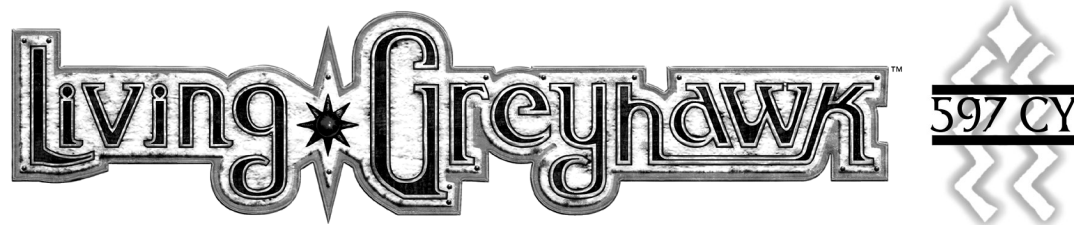


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Journey to the Hidden Shrine

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

Version 1

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It's a quick trip to the Gnarlley Forest. How hard can it be? A one-round Core adventure set in Greyhawk for characters level 2-11 (APLs 2-8).

Resources for this adventure include *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *GHB7-01 Raiders of the Chaos Fields* [Creighton Broadhurst], and *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K. Reynolds, Frederick Weining].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Domain of Greyhawk and the Gnarley Forest. Most characters pay 2 time units per round but characters with the Domain of Greyhawk as their home region only pay 1 time unit per round.

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

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

A millennia ago Suel refugees fleeing the utter devastation of their homeland moved through the Wild Coast area battling with the indigenous Flan and elves. Most were forced to flee further westwards but a few groups settled along the fringes of the Gnarley Forest trying to scratch a living under the woodlands mighty boughs. One such group raised several shrines to their gods before they were wiped out by vengeful Flan angry at the Suel's depredations.

And so the shrine disappeared from the ken of those settling the nearby plains until a young wizard – one Zagig Yragerne – discovered it while searching for the reputed lost city of the Suloise said to be lost somewhere in the Suss to the south. The capricious wizard explored the ruins and made certain modification before continuing his adventures. Again the shrine faded from the affairs of the Flanaess until a few weeks ago rumors begun to circulate around the free city of Greyhawk about a newly discovered "Lost Shrine of the Suel" in the Gnarley Forest. Their find coincided with the uncovering of some of Zagig's writings by adventurers exploring the Wailing Halls. The writings - really little more than doodles and brief notes - describing a lost Suloise shrine and a *staff of power* and other ancient magics hidden within.

Fur trappers, far from their normal hunting grounds discovered the shrine and when they returned to the free city told anyone who would buy them a drink about their

strange discovery. Several expeditions to the area have already been organized when the PCs hear of a sage looking for guards to escort him to the shrine.

WHEELS WITHIN WHEELS

Several groups vie to be the first to explore the hidden shrine and to recover the treasures within. Of particular note is a staff of power thought to be warded by the shrines traps and guardians.

Trejo, a minor member of a secret group loyal to the lord mayor, wants to reach the shrine and retrieve it for his master. He doesn't know what Nerof Gasgal wants the staff for, but assumes that it is in the best interest of the free city. (He also hopes that its retrieval will lead to him rising in the Gasgal's favor). As the adventure opens, Trejo is unaware that Krieg (or anyone else) knows where the shrine is. He expects this to be an easy mission.

Already at the site of the shrine, however, lurk a small force of Black Skull orcs led by Krieg, a cleric of Hextor. Krieg is perplexed and angry by the sudden order by Turrosh Mak to cease hostilities with the Domain of Greyhawk. He follows the god of war; peace is not in his nature. Thus, he has determined to steal the staff and has enlisted the aid of a tribe of renegade orcs – The Black Skull – who also believe in war.

Krieg has worked for several years in the free city subtly stirring up the fire of war. During that time, he has worked against Trejo several times. The two have developed a mutual loathing for each other. (See Appendix 3 for more details).

Political tension remains high in the free city. Turrosh Mak's demand for peace has surprised many and while no one is openly arguing for peace (yet) powerful forces prepare themselves to manipulate public opinion for their own ends.

A *staff of power* would be an incredibly powerful tool and a real boon to whoever gains it. Thus, several factions are dispatching expeditions to locate and retrieve it.

ADVENTURE SUMMARY

The PCs are asked to escort a sage – Trejo – to the site. Trejo has a map of the area and believes he will be able to find what others cannot.

Once the PCs leave Greyhawk, the journey (is relatively sedate and uneventful. Trejo is guiding them using a map given to him by his contact. The action begins when the PCs enter the Gnarley Forest.

Encounter 1: Krieg's forces ambush the party as they get close to the shrine. Once the players extricate themselves from the ambush, Krieg makes himself known and tries to parley with them.

Encounter 2: Krieg tries to talk the party out of continuing and to cast doubt on Trejo. Krieg attempts to make the players aware that they are in a lot deeper than they thought but makes no direct attack during the parley, preferring to see if the players will kill Trejo themselves and then leave.

Krieg would like to keep the shrine and the staff as much of a secret as possible so word of what's going on out here doesn't attract further attention. Having the PCs say they were duped by a member of the Mayor's cabal, Krieg feels, would be the best way to deflect interest.

Encounter 3: The PCs find a dead orc body, which can provide clues about one trap inside the shrine.

Encounter 4: The party finds the shrine they're looking for, and discovers Krieg is nowhere to be found. While Krieg does not want the PCs to retrieve the staff, once they reach the shrine he feels he may as well let them do all the hard work.

Encounter 5: The interior of the shrine is covered in writing and contains a pit trap and a poison dart trap for the PCs to negotiate their way through.

Encounter 6: The deeper into the shrine the PCs go, the more traps they find. Negotiating a tricky pressure plate room requires some dexterity.

Encounter 7: The party finds the staff and some treasure. However, the staff is a fake (but the treasure is real).

Encounter 8: Fleeing the final trap of the previous encounter, the PCs go from the frying pan into the fire as Krieg awaits the party outside with more of his minions. Krieg demands the staff but Trejo won't stand for this, and once Krieg starts playing on the PCs', and Trejo's, paranoia, Trejo snaps and the PCs have a madman on their hands.

INTRODUCTION

You have answered the call of a sage named Trejo to escort him into the Gnarley Forest to find a lost shrine rumored to protect a staff of power! A group of fur trappers recently discovered the shrine while hunting in the dim recesses of that ancient forest.

Trejo asked to meet you outside the free city – he has little time to waste. You stand beyond the free city precincts just outside Highway Gate two hours after dawn as directed. A middle-aged man shuffles toward you laden down by a heavy backpack. As he approaches he hails you: “Greetings friends. I am Trejo. Are you here to help me?”

Likely, the PCs have many questions for Trejo. Some of them, along with his answers appear here. Use these and the information in Appendix 3 (which has more information on Trejo) to roleplay this encounter.

All APLs

Trejo: male human expert 4; hp 20; Appendix 1.

Why do you seek the staff? “My employer desires it greatly.”

Who are you working for? “I work for a prominent noble of the free city who would rather his identity remain a secret. The money is good and I could care less who is paying it as long as the money is in his pocket.”

If really pushed on this matter, Trejo lies and drops many hints that he is working for Lady Silverfox. A DC 20 Sense Motive reveals that Trejo is still holding something back. A DC 15 Knowledge (local:core) or Gather Information check reveals that the Silverfox family has considerable mercantile interests in the Gnarley Forest. If the PCs are still unconvinced, refer to Troubleshooting for more information.

What aid can you offer us? “I am knowledgeable on a wide range of subjects but am no good at fighting – that's why you are here. If you need other mundane equipment I am sure my employer will provide them.”

If the PCs need things like rope, Trejo provides such. (He can provide any mundane item worth less than 10 gp from the *Player's Handbook* which the PCs can get at one of the many small villages along their route.)

What else is in the shrine? “I don't know and I don't care. You can have anything else we find.”

What do you know about the shrine? From the description I got from the fur trappers, I believe it to be an ancient Suel shrine probably founded in the years following the Great Migrations. I suspect the staff of power to be a relic of the infamous Suel Imperium!

