed Strike, Toughness.

Possessions: worker clothes, 12 cp.

Hardby Merchant Marine Soldiers, female humans, War6 (3): CR 5; Medium-size humanoids (human); HD 6d8+15; hp 45 each; Init +1; Spd 30; AC 13 (Touch 11, Flat-footed 12); Atk +9/+4 (1d3+3 subdual, fist); AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Jump +9, Intimidate +6 Swim +9; Cleave, Improved Unarmed Strike, Power Attack, Toughness.

If a brawl ensues, a troop of a dozen armed Hardby marines will arrive to get things under control after 3 minutes. Any PCs involved in the fight will be asked to surrender their arms and locked in a lighthouse for the night. If any dockworkers were killed in the fight, the PCs will be fined 100 gp per death. If one of the merchant marine soldiers were killed the fine doubles, and the PCs are imprisoned for two weeks (2 TU). If this occurs they miss the wedding and the rest of the adventure. The punishments are light because the PCs did not start the conflict.

Hardby Marines, male and female mix humans, War2 (12): CR 1; Medium-size humanoids (human); HD 2d8+7; hp 17 each; Init +1; Spd 20; AC 17 (Touch 11, Flat-footed 16); Atk +5 (1d9+3/19-20, longsword); AL LN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 10, Chr 10.

Skills and Feats: Jump +5, Intimidate +4 Swim +5; Power Attack, Toughness.

Possessions: Chain Shirt, large steal shield, longsword, light crossbow, 20 bolts, marine uniform.

If the PCs attack the marines they will either be arrested, or will have to flee the authorities for a period of time. This costs 5 Time Unites. If the PCs kill any of the marines the time they are imprisoned or flees from the authorities rises to 10 Time Units.

Encounter 15: Jemar's Roundup

The morning after the meeting in the Sign of the Tarnished Idol, Jemar is dispatched to retrieve the PCs either from incarceration (if they killed dockhands) or their rooms at Berei's Bounty. When

he finds the PCs, he escorts them to the dock that is to serve as the site for the wedding. If they have fines to pay, they must be paid at this time, even if it means selling off items at one-half book value.

Reaching the water's edge in the Dock District, Jemar gestures sadly. The planks you stand on are prime Hardby wharf approximately eighty feet long and twenty feet wide with a small office building at the shore end. No ships are docked here today in expectation of the owners wedding ceremony, and blooming flowers decorate the length of the dock from the shore to the temporary altar at the far end. "I've always hoped when there was a new mistress Brendingund it would be because the master was in love. Instead it's for dock space in a town ruled by women."

Jemar leads the PCs inside the office, which is sparsely furnished with a table, a few chairs, and several crates, and share with them the events that occurred yesterday.

- Auldon is marrying a young woman named Adra in so that she can provide him with space on the docks here in Hardby.
- A man calling himself Kenecca arrived at the home of Adra's parents and asked to speak with her.
- Jemar "accidentally" overheard their conversation and was scandalized by the questions Kenecca asked.
- He asked if Adra loved Auldon, if she ever used magic, if she knew of any magic that Auldon possessed and finally if she had any lovers.
- At that point, Jemar stormed in and tried to throw Kenecca out, but instead he found himself leading him to Auldon in the room he been using as an office in Hardby. The next thing
- Jemar knew he was closing the door and leaving the two of them alone.
- Less than half an hour later, the man left the home and Auldon seemed visibly disturbed. He told Jemar he was considering not wearing the *Necklace of the Forlorn Cairn* during the wedding ceremony.

Jemar tells the PCs that he suspects Kenecca may be planning to steal the Necklace during the wedding and wants the PCs to keep an eye on the office, which is where Auldon plans to leave it.

The PCs will probably recognize that Kenecca is not what he seems and that he charmed Jemar. Nothing illegal has been done so the authorities will not become involved.