Trejo informs the PCs he is only interested in the magical staff that is supposed to be located inside the shrine. He tells the players he does not know what the exact powers of the staff are only that he has been charged with retrieving it.

How do you know where the shrine is? I have a map purchased from the fur trappers who originally discovered the shrine.

Are other people mounting similar expeditions? “I expect so but we have the advantage, we have a map. I would be very surprised if anyone else finds the shrine ahead of us.”

How much are you going to pay us? Nothing; you can have anything else we find in the shrine – who knows what else could be there!”

TROUBLESHOOTING

It is possible that some PCs will have problems working for someone who will not reveal his true allegiance. In this instance, Trejo swears them to secrecy and tells them that he works for a group working for the betterment and protection of the Domain. A DC 20 Sense Motive check reveals that he is telling the truth. He goes on to say that dark forces yet move against the free city. Many in power view Turrosh Mak's recent demand for peace as a sham designed to give him time to prepare another massive strike through the buffer zone. Other dark rumors speak of evil cults long thought destroyed again stirring themselves in the free city. Given all this, he begs the PCs to help him. If they still decline to aid him, the adventure ends for those PCs.

Special Note: Because this adventure feeds directly into several other adventures within the Domain, certain facts about Trejo and Krieg's true affiliation and plans are left undetailed here.

JOURNEYING THROUGH THE DOMAIN

The shrine is about 200 miles to the south west of the free city. For the first 150 miles or so of travel, the PCs journey through the flat plains of the Domain and going is easy. This takes roughly six days. On the seventh day, the PCs plunge into the Gnarley Forest. Four days later, they begin to near the lost shrine. Up to this point, the PCs have travelled south without any major incidents. If time permits, improvise some encounters on the road with the occasional travelling merchant, small band of militia, and so on.

Once the PCs near the shrine, run Encounter 1.

1: FOREST AMBUSH

This encounter takes place in the Gnarley Forest on the tenth day of travel as the PCs near the lost shrine. Krieg warned of the PCs' approach by spies and scouts sends a simple force of humanoids against the intruders. Krieg only became aware shortly before the PCs arrived in the area that Trejo was coming. Therefore, he has not had time to get all his forces in order.

The Gnarley is an ancient place. Oak and ippes cluster closely together along the trail, casting deep shadows. Under their boughs, the forest is quiet. A riot of undergrowth and bushes encroach along the trail.

Have the PCs make Spot checks (modified for distance) opposed by the Black Skull orcs. (The orcs gain a +4 modifier to their Hide checks because they have had time to prepare their positions). If the PCs succeed on these checks, they spot the orcs while they are still 2d6x10 feet away. If not, the orcs attack with surprise.

All APLs

☛ **Trejo**: male human expert 4; hp 20; Appendix 1.

APL 2 (EL 2)

☛ **Black Skull Warrior (4)**: male orc warrior 1; hp 5 each; Appendix 1.

APL 4 (EL 4)

☛ **Black Skull Warrior (6)**: male orc warrior 2; hp 11 each; Appendix 1.

APL 6 (EL 6)

☛ **Black Skull Warrior (4)**: male orc warrior 3; hp 16 each; Appendix 1.

☛ **Ogre (1)**: hp 29; MM 198.

APL 8 (EL 8)

☛ **Black Skull Warrior (6)**: male orc warrior 3; hp 16 each; Appendix 1.

☛ **Ogres (2)**: hp 29 each; MM 198.

Tactics: At all APLs, the humanoids do not use particularly sophisticated tactics. The orcs hurl their javelins at the PCs while taking cover in the trees. Once they have run out of javelins, they move out of the trees and into melee.

At APLs 6 and 8, the ogres engage the biggest physical enemy in melee.

LEARNING MORE

A DC 16 Knowledge (local: core) identifies the orcs as members of the Black Skull tribe. PCs beating this check by five or more know more about the tribe. This check also imparts all information revealed by a lesser result.

- **DC 21**: The Black Skull tribe is renowned as particularly vicious and bloodthirsty (even among orcs.) Many of its members go berserk in combat.
- **DC 26**: The Black Skull tribe suffered particularly heavy losses in the recent fighting around Narwell. They normally dwell in the northern Drachensgrabs.

AREA FEATURES

Use DM Map 1 to run this fight. The ambush site has the following features:

The Trail: The trail is free of undergrowth and other obstructions. The PCs can run and charge here as normal.

Undergrowth: Vines, roots, and short bushes cover much of the ground along the edges of the trail. It costs 2 squares of movement to move into such squares (and they provide concealment). Light undergrowth increases the DC of Tumble and Move Silently checks by 2. Further into the trees, the ground is relatively clear; the tree canopy blocks much light from penetrating here.

Slender Trees: A character in the same square as a slender tree (hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Massive Trees: Several massive trees (hardness 5, hp 150, DC 15 Climb check) dot the battlefield. These trees take up an entire square and provide cover (+4 to AC, +2 on Reflex saves) for anyone behind them.

Bushes: It costs 15 ft. of movement to get through a bush. A bush provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. The attacker ignores these penalties if he is closer to the bush than his target.

Krieg: Krieg lurks 60 ft. back from the trail behind a massive tree. PCs succeeding on a Spot check (modified by distance) opposed by his Hide check notice him. If they target him with attacks of any kind, proceed to Encounter 2.

Treasure: The orcs and ogres are not carrying much treasure as they are travelling light. Refer to the Treasure Summary for details of their possessions.

DEVELOPMENT

Once half the orcs have been killed or incapacitated, or four rounds have passed, Krieg makes himself known

and orders his minions to stop fighting. If the PCs also stop fighting, proceed to Encounter 2.

Alternatively, if the players try diplomacy with the orcs, immediately run Encounter 2.

Fight On! If the PCs ignore the offer of parley continue the fight. Krieg uses the orcs as a screen to cover his retreat abandoning them to their fate.

Trejo Slain: If Trejo is slain, the adventure is not over for the PCs as he is using a map to find the shrine. However, Trejo's death slightly changes the flow of Encounter 8. In that encounter, Krieg speaks to the PCs' obvious leader.

Krieg Slain: If the PCs kill Krieg, they do not meet him again (obviously). Instead, the orcs are lead by an ambitious warrior in Encounter 8.

2: PARLEY

A shouted command rings out through the trees and your assailants pull back, weapons at the ready. Up ahead, a man on horseback appears. He has glossy black hair and a trimmed beard.

"Parley, coinswords," he shouts, riding forward. "My name is Krieg. I apologize for this attack, but my followers can be a little overzealous. However, I must ask you to turn back. This area is ours and you are not welcome here."

For more information on Krieg, refer to Appendix 3.

APL 2 (EL 2)

➤ **Krieg:** male human cleric 3; hp 23; Appendix 1.

➤ **Riding Horse (1):** hp 19; MM 273.

APL 4 (EL 4)

➤ **Krieg:** male human cleric 5; hp 36; Appendix 1.

➤ **Riding Horse (1):** hp 19; MM 273.

APL 6 (EL 4)

➤ **Krieg:** male human cleric 5; hp 36; Appendix 1.

➤ **Riding Horse (1):** hp 19; MM 273.

APL 8 (EL 6)

➤ **Krieg:** male human cleric 7; hp 49; Appendix 1.

➤ **Riding Horse (1):** hp 19; MM 273.

PARLEYING WITH KRIEG

The players can parley with Krieg at this point, should they desire. Krieg remain behind a massive tree, providing himself with cover from attacks. Use the notes below and Krieg's description in Appendix 3 to roleplay this encounter.

He isn't rude to the PCs but he does not tell them what is at the shrine or why they have to turn around. Krieg asks that the party talk with civility and not attack as he is trying to avoid violence.

If any PC point out that the Domain of Greyhawk claims this land, Krieg, refuses to recognize their

authority, noting this area is so close to the buffer zone that it could be on either side of the border.

Once Krieg notices Trejo (three questions into the conversation), he smiles broadly and says the following:

"I deal in secrets," says Krieg. "You might want to ask Trejo who he's really working for and what you're doing out here. I can tell you, it's not for the good of the free city. You might want to ask him who really is benefiting from this."

With that, Krieg withdraws, thanking the PCs for being agreeable and deciding to talk. However, as he withdraws into the trees with his troops, he shouts the following:

"Remember, no farther, or I will have to unleash my troops."

QUESTIONING TREJO

Use the notes below and Trejo's description in Appendix 3 to roleplay this encounter.

Trejo is frothing at the mouth following Krieg's pronouncements. It is up to the PCs to find out what is going on. Trejo reveals the following, when questioned:

- Krieg is an old rival of his (true) and that he humiliated him several years ago, so there is absolutely no truth in what Krieg says (false).
- Krieg is an agent of the Pomarj, so the players must realize he's lying. (Trejo believes this to be true). Trejo knows Krieg is an agent of the Pomarj due to his past dealings with him.
- Of course, this quest is for private gain, he never made any pretense otherwise. The players are going to make a nice profit themselves, so aren't they being a little hypocritical.

PCs succeeding on a DC 20 Sense Motive check can tell that he is not being completely truthful about his relationship with Krieg. Once the PCs have questioned Trejo to their satisfaction, they have to decide where they are going next.

DEVELOPMENT

If the PCs decide to attack Krieg, return to Encounter 1 to reference Krieg's minions and the area's terrain features. Krieg flees as quickly as possible, sacrificing his minions to buy his survival.

Tracks: A DC 10 Survival check picks up the trail of the orcs leading to Encounter 3. Their trail diverges from the pathway, leading under the ancient boughs of the forest. If the PCs do not make this check by sheer happenstance they stumble upon the orc's body as they search for the shrine. (Either the map or Trejo leads them through the gulley on the way to the shrine).

Treasure: If the PCs manage to kill Krieg, refer to the Treasure Summary to determine what the PCs find when they loot his corpse.

3: THE BODY

In this encounter, the PCs discover the body of an orc slain by a now deactivated dart trap in the ruins. He managed to flee this far before succumbing to the poison and being finished off by his companions.

Trejo has been muttering and cursing to himself since the battle with the orcs.

Time has slowed as you continue onward. It's darker and cooler under the trees and signs of animal life abound. Eventually, you crest a ridge looking down into a gully with a stream running through it. Next to the stream lies the body of an orc.

The PCs do not encounter any foes here.

THE BODY

Krieg left the body here as a distraction while he moves his forces to the other side of the shrine. An examination of the body, however, does reveal a few things.

- The orc has nothing of value on it; has been stripped of all equipment and only has some basic clothing that no one in their right mind would want to keep due to the smell.
- The orc, at first, appears to have died from a deep stab wound to the chest. A DC 15 Heal check, however, shows there isn't much blood on the dead orc's tattered shirt. The reason for this is the orc was mostly dead already from a poison dart he'd been the victim of in Encounter 5. Not knowing what was going on, the wounded orc fled the shrine, gurgling and choking before collapsing at the entrance. Fearing the worst, one of the orc's companions stabbed him through the heart to "make sure" he did not get up again.
- PCs succeeding on a DC 20 Search check find the poison dart wound on the orc's upper chest/shoulder area. There is a slight discoloration around the wound.

DEVELOPMENT

Once the PCs have completed their examination of the body there is nothing else to do but continue onwards to the shrine. Proceed to Encounter 4.

Tracks: A DC 10 Survival check picks up the trail of the orcs leading to the hidden shrine.

4: THE SHRINE

In this encounter, the PCs finally reach the hidden shrine. Refer to DM Map 2 for a map of the area.

A small clearing lies ahead. At the other end of the clearing are the crumbling remains of a shrine built into the side of a low hill. A single entrance seems to give access to the interior.

No brush or undergrowth grows within 50 feet of the shrine and the nearby shrubs and trees look frail and sickly.

The shrine sits carved into a hillside. There were some undead in the opening chambers, but they were dispatched by Krieg and his forces (Encounter 5). However, because of that battle, and the death of a few orcs, the rest of Krieg's forces refused to go any further believing the shrine cursed.

Seeing as they have reached the shrine, Krieg lets the PCs investigate it unmolested; he would rather let the PCs face the dangers of the shrine while he waits outside for them to emerge.

FEATURES OF THE AREA

The surrounding area has the following features:

Slender Trees: A character in the same square as a slender tree (hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Massive Trees: Several massive trees (hardness 5, hp 150, Dc 15 Climb check) dot the battlefield. These trees take up an entire square and provide cover (+4 to AC, +2 on Reflex saves) for anyone behind them.

Undergrowth: The area directly in front of the shrine has been cleared of undergrowth but the rest of the clearing is difficult to traverse. Vines, roots, and short bushes cover much of the ground. It costs 2 squares of movement to move into such squares (and they provide concealment). Light undergrowth increases the DC of Tumble and Move Silently checks by 2. Further into the trees, the ground is relatively clear; the tree canopy blocking the life-giving light from penetrating here.

Hill: the side of the hill into which the shrine is built is quite steep – requiring a DC 15 Climb check to scale. The other sides are easier to climb – such movement simply costs 2 squares of movement per square.

Tracks: A DC 5 Survival check reveals that many individuals have been in the vicinity of the shrine in the last few days. Tracks criss-cross the area and at APLs 6-8 some were made by Large creatures.

FEATURES OF THE SHRINE

The shrine was built by Zagig's for some unfathomable purpose and since he disappeared has been forgotten. During the height of its use, though, it became a repository for some treasures before its caretakers passed on. The forest grew and hid the entrance from the casual forest wanderer until its accidental discovery a few weeks prior to the beginning of the adventure.

DEVELOPMENT

Krieg has withdrawn to just beyond the shrine at this point so that the PCs can deal with the perils within. He won't bother the party again until they exit the shrine. If,

however, the PCs go looking for him, use the statistics presented in Encounter 8 to run the ensuing combat. If the battle takes place away from the shrine, sketch a map of a forested area with little or no undergrowth or bushes – the dense canopy of the Gnarley Forest preclude such from growing except along trails and in clearings.

When the enter the shrine, use DM Map 3.

5: HALL OF DARTS

Sunlight filters through the opening of the shrine. The walls that you can see appear to have some sort of writing on them along with some crude art. Torch emplacements run at shoulder level down both sidewalls. Three metal levers at waist height protrudes from the left-hand walls

The bodies of two orcs and the remains of four skeletons lie scattered about here.

When the PCs reach the midpoint of the corridor, they set off the trap. PCs succeeding on a DC 20 Search check discover the many small holes in the ceiling. Refer to Darts of Death for more information.

DARTS OF DEATH

Above both entrances are heavy stone doors that slide out of the ceiling and seal the exits. Three metal cranks are located in the room on separate walls. Hundreds of tiny holes perforate the ceiling. When a creature step on a pressure plate in the middle of the corridor, the stone doors slide over the exits and are only opened by turning the cranks (DC 15 Strength check per crank). All three cranks must be turned in the same round to lift the door 1 foot. Small PCs can squeeze under the door once it has risen 2 feet, but Medium PCs need 3 feet of space. Large PCs require 4 feet of space. Meanwhile, tiny darts shoot out of the ceiling holes and attack each square in the room. The trap resets after one hour.

APL 2 (EL 2)

↗Darts of Death: Appendix 1.

APL 4 (EL 4)

↗Darts of Death: Appendix 1.

APL 6 (EL 6)

↗Darts of Death: Appendix 1.

APL 8 (EL 8)

↗Darts of Death: Appendix 1.

AREA FEATURES

The area has the following features:

Stone Door: Stone doors (hardness 8, hp 60, Break DC 28) seal off the corridor when the dart trap is activated. They have no locks.

Torch Scones: The iron torch scones are pitted and old (hardness 4, hp 5) but the torches within them are still useable.

Cranks: The metal cranks (hardness 8, hp 30) that control the corridor's doors are in good condition.

Stone Walls: The walls (hardness 8, hp 90) of this area are of dressed stone (Climb check DC 15).