Shortly after Jemar relates the story, Auldon comes to the office dressed in a fine white silk robe with platinum trim. He removes the Necklace and places it on the table in the center of the office. Auldon tells the PCs that he has received messages indicating that Fionor the Rude is planning to interrupt the wedding and has sworn to have his gold and the necklace back if he has to cut off Auldon's head to get them. In reality the story about Fionor is something that Kenecca has made up to get Auldon to separate from the Necklace. Because of the danger, Auldon asks

the PCs to spread out in the crowd of guests and be prepared to act if dwarves or other troublemakers arrive. After making this request Auldon asks the PCs and Jemar to join the rest of the guests outside for the service, before leaving himself. He wants to be the last one in the office with the Necklace. He will not allow anyone to stay in the room.

Encounter 16: Theft at the Wedding

The PCs are now faced with a decision: to steal the Necklace themselves and take it to Kenecca at the Sign of the Tarnished Idol, or to wait and see if Kenecca actually does try to steal it. In either case, Kenecca knows their decision ahead of time by virtue of his divinations the previous day. If the PCs wish to steal the necklace and bring it to him he waits at the Idol. If they do not plan to steal the necklace, he comes to get it himself.

This encounter calls upon the DM to do a lot of fast thinking. Remember that Kenecca knows what the PCs are going to do. This especially comes into play if they are trying to guard the Necklace. There are entrances (two doors and two windows) to the office, each on a different side of the building including one window that faces the water. There is also a trapdoor underneath the dock. If the PCs try watching Kenecca, he leaves the area, getting lost in the crowd and then disguises himself as a dockworker and completes the burglary. If the PCs preparations appear foolproof, he will have hired a number of dwarves to approach the wedding party and use an invisibility potion provided to him by his master.

Auldon moves to the altar at the far end of the dock that is now crowded with guests, as a quartet of musicians with harps begins to play. A serene looking woman smiles at Auldon from behind the altar that is now decorated with sheaves of wheat. A few moments after Auldon reaches the altar, an ornate coach rattles up to the dockside and a beautiful young woman in an ivory silk dress is assisted out by an older man and woman who must be her parents. As the bride moves up the dock, you notice Jemar slipping back into the dock office.

If the PCs wish to steal the Necklace, they can do so during the distraction of the ceremony, however they have to incapacitate Jemar to do so. If they merely observe the office during the ceremony, they will not see anything. At the conclusion of the ceremony Auldon goes into the office with his new bride to retrieve the Necklace. By then either the PCs or Kenecca have reached the Sign of the Tarnished Idol with the Necklace.

When Auldon reaches the office and finds Jemar incapacitated and the Necklace missing, he panics and attempts summon it back to him. Kenecca knows when Auldon will try to summon the necklace back to him from a divination he cast last night and

he will *dimensional anchor* the Necklace the round before Auldon summons it. Auldon tries to summon the necklace repeatedly for the next few minutes and then gives up in frustration.

Encounter 17: Death at the Idol

At this point, there are several possibilities, but in any case the Necklace should have been stolen from Auldon and is now in Kenecca's possession at the Sign of the Tarnished Idol. Either the PCs have delivered the Necklace to Kenecca, the PCs are pursuing him to retrieve the Necklace, or the theft has occurred and the PCs are feigning ignorance. If the PCs are pretending ignorance, skip to the Conclusion. In either of the other circumstances, a confrontation occurs at tavern. If the PCs have come to fight, Kenecca will be ready for them; if they have come for payment, he will take the Necklace and then order his men to attack.

The light of day is not kind to the Sign of the Tarnished Idol and even more unkind to its barkeep, who last night was merely ugly. The tavern is a weathered place in need of many repairs and stinks of sweat, vomit and stale ale. Standing in the mostly empty bar, Kenecca holds the shinning necklace of diamonds and sapphires and smiles at you. His face no longer seems like that of a kindly old scholar, but is twisted with knowing smirk and malice. At a word from the cleric, several men draw weapons and move toward you as Kenecca draws a holy symbol of a hand clutching an eye from beneath his robes.