Wall Decorations: Suel writings and faded scenes of battle cover the walls. If the PCs cannot do so, Trejo can translate the writings. Anyone able to read Ancient Suloise can decipher the writing which details a cataclysmic battle fought far to the west. During it many thousands of people died and a whole civilization was destroyed (A DC 20 knowledge [history] check reveals that the writings describe the Twin Cataclysms that destroyed the Suel and Bakluni empires a thousand years ago. Subsequent portions of the writing tell how the Suel overcame many challenges to reach this area.

Ceiling: The ceiling is 10 ft high.

Floor: The floor of the area is of flagstones. Creatures can move here as normal.

Skeletal Remains: The remains of four skeletons lie scattered about this area. They were all destroyed in battle and have no interesting features.

Treasure: The orc's surviving companions stripped the slain of all valuables. There is nothing of value here.

DEVELOPMENT

Once the trap has been bypassed, the PCs can proceed to Encounter 6.

6: HALL OF SPIKES

Ahead of you is a very large room. Three pairs of time-worn reliefs decorate both walls, depicting human faces of Suel origin.

There are two features of interest in this chamber: three pairs of carven faces depicting a variety of Suel gods and a hidden spiked pit trap protecting the chamber beyond.

ANCIENT CARVINGS

The walls of this room have several carved reliefs, depicting powerful gods of the Suel pantheon. A DC 15 Knowledge (religion) check identified any of the carvings. PCs of Suel heritage get a +4 circumstance modifier to this check while worshippers of the deity in question get an additional +4 bonus. The carvings are (in order they appear on the walls):

- The ageless face of a bearded Suel man stares serenely into the distance. This is Lendor, intermediate god of time, tedium, patience and study.
- A stunning beautiful woman with a cruel smile and wearing a tiara stares blankly into the room. This is Wee Jas, intermediate goddess of magic, death, vanity, and law.

- The handsome, bearded face of a young Suel male stares at you - a terrible grimace on his face. This is Kord, intermediate god of athletics, sport, brawling, strength, and courage.

SPIKED PIT TRAP

A spiked pit trap protects the exit of this room.

All APLs (EL 2)

✂ **Spiked Pit Trap:** CR 2; mechanical; location trigger; automatic reset; Dc 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

AREA FEATURES

This area has the following features:

Stone Walls: The walls (hardness 8, hp 90) of this area are of dressed stone (Climb check DC 15).

Floor: The floor of the area is of flagstones. Creatures can move here as normal.

Ceiling: The ceiling is 10 ft high.

DEVELOPMENT

Once the pit had been traversed, the PCs can proceed to Encounter 7.

7: HALL OF THE STAFF

The final chamber of the shrine contains the much sought after staff and a variety of other treasures. However, even here danger lurks.

This room has a low ceiling. Set in the center of the room is a raised dais. On top of the dais stand two small spire of carved stone. A loop is atop each spire through which rests a plain wooden staff. Words seem to be carved into the stone floor.

The dais is trapped (see Trapped Dais for more details).

Trejo insists on retrieving the staff himself, pointing out to the PCs that the staff is all he's interested in and that they can have anything else here (a bargain he rues later). If the PCs do not think to check, Trejo grabs the staff before anyone can search for traps in and around the dais.

TRAPPED DAIS

One final trap remains to catch the unwary. Originally, the trap was set to collapse the entire chamber, but its mechanism has long since failed.

Carved into the floor of the dais is writing in Ancient Suloise. If the PCs cannot do so, Trejo can translate the writings. If translated, it reads:

Beware. Only death awaits those whose who would steel from the mighty!

PCs using detect magic and making a DC 17 Spellcraft check also determine that the dais radiates faint illusion magic. This is a *magic mouth* set to go off when the staff is removed from the dais. Once the staff is removed, read the following:

As the staff is removed, a small, crudely set mouth appears at the foot of the dais. It cackles and the shouts "Fools! Our legacy is not so easily taken!" At that, the ceiling above the dais begins to shudder.

A DC 17 Spellcraft check identifies the effect as *magic mouth*.

All APLs (EL 2)

✂ **Bricks from ceiling:** CR 2; mechanical; touch trigger; repair reset; hidden switch bypass; Atk +12 melee (2d6, bricks); multiple targets (all targets in squares adjacent to the dais); Search DC 20; Disable Device DC 20.

THE STAFF

Once the staff has been removed, the PCs can investigate it. Casting *detect magic* reveals no aura on the item. Trejo quickly realizes that it is fake, and becomes more unstable and paranoid with this revelation.

Betrayal: If the PCs insist on keeping the staff, Trejo curses them for traitors and flees the complex. In this situation, he is caught outside by Krieg's forces and slain when it is apparent he does not have the staff

AREA FEATURES

This area has the following features:

Stone Walls: The walls (hardness 8, hp 90) of this area are of dressed stone (Climb check DC 15).

Ceiling: The ceiling is 10 ft high.

Floor: The floor of the area is of flagstones. Creatures can move here as normal.

Hidden Treasure: Additionally, a DC 20 Search check around the dais reveals a hidden compartment at its base. Within, lies some forgotten treasure left here when the last caretaker of the shrine grew disillusioned and left. Refer to the Treasure Summary for more details.

DEVELOPMENT

Once the PCs have the staff, and indicate that they wish to leave the shrine, proceed to Encounter 8.

8: ENEMIES REVEALED

Once the PCs exit the shrine, they discover Krieg is waiting for them. Have the PCs make Spot checks (modified for distance) opposed by Krieg's minions Hide checks. If the PCs succeed on these checks, they spot the orcs and other minions spread out around the perimeter

of the clearing. Krieg lets them get into the middle of the clearing before reading shout a warning:

"Well done," shouts Krieg. "You've saved me a lot of trouble. My orcs wouldn't go in there. But I'm afraid the staff is mine and I have no intention of letting you leave here with it."

"It's mine," Trejo shouts. "What did you do with it?"

Krieg expects the party to turn the staff over to him, and won't believe that it is a fake. The players have two rounds to produce the staff. Even if they do hand over the staff, he attacks; he wants no witnesses to his schemes.

All APLs

☛ **Trejo:** male human expert 4; hp 20; Appendix 1.

APL 2 (EL 4)

☛ **Black Skull Warrior (2):** male orc warrior 1; hp 5 each; Appendix 1.

☛ **Krieg:** male human cleric 3; hp 23; Appendix 1.

APL 4 (EL 6)

☛ **Black Skull Warrior (4):** male orc warrior 2; hp 11 each; Appendix 1.

☛ **Krieg:** male human cleric 5; hp 36; Appendix 1.

APL 6 (EL 8)

☛ **Black Skull Warrior (2):** male orc warrior 3; hp 16 each; Appendix 1.

☛ **Ogres (3):** hp 29 each; MM 198.

☛ **Krieg:** male human cleric 5; hp 36; Appendix 1.

APL 8 (EL 10)

☛ **Black Skull Warrior (4):** male orc warrior 3; hp 16 each; Appendix 1.

☛ **Trolls (3):** hp 63 each; MM 247.

☛ **Krieg:** male human cleric 7; hp 49; Appendix 1.

Tactics: The orcs try to surround the PCs and cut Trejo off from the rest of the group. Since there is no cover, they attempt to engage the players in melee rather than risk getting shot down by magic or arrows.

Krieg: Krieg hangs back, trying to focus his attacks on Trejo and staying out of the PCs' line of fire. If the battle goes bad for Krieg, he attempts to flee. If Krieg kills Trejo, he retreats the following round.

Trejo: Trejo angered beyond belief by the discovery that the staff is a fake and that Krieg once again opposes him attacks the cleric with everything he has at his disposal. He also tries to stay at least 60 feet away from the nearest PC. Trejo's always moves away from the PCs if approached. He no longer trusts anybody.

AREA FEATURES

The battle site has the following features:

Slender Trees: A character in the same square as a slender tree (hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on attack rolls against creatures below.

Massive Trees: Several massive trees (hardness 5, hp 150, DC 15 Climb check) dot the battlefield. These trees take up an entire square and provide cover (+4 to AC, +2 on Reflex saves) for anyone behind them.

Treasure: Refer to the Treasure Summary to determine what the PCs manage to loot from the corpses of the slain. If Trejo is slain, the PCs can loot his body gaining access to many useful wands.

DEVELOPMENT

Once the PCs have dealt with Krieg and his minions they are free to leave the area. Their journey back to the free city is uneventful. Proceed to the Conclusion.

CONCLUSION

The battle is over but questions remain as to why Trejo and Krieg thought there was such a powerful artifact hidden here.

If Trejo survives the battle, he does not stay with the party and leaves for parts unknown at the earliest opportunity to avoid returning to Greyhawk empty-handed.

"Please, let me take my leave of you here. This mission has been a failure for me and I cannot return to Greyhawk empty-handed," says Trejo.

"I do not know why we were told there was a staff out here, sometimes my superiors don't tell me everything I need to know. There is something going on and I feel like I've been a pawn in some greater game."

Should the PCs insist on returning Trejo to Greyhawk, he doesn't put up a fight, but no one back in the city is interested in doing anything with him and ultimately he is let go without sanction. Trejo then leaves the city in disgrace.

AR ITEMS

Enmity of the Black Skull: PCs fighting Black Skull orcs gain this AR item.

Knowledge of the Ancients: If the PCs deciphered (or had Trejo decipher) the ancient writings of the Suel, they gain this AR item.

The End

EXPERIENCE POINT SUMMARY

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

1: The Ambush

Defeat of the orcs

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

2: Parley

Kill Krieg

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Note, if the PCs kill Krieg here they do not face him in Encounter 8.

5: Entrance Hallway

Defeat, survive, or disarm the trap.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

6: Hall of Spikes

Defeat, survive, or disarm the trap.

All APLs	60 XP
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7: Hall of the Staff

Defeat, survive, or disarm the trap.

All APLs	60 XP
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8: Enemies Revealed

Defeat of Krieg and the minions

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

If Krieg is not present:

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP
APL 8	240 XP

Note, that the PCs cannot earn more than the XP cap for the adventure.

Discretionary Roleplaying Award

APL 2	90 XP
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APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

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

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

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

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

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

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

1: The Ambush

APL 2: Loot 18 gp; Coin 2 gp; Total 20 gp.

APL 4: Loot 340 gp; Coin 2 gp; Magic 100 gp 4 *potions of bear's endurance* (25 gp each); Total 442 gp.

APL 6: Loot 243 gp; Coin 2 gp; Magic 200 gp 4 *potions of bear's endurance* (25 gp each); 4 *potions of bull's strength* (25 gp each); Total 447 gp.

APL 8: Loot 365 gp; Coin 3 gp; Magic 300 gp 6 *potions of bear's endurance* (25 gp each); 6 *potions of bull's strength* (25 gp each); Total 669 gp.

7: Hall of the Staff

APL 2: Coin 200 gp; Magic *screaming bolt* (22 gp), *troll gut rope* (41 gp); Total 263 gp.

APL 4: Magic *blast disc* (75 gp); Total 75 gp.

APL 6: Magic *ring of the darkhidden* (167 gp); Total 167 gp.

APL 8: Magic *vanisher cloak* (208 gp); Total 208 gp.

8: Enemies Revealed

APL 2: Loot 178 gp; Coin 7 gp; Magic 27 gp *potion of bear's endurance* (19 gp), *potion of cure light wounds* (2) (4 gp each); Total 212 gp.

APL 4: Loot 199 gp; Coin 10 gp; Magic 316 gp 4 *potion of bear's endurance* (25 gp each), *potion of cure light wounds* (2) (4 gp each); +1 *full plate* (220 gp), *wand of cure light wounds* (12 gp); Total 525 gp.

APL 6: Loot 125 gp; Coin 10 gp; Magic 278 gp 2 *potion of bear's endurance* (25 gp each), *potion of cure light wounds* (2) (4 gp each); +1 *full plate* (220 gp), *wand of cure light wounds* (12 gp); Total 413 gp.

APL 8: Loot 250 gp; Coin 10 gp; Magic 730 gp 5 *potion of bear's endurance* (25 gp), 4 *potions of bull's strength* (25 gp each) *potion of cure light wounds* (2) (4 gp each), *potion of haste* (62 gp), *potion of heroism* (62 gp) +1 *full plate* (220 gp), +1 *flail* (195 gp), *wand of cure light wounds* (12 gp); Total 990 gp.

Trejo's Equipment

Additionally, if Trejo is slain the PCs can loot his equipment.

All APLs: Coin 4 gp; Magic 213 gp *scroll of expeditious retreat*, (2 gp) *scroll of fly* (31 gp), *scroll of mage armor* (2 gp), *scroll of shield* (2 gp), *wand of invisibility* (10 charges) (75 gp), *wand of magic missiles* (10 charges) (13 gp), *wand of comprehend languages* (10 charges) (13 gp), *wand of cure light wounds* (10 charges) (13 gp), *wand of detect magic* (31 gp), *wand of read magic* (31 gp); Total 217 gp.

Total Possible Treasure

APL 2: 712 gp

APL 4: 1,289 gp

APL 6: 1,244 gp

APL 8: 1,985 gp

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

ITEMS FOR THE ADVENTURE RECORD

Enmity of the Black Skull: You have fought and killed several warriors of the Black Skull tribe. As a result, the orcs hate you and want to revenge themselves upon you. As a result, Black Skull orcs attacks you in preference to any other visible opponents. It is also impossible for you to modify a Black Skull orc's attitude toward you to friendly or better.

Because of their overwhelming desire to kill you, Black Skull orcs attack wildly with almost total disregard for their own safety. Consequently, they suffer a -1 penalty to their armor class when you threaten them.

Knowledge of the Ancients: You have explored an ancient shrine of the Suloise founded shortly after the Suel Imperium was destroyed in the Twin Catacylsm and have read their archaic writings. For the next six adventures, you receive a +2 insight bonus to any Knowledge checks made to learn more about that period of history.

Item Access

APL 2:

- *Wand of magic missile* (10 charges) (Adventure; CL 1; DMG; 150 gp)
- *Wand of comprehend languages* (10 charges) (Core; DMG; 150 gp)
- *Wand of cure light wounds* (10 charges) (Adventure; DMG; 150 gp)
- *Wand of detect magic* (Any; DMG)
- *Wand of read magic* (Any; DMG)
- *Wand of invisibility* (10 charges; DMG; 900 gp)
- *Screaming bolt* (Core; DMG)
- *Troll gut rope* (Core; Magic Item Compendium; 500 gp)

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

- *Blast disc* (Core; Magic Item Compendium; 900 gp)

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

- *Ring of the darkhidden* (Core; Magic Item Compendium; 2,000 gp)

APL 8 (all of APLs 2-6 plus the following):

- *Vanisher cloak* (Core; Magic Item Compendium; 2,500 gp)

APPENDIX 1: ALL APLS

TREJO

CR 4

Male human expert 4

CN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 10, touch 10, flat-footed 10

(+0 Dex)

hp 20 (4 HD)

Fort +2, **Ref** +1, **Will** +5

Speed 30 ft. (6 squares)

Melee unarmed strike +2 (1d3-1, subdual)

Base Atk +3; **Grp** +2

Combat Gear *scroll of expeditious retreat*, *scroll of fly*,
scroll of mage armor, *scroll of shield*, *wand of*
invisibility (10 charges), *wand of magic missiles* (10
charges)

Abilities Str 8, Dex 10, Con 12, Int 16, Wis 13, Cha 14

Feats Magical Aptitude, Skill Focus (Knowledge
[arcana]), Skill Focus (Knowledge [history])

Skills Appraise +10, Decipher Script +10, Knowledge
(arcana) +15, Knowledge (architecture and
engineering) +8, Knowledge (dungeoneering) +8,
Knowledge (history) +13, Knowledge (local) +8,
Profession (sage) +10, Spellcraft +12 (+14 with
scrolls), Use Magic Device +11 (+15 with scrolls)