Tier 1 (EL 7):

Kenecca, male human Clr7: CR 7; Medium-size humanoid (human); HD 7d8; hp 46 (currently 40); Init +6; Spd 30 ft.; AC 13 (Touch 12, Flat-footed 11); Atk +5 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +5, Ref +4, Will +9; Str 10, Dex 14, Con 11, Int 13, Wis 18, Chr 17.

Skills and Feats: Alchemy +3, Bluff +8, Diplomacy +5, Disguise +4, Gather Information +5, Heal +5, Innuendo +5, Intimidate +5, Intuit Direction +5, Sense Motive +7, Spot +5; Improved Initiative, Combat Casting, Dodge, Brew Potion.

Possessions: Leather armor, six darts, quarter staff, two journals, inks, quills, holy symbol of Delleb, holy symbol of Vecna, Bracers of armor +1, wand of magic missiles (1st-level caster; 50 charges), and a potion of cure light wounds.

Spells Prepared: (6/6/5/4/3; Spell DC = 14 + spell level) 0—cure minor wounds (x2), detect magic(x2), detect poison, light; 1st—detect secret doors*, comprehend languages, cure light wounds, doom (x2), sanctuary; 2nd—detect thoughts*, enthrall, hold person, speak with animals, undetectable alignment; 3rd—clairaudience/clairvoyance*, bestow curse, cure serious wounds, speak with plants; 4th—dimensional anchor, divination*.

Tier 2 (EL 8):

The hitmen will move in on the PCs as quickly as possible and attempt to flank PCs in armor.

Hitmen, male human Rog1 (4): CR 1; Medium-size humanoids; HD 1d6+1; hp 6 each; Init +8; Spd 30 ft.; AC 17 (Touch 14, Flat-footed 13); Atk +3 melee (1d8+2/18-20, rapier); SA Sneak attack +1d6; AL N; SV Fort +1, Ref +6, Will +0; Str 14, Dex 18, Con 12, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +4, Balance +8, Bluff +4, Hide +8, Listen +4, Move Silently +8, Search +4, Spot +4; Improved Initiative, Weapon Focus (rapier)

Possessions: studded leather armor, rapier, and dagger.

Kenecca, male human Clc7: see above

Tier 3 (EL 9):

The hitmen will move in on the PCs as quickly as possible and attempt to flank PCs in armor.

Hitmen, male human Rog3 (1): CR 1; Medium-size humanoids; HD 3d6+3; hp 18 each; Init +8; Spd 30 ft.; AC 17 (Touch 14, Flat-footed 13); Atk +7 melee (1d8+2/18-20, rapier); SA Sneak attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +2, Ref +7, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 10, Chr 10.

Skills and Feats: Appraise +6, Balance +10, Bluff +6, Hide +10, Listen +6, Move Silently +10, Search +6, Spot +6; Improved Initiative, Weapon Focus (rapier), Weapon Finesse (rapier).

Possessions: studded leather armor, rapier, and dagger.

Kenecca, male human Clc7: see above.

If the PCs are victorious, with his dying breath Kenecca will curse them and warn them that his master is coming and will have revenge on all of them. Once Kenecca is defeated the PCs can take the necklace and return to the site of the wedding at which time Auldon will thank them and reward them for their service.