Possessions combat gear plus scholar's outfit, *wand of*
comprehend languages (10 charges), *wand of cure*
light wounds (10 charges) *wand of detect magic*,
wand of read magic, 45 gp

1: FOREST AMBUSH

ORC OF THE BLACK SKULL CR 1/2

Male orc warrior 1
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2
Languages Common

AC 14, touch 10, flat-footed 14
(+3 armor, +1 shield)

hp 5 (1 HD)
Fort +3, **Ref** +0, **Will** -2
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee battleaxe +4 (1d8+4/x3)
Ranged javelin +1 (1d6+3)
Base Atk +1; **Grp** +4

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Feats Weapon Focus (battleaxe)
Skills Climb +4, Jump +4
Possessions studded leather, buckler, battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

2: PARLEY

KRIEG CR 3

Male human cleric 3
LE Medium humanoid (human)
Init +3; **Senses** Listen +2, Spot +2
Languages Common, Orc

AC 19, touch 9, flat-footed 19
(-1 Dex, +8 armor, +2 shield)

hp 23 (3 HD)
Fort +5, **Ref** +0, **Will** +5

Speed 20 ft. in full plate (4 squares), base speed 30 ft.
Melee mwk flail +5 (1d8+1)
Ranged light crossbow +1 (1d8/19-20)
Base Atk +2; **Grp** +3

Special Actions rebuke undead 4/day (+3, 2d6+4, 3rd), spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance*, 2 *potions of cure light wounds*

Cleric Spells Prepared (CL 3rd, 4th for evil spells):
2nd—*cure moderate wounds*, *hold person* (DC 14), *spiritual weapon*^D
1st—*bless*, *sanctuary*, *shield of faith*, *magic weapon*^D
0—*cure minor wounds*, *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12
Feats Cleave, Improved Initiative, Martial Weapon Proficiency (flail), Power Attack, Weapon Focus (flail)
Skills Concentration +8, Knowledge (religion) +6, Speak Language (Orc), Spellcraft +4

Possessions combat gear plus masterwork full plate, heavy steel shield, masterwork flail, light crossbow, 10 bolts, 2 holy symbols of Hextor, 80 gp

5: HALL OF DARTS

DARTS OF DEATH CR 2

Description see adventure text.
Search DC 17; **Type** mechanical

Trigger Location; **Init** +1

Effect 1d4 darts (Atk +2 ranged, 1d4 points of piercing damage) per target per round

Duration 9 rounds

Destruction AC 12; hp 5 (each ceiling square)

Disarm Disable Device DC 17 (each ceiling square)

8: ENEMIES REVEALED

ORC OF THE BLACK SKULL CR 1/2

Male orc warrior 1
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2
Languages Common

AC 14, touch 10, flat-footed 14
(+3 armor, +1 shield)

hp 5 (1 HD)
Fort +3, **Ref** +0, **Will** -2
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee battleaxe +4 (1d8+4/x3)
Ranged javelin +1 (1d6+3)
Base Atk +1; **Grp** +4

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Feats Weapon Focus (battleaxe)
Skills Climb +4, Jump +4
Possessions studded leather, buckler, battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KRIEG CR 3

Male human cleric 3
LE Medium humanoid (human)
Init +3; **Senses** Listen +2, Spot +2
Languages Common, Orc

AC 19, touch 9, flat-footed 19
(-1 Dex, +8 armor, +2 shield)

hp 23 (3 HD)
Fort +5, **Ref** +0, **Will** +5

Speed 20 ft. in full plate (4 squares), base speed 30 ft.
Melee mwk flail +5 (1d8+1)
Ranged light crossbow +1 (1d8/19-20)
Base Atk +2; **Grp** +3

Special Actions rebuke undead 4/day (+3, 2d6+4, 3rd), spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance*, 2 *potions of cure light wounds*

Cleric Spells Prepared (CL 3rd, 4th for evil spells):

2nd—*cure moderate wounds, hold person* (DC 14),
spiritual weapon^D
1st—*bless, sanctuary, shield of faith, magic weapon*^D
0—*cure minor wounds, guidance, resistance, virtue*

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12

Feats Cleave, Improved Initiative, Martial Weapon
Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +8, Knowledge (religion) +6, Speak
Language (Orc), Spellcraft +4

Possessions combat gear plus masterwork full plate,
heavy steel shield, masterwork flail, light crossbow,
10 bolts, 2 holy symbols of Hextor, 80 gp

1: FOREST AMBUSH

BLACK SKULL WARRIOR

CR 1

Male orc warrior 2

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 11 (2 HD)

Fort +4, **Ref** +0, **Will** -2

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +6 (1d8+4/x3)

Ranged javelin +2 (1d6+3)

Base Atk +2; **Grp** +5

Combat Gear *potion of bear's endurance*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Weapon Focus (battleaxe)

Skills Climb +1, Jump +2

Possessions masterwork breastplate, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

2: PARLEY

KRIEG

CR 5

Male human cleric 5

LE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Orc

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

hp 36 (5 HD)

Fort +6, **Ref** +0, **Will** +4

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk flail +6 (1d8+1)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +3; **Grp** +4

Atk Options Cleave, Power Attack

Special Actions rebuke undead 4/day (+3, 2d6+6, 5th), spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance*, *potion of haste*, *wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 5th, 6th for evil spells):

3rd— *cure serious wounds*, *prayer*, *unholy blight*^D (DC 16)

2nd— *bull's strength*, *cure moderate wounds*, *hold person* (DC 15), *spiritual weapon*^D

1st— *bleed*, *cure light wounds*, *sanctuary*, *shield of faith*, *magic weapon*^D

0— *cure minor wounds* (2), *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Cleave, Improved Initiative, Martial Weapon

Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +10, Knowledge (religion) +8,

Speak Language (Orc), Spellcraft +6

Possessions combat gear plus +1 *full plate*, heavy steel shield, masterwork flail, light crossbow, 10 bolts, 2 holy symbols of Hextor, 86 gp

5: HALL OF DARTS

DARTS OF DEATH

CR 4

Description see adventure text.

Search DC 19; **Type** mechanical

Trigger Location; **Init** +2

Effect 1d4 darts (Atk +4 ranged, 1d4+2 points of piercing damage) per target per round

Duration 11 rounds

Destruction AC 14; hp 10 (each ceiling square)

Disarm Disable Device DC 19 (each ceiling square)

8: ENEMIES REVEALED

BLACK SKULL WARRIOR

CR 1

Male orc warrior 2

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 11 (2 HD)

Fort +4, **Ref** +0, **Will** -2

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +6 (1d8+4/x3)

Ranged javelin +2 (1d6+3)

Base Atk +2; **Grp** +5

Combat Gear *potion of bear's endurance*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Weapon Focus (battleaxe)

Skills Climb +1, Jump +2

Possessions masterwork breastplate, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KRIEG

CR 5

Male human cleric 5

LE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Orc

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

hp 36 (5 HD)

Fort +6, **Ref** +0, **Will** +4

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk flail +6 (1d8+1)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +3; **Grp** +4

Atk Options Cleave, Power Attack

Special Actions rebuke undead 4/day (+3, 2d6+6, 5th),
spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance*, *potion of haste*, *wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 5th, 6th for evil spells):

3rd— *cure serious wounds*, *prayer*, *unholy blight*^D
(DC 16)

2nd— *bull's strength*, *cure moderate wounds*, *hold person* (DC 15), *spiritual weapon*^D

1st— *bless*, *cure light wounds*, *sanctuary*, *shield of faith*, *magic weapon*^D

0— *cure minor wounds* (2), *guidance*, *resistance*,
virtue

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Cleave, Improved Initiative, Martial Weapon
Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +10, Knowledge (religion) +8,
Speak Language (Orc), Spellcraft +6

Possessions combat gear plus +1 *full plate*, heavy
steel shield, masterwork flail, light crossbow, 10 bolts,
2 holy symbols of Hextor, 86 gp

APL 6

1: FOREST AMBUSH

BLACK SKULL WARRIOR

CR 2

Male orc warrior 3

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +7 (1d8+4/x3)

Ranged javelin +3 (1d6+3)

Base Atk +3; **Grp** +6

Combat Gear *potion of bear's endurance, potion of bull's strength*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Iron Will, Weapon Focus (battleaxe)

Skills Climb -1, Jump +1

Possessions masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

2: PARLEY

KRIEG

CR 5

Male human cleric 5

LE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Orc

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

hp 36 (5 HD)

Fort +6, **Ref** +0, **Will** +4

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk flail +6 (1d8+1)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +3; **Grp** +4

Atk Options Cleave, Power Attack

Special Actions rebuke undead 4/day (+3, 2d6+6, 5th), spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance, potion of haste, wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 5th, 6th for evil spells):

3rd— *cure serious wounds, prayer, unholy blight*^D (DC 16)

2nd— *bull's strength, cure moderate wounds, hold person* (DC 15), *spiritual weapon*^D

1st— *bleed, cure light wounds, sanctuary, shield of faith, magic weapon*^D

0— *cure minor wounds* (2), *guidance, resistance, virtue*

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Cleave, Improved Initiative, Martial Weapon

Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +10, Knowledge (religion) +8,

Speak Language (Orc), Spellcraft +6

Possessions combat gear plus +1 *full plate*, heavy steel shield, masterwork flail, light crossbow, 10 bolts, 2 holy symbols of Hextor, 86 gp

5: HALL OF DARTS

DARTS OF DEATH

CR 6

Description see adventure text.

Search DC 21; **Type** mechanical

Trigger Location; **Init** +3

Effect 1d4 Large darts (Atk +6 ranged, 1d4+4 points of piercing damage) per target per round

Duration 13 rounds

Destruction AC 16; hp 15 (each ceiling square)

Disarm Disable Device DC 21 (each ceiling square)

8: ENEMIES REVEALED

BLACK SKULL WARRIOR

CR 2

Male orc warrior 3

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +7 (1d8+4/x3)

Ranged javelin +3 (1d6+3)

Base Atk +3; **Grp** +6

Combat Gear *potion of bear's endurance, potion of bull's strength*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Iron Will, Weapon Focus (battleaxe)

Skills Climb -1, Jump +1

Possessions masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KRIEG

CR 5

Male human cleric 5

LE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Orc

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

hp 36 (5 HD)

Fort +6, **Ref** +0, **Will** +4

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk flail +6 (1d8+1)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +3; **Grp** +4

Atk Options Cleave, Power Attack

Special Actions rebuke undead 4/day (+3, 2d6+6, 5th),
spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance*, *potion of haste*, *wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 5th, 6th for evil spells):

3rd— *cure serious wounds*, *prayer*, *unholy blight*^D
(DC 16)

2nd— *bull's strength*, *cure moderate wounds*, *hold person* (DC 15), *spiritual weapon*^D

1st— *bless*, *cure light wounds*, *sanctuary*, *shield of faith*, *magic weapon*^D

0— *cure minor wounds* (2), *guidance*, *resistance*,
virtue

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Cleave, Improved Initiative, Martial Weapon
Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +10, Knowledge (religion) +8,
Speak Language (Orc), Spellcraft +6

Possessions combat gear plus +1 *full plate*, heavy
steel shield, masterwork flail, light crossbow, 10 bolts,
2 holy symbols of Hextor, 86 gp

1: FOREST AMBUSH

BLACK SKULL WARRIOR

CR 2

Male orc warrior 3

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +7 (1d8+4/x3)

Ranged javelin +3 (1d6+3)

Base Atk +3; **Grp** +6

Combat Gear *potion of bear's endurance, potion of bull's strength*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Iron Will, Weapon Focus (battleaxe)

Skills Climb -1, Jump +1

Possessions masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

2: PARLEY

KRIEG

CR 7

Male human cleric 7

LE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Orc

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

hp 49 (7 HD)

Fort +7, **Ref** +3, **Will** +8

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk flail +8 (1d8+1)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +5; **Grp** +6

Atk Options Cleave, Power Attack

Special Actions 4/day (+3, 2d6+8, 7th), spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance, potion of haste, potion of heroism, wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 7th, 8th for evil spells):

4th—*divine power*^D, *freedom of movement*

3rd—*cure serious wounds* (2), *prayer*, *unholy blight*^D (DC 16)

2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 15), *owl's wisdom*, *spiritual weapon*^D

1st—*bless*, *cure light wounds* (2), *sanctuary*, *shield of faith*, *magic weapon*^D

0—*cure minor wounds* (3), *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Cleave, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +12, Knowledge (religion) +10, Speak Language (Orc), Spellcraft +8

Possessions combat gear plus +1 *full plate*, heavy steel shield, +1 *flail*, light crossbow, 10 bolts, 2 holy symbols of Hextor, 164 gp

5: HALL OF DARTS

DARTS OF DEATH

CR 8

Description see adventure text.

Search DC 23; **Type** mechanical

Trigger Location; **Init** +4

Effect 1d4 Large darts (Atk +8 ranged, 1d4+7 points of piercing damage) per target per round

Duration 15 rounds

Destruction AC 18; hp 20 (each ceiling square)

Disarm Disable Device DC 23 (each ceiling square)

8: ENEMIES REVEALED

BLACK SKULL WARRIOR

CR 2

Male orc warrior 3

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +7 (1d8+4/x3)

Ranged javelin +3 (1d6+3)

Base Atk +3; **Grp** +6

Combat Gear *potion of bear's endurance, potion of bull's strength*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Iron Will, Weapon Focus (battleaxe)

Skills Climb -1, Jump +1

Possessions masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KRIEG

CR 7

Male human cleric 7

LE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Orc

AC 20, touch 9, flat-footed 20
(-1 Dex, +9 armor, +2 shield)

hp 49 (7 HD)

Fort +7, **Ref** +3, **Will** +8

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk flail +8 (1d8+1)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +5; **Grp** +6

Atk Options Cleave, Power Attack

Special Actions 4/day (+3, 2d6+8, 7th), spontaneous casting (*inflict* spells)

Combat Gear *potion of bear's endurance*, *potion of haste*, *potion of heroism*, *wand of cure light wounds* (10 charges)

Cleric Spells Prepared (CL 7th, 8th for evil spells):

4th—*divine power*^D, *freedom of movement*

3rd—*cure serious wounds* (2), *prayer*, *unholy blight*^D
(DC 16)

2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 15), *owl's wisdom*, *spiritual weapon*^D

1st—*bless*, *cure light wounds* (2), *sanctuary*, *shield of faith*, *magic weapon*^D

0—*cure minor wounds* (3), *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: Hextor. Domains: Evil, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Cleave, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (flail), Power Attack, Weapon Focus (flail)

Skills Concentration +12, Knowledge (religion) +10, Speak Language (Orc), Spellcraft +8

Possessions combat gear plus +1 *full plate*, heavy steel shield, +1 *flail*, light crossbow, 10 bolts, 2 holy symbols of Hextor, 164 gp

APPENDIX 2: NEW RULES ITEMS

ENCOUNTER TRAPS

This adventure features several encounter traps (*Dungeonscape* 120). The notes below provide a brief overview of encounter traps.

Initiative: Use the trap's initiative modifier to determine its place in the initiative order.

Duration: This section details how long a trap functions before it must be triggered again.

Destruction: This section of the encounter trap stat block gives the trap's physical statistics. An attack source can be attacked from any square in the area it affects or from a square adjacent to that area.

Disarm: Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disable a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

Dispel: Magic encounter traps can be dispelled through the use of *dispel magic* of similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

APPENDIX 3: KRIEG AND TREJO

KRIEG

A tall man with a well groomed beard and black hair.

Attitude: Hostile (PH 72) toward Trejo but indifferent toward the PCs as long as they do not keep the staff from him.

Personality: Krieg is a patient man who stays calm under pressure. He is a loyal follower of Hextor and is angered by Turrosh Mak's recent change of heart regards the Domain. He is more interested in seeing Trejo fail rather than eliminating the competition. That being said, if he must remove Trejo, and whoever is with him, then so be it.