Conclusion: The Journey Home

After their successful marriage with your help, Auldon and Adra began their journey back to Greyhawk. Actually it became more of a traveling party than a journey, with the procession stopping at a different manor home along the Selatin River each night. The feasting was endless and the drinking nearly so. It seemed that Auldon and Adra were quite taken with each other despite the difference in their ages and the commercial nature of their marriage arrangement. The two traveled, ate, slept, and drank together and it seemed that this union was one truly blessed by the gods. Then,

halfway to Greyhawk, something strange happened. Adra refused to leave her carriage for the course of an entire day of travel and did not come to dinner that evening. From the accounts of all those who saw her, she was visibly ill and in pain. Now, as you leave the newlyweds at the Brendingund home in Clerkborg, you see Adra carried into the home clutching her herself. Hopefully whatever is wrong is nothing serious.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Round One

Encounter 4

Defeating the Ghouls 75 xp

Encounter 5

Saving companions from and defeating the Crocodiles 200 xp

-or-

Saving companions from Crocks 100 xp

Encounter 6

Avoiding the snake pit 25 xp

Defeating the Will-o-the-Wisp 25 xp

Encounter 7

Dealing with the Lizardfolk without violence 100 xp

-or-

Defeating the Lizardfolk 50 xp

Encounter 8

Arriving at Greysmere in 12 days or less 50 xp

Round Two

Encounter 9

Dealing with the Dwarves without killing any of them 100 xp

-or-

Killing a dwarf -50 xp for each dwarf killed

Encounter 10

Defeating the Trogodytes 100 xp

Encounter 14

Bowing Down at the Idol 50 xp

-or-

Starting a Fight 25 xp

Encounter 17

Defeating Kenneca 200 xp

Total experience for objectives 900 xp

Discretionary roleplaying award 0-100 xp

Total possible experience 1,000 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

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 characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine 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.

Encounter 7

The PCs can trade a masterwork steel weapon for the following. Or they can gain it by defeating the lizardfolk chief.

- +1 *large shell shield* (1,157 gp, 10 lb, shell, common): The Lizardfolk chieftain's shield is a +1 *large shield* made from the polished whole shell of a giant turtle.
- 50 gp emerald.

Encounter 9

- 17-20 gp.

Encounter 10

- 9 cp (90) worth of troglodyte iron coins.

Encounter 13

The PCs have a chance to buy, and only buy, up to six masterwork bone weapons.

- Masterwork bone weapon (300 gp + the value of the weapon, as weapon, bone, common): This weapon was purchased from Hender's of Hepmonaland in Hardby. It is made of bone (and wood, if appropriate). The weapon should be treated as a masterwork weapon in every way, suffering no benefits or penalties from the bone parts, except that they are bone instead of metal. This weapon may be any simple melee weapons size tiny, small, or medium (except spiked gauntlet) or martial melee weapons size small and medium (except sap) shown on Table 7-4 (page 98) of the *Player's Handbook*. No weapons other than these available (no large weapons, no ranged weapons, no exotic weapons, no unarmed attack weapons).

Encounter 14

- up to 108 cp.

Encounter 17

- *Bracers of armor +1* (1,000 gp, 1 lb., leather, common): A pair

of dark leather arm guards that encircle the forearm. Each has a small brass stud in the center with an image of crossed arrows.

- *Wand of magic missile* (750 gp, *, wood, frequency): 1st-level caster. This eight inch cherry rod is encircled with two silver rings at each end. It is inlaid with a light colored wood in a spiral around the shaft. The missiles are dark green spirals that appear to bore into the target.
- *Potion of cure light wounds* (50 gp, *, glass and liquid, common): This small white ceramic vial contains a clear liquid. It cures 1d8+1 points of damage.

Conclusion

- 100 gp to split
- *Favor of the Brendigund Merchant House*: One favor. Auldon Brendigund is willing to play for your stay on your next trip to the City of Greyhawk. In game terms, players can cash this cert in to get High lifestyle for free during a single core scenario that takes place in the City of Greyhawk. For Two Favors: Auldon Brendigund is willing to let you travel on his caravans and trading ships on your next trip to the City of Greyhawk. In game terms, players can cash these two certs in to pay only one Time Unit for a single core scenario that takes place in the City of Greyhawk. Two favors must be cashed in with the same character's name written on them. These two favors must be stapled together. This benefit expires in 3 years from date of play.

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. If the person possessing the necklace dies, the necklace magically returns to its pedestal in the Forlorn Cairn.