Background: Krieg was born in Elredd (once a city in the Pomarj) and grew up to embrace the art of war. When Elredd fell to Turrosh Mak's horde, Krieg promptly changed sides. Since then he has served in Mak's armies spreading the doctrine of the Herald of Hell. Turrosh Mak's recent demand for peace with the free city has left him disillusioned and angry. Hearing of the shrine and its supposed treasure, Krieg has allied with a renegade tribe of orcs – the Black Skull – to retrieve it. He hopes that this act (and others) might erode what little trust exists between Turrosh Mak and the free city to such a point that war again breaks out along the buffer zone.

TREJO

A middle-aged man with a slightly bookish look about him, Trejo is an archetypal scholar. His hair is unkempt and hacked off at the nape of his neck. His eyes dart about constantly taking in his surroundings.

Attitude: Friendly (PH 72) toward the PCs but violently hostile toward Krieg.

Personality: Trejo is not in a very good frame of mind. Trejo is the kind of man who shoots himself in the foot and then blames others for his limp. He is frustrated by his low status among those he works with and believes he should be ranked higher. He views this quest as a way to earn greater respect and influence with those he works with. He is determined to succeed, or die trying.

Trejo often talks to himself when under stress - trying to rationalize what he is doing; particularly if innocents are suffering due to his actions.

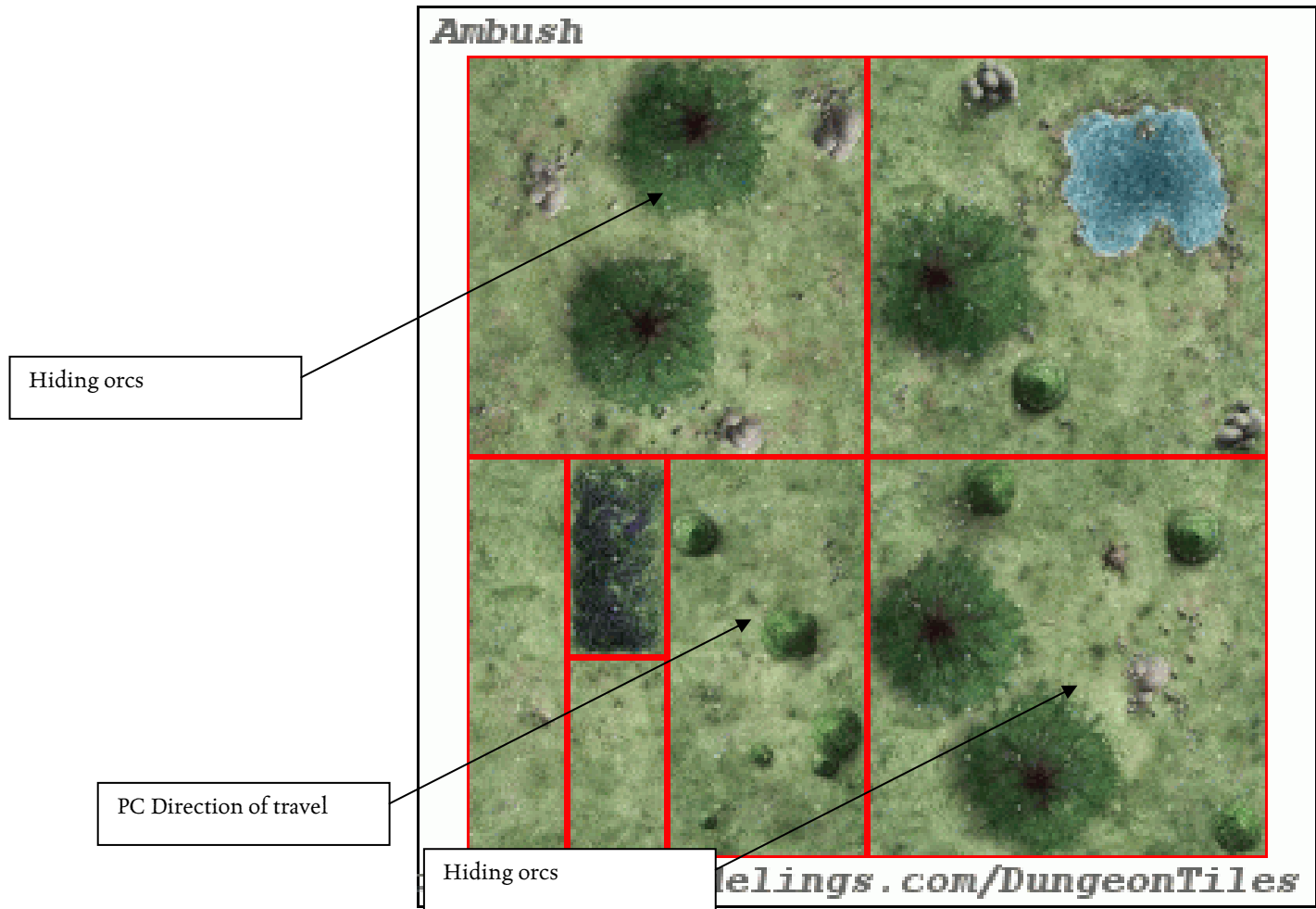
Background: Trejo is a native of the free city and is passionately patriotic. Thus, he works with other like-minded individuals to keep it safe. Unfortunately, the group's methods are sometimes questionable and his conscience is causing him to question his role in things.

A SHARED HISTORY

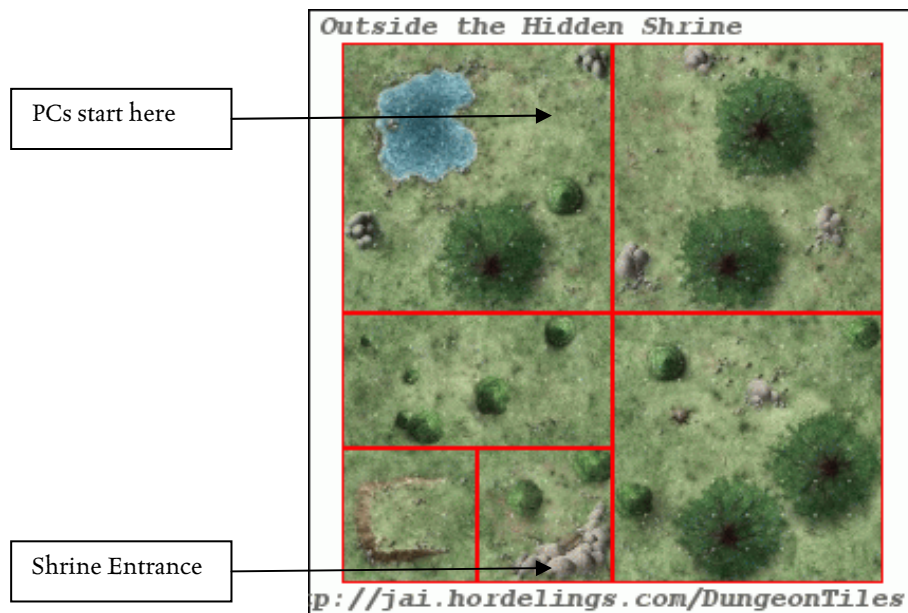
Krieg and Trejo have worked against each other several times in the past and no love is lost between them. While Trejo does work for the betterment of the free city his methods and those of his boss are sometime questionable. If Krieg believes he can gain an advantage by exposing some of Trejo's previous failures he will do so.

Krieg is responsible for two of Trejo's biggest failures, a botched attempt at infiltrating the Guild of Nightwatchmen and the recovery of a kidnapped noble's daughter. Krieg stole the daughter from Trejo (whom he had kidnapped for political ends) and returned her to the noble in exchange for some favors. While Trejo escaped direct blame in the incident, the support system he developed was dismantled and was considered a very big setback for his group.

DM MAP 1: FOREST AMBUSH



DM MAP 2: THE HIDDEN SHRINE



DM MAP 3: INSIDE THE HIDDEN SHRINE

