

Not All It's Crooked Up to Be

**A One-Round D&D 3rd Edition Living Greyhawk
Adventure**

by Daniel and Kieran Thatcher

King Belvor IV has proclaimed all adventuring in and around the reclaimed city of Crockport tax-free! Come and help the Kingdom clear out whatever "Old Wicked" left behind. An adventure for tiers 1-3.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

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

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

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

The level cap indicated 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.

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 cost of each lifestyle will be indicated at the beginning of the **scenario**. 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

Adventure Summary and Background

Crockport suffered for several years under the control of Iuz the Evil, before it was reclaimed two years ago during the Great Northern Crusade. The occupation was devastating to the city and the violent re-taking was more so. Today Crockport is little more than an abandoned shell of a city. Little has been rebuilt, as Furyondy is still short on cash, and the Noble Council does not like the expense of rebuilding, especially rebuilding following the grand new plans that King Belvor IV has drawn up.

One problem that has been lingering is the remnants of Old Wicked's armies. A work crew set out for Crockport six months ago to survey the buildings and take the first steps toward rebuilding. Unfortunately, they found themselves set upon by a hungry owlbear that had taken up residence on nearby Rockegg Isle that wandered across the water during the low autumn tide. The garrison dispatched the monster, but the workers were scared off, afraid of what might be wandering the area.

Unknown to the garrison troops, there are more creatures living on the island. Rockegg has become home to a small clutch of Kazgund orcs, especially intelligent and vicious orcs that ride huge, bison-like stulgaz mounts. Caught on the island when Crockport was retaken, the Kazgund orcs have waited two years for some word from Iuz. Iuz has sent it in the form of a Shadowclaw gnome, Benekar. But Benekar has not yet made it to the island, and so the orcs—only five now, plus some hobgoblins that the Kazgund bullied into serving them—are still waiting.

Meanwhile, the owlbear incident on Rockegg resulted in a recent royal proclamation. King Belvor decided that paying his troops to clear out the remnant creatures of Iuz's army would be too expensive. Instead, he has decided to entice adventurers to do so. The PCs have come to Crockport for this reason. So have some other adventuring types, some good, some bad...

The DM should be sure to read Appendix B, which relates the story of Spugnoir the wizard, and his reasons for being in Crockport.

Crockport

Before the wars, Crockport was a prosperous town of 9,000 folk. During the wars, Crockport fell to the forces of Iuz, and it was not until the conclusion of the Great Northern Crusade that the city was freed from the Old One's clutches.

Today, Crockport is in ruins. The city suffered tremendous losses during the war, and even more when it was retaken. True to the character of Furyondy, the common folk refuse to surrender and have begun anew. Plans are underway to rebuild the city. For now though, the city is mainly uninhabited, and a number of the buildings are collapsed.

Players Introduction

King Belvor IV, ruler of Furyondy, has made a bold proclamation: "Any treasure obtained while clearing out creatures in the decimated city of Crockport or its surrounding countryside is tax-free!" Having heard the proclamation, you each set out to the city of Crockport in search of adventure.

When you arrived in the city late this afternoon, it became immediately obvious that much help is needed if the brave king wishes for Crockport to be returned to its former glory. There are few places in Crockport that have not fallen into disrepair. The largest of these is a small stone constructed fortress housing a garrison of Furyondy troops. The fortress also houses a small temple to Trithereon, considered by many the patron god of the city since its reclamation.

Directly to the southeast of the fortress is a makeshift open-air marketplace filled with a variety of vendors who have come to sell their wares to any who would buy—mainly the soldiers and the workers coming to rebuild the city. Those workers currently live in the small shack town to the south of the marketplace, which serves as temporary housing until the rebuilding is complete.

Finally there is the Crockpot Inn. At first glance, one might assume the sign outside to have just been a misspelling, but the aromatic smell of cooking stew from one of the cauldrons hanging in the fireplace gives the inn an air which fits the name well. There are three large crock pots embedded into the fireplace on a long metal pole, from which Buxea, the barmaid, dispenses large bowls of stew to the clientele. As Buxea informed you when you arrived, "there is always stew a-brewin' in the crock pot of the Crockpot Inn."

The Inn is a two-story building constructed with large cobblestones and wood mortared together. The interior walls are made from lightly varnished white pine, and the exterior walls are made of various types of granite, jasper, dolomite and sandstone. The furniture is built from sturdy pine planks, smooth and slightly chipped from wear. The common room is small, and you find yourself sharing a table in the middle of this rustic inn with other adventurer types.

Have players introduce themselves and give backgrounds at this point in time. When they are finished, continue on with description.

The common room in which you all sit is exceptional only in its plainness. The only decorations are a plaque with a carved crock pot on one wall, opposite the entryway; a speckled bass above the bar, impressive in its size but faded and dusty; and a shiny scimitar hung over the mantle of the fireplace that glows with a strange blue light.

The innkeeper is a wiry fellow with long black hair and brown hazel eyes. He is busy dispensing ale at the bar to the local off-duty guardsmen.

A half-orc whose large jowls frame his frown stands slightly in front of the fireplace with his arms crossed, but no visible weapons at his belt.

At the another tables is a gnome, sitting by himself to one side of the bar. There are a half dozen guards who seem to be relaxing in the far corner at their own table talking in low but relaxed tones. And finally, there is a slightly older gentleman who sits near the doorway. He seems to be keeping an eye on you with his piercing blue eyes.

Encounter One: The Crockpot Inn

The Innkeeper's name is Belgros (male human Rog 5; Cha15). He is in his late twenties, with a slick and greedy air about him. He seems the type of fellow who would wheel and deal with Iuz himself if there was a profit to be had. He has long black hair and a dark shadow of a mustache. His hazel eyes absorb everything, but give away nothing.

If Belgros is asked about the scimitar he simply says:

"Talk to Wyde...he claims guardianship of it."

Buxea the barwench (female human Com1; Cha 14) is a voluptuous middle-aged barmaid who has seen the rise and fall of Crockport, many a bar brawl, and still manages to look at life with a humorous gleam in her eye. She has straight golden hair, merry green eyes and a deep throaty laugh. She has the menu written out on her serving platter, and she will read it off upon request. She looks quizzically at any one who wants a written menu.

The Crockpot's Menu

- § Noodles, tomatoes and sausage: 5 copper commons.
- § Mutton stew, mixed with morel mushrooms, potatoes, peas and carrots: 1 silver sheridan.
- § Beef stew, mixed with morel mushrooms, potatoes, peas and carrots: 1 silver sheridan.
- § Spices for any of the stews are 1 copper common extra.

- § "Holey" Wheat Bread (with way too many holes), _ loaf: 5 copper commons

Drinks:

- § Dark Brown Ale, "Crock Ale" (Very Bitter): 3 copper commons
- § Pale Ale, "Belgros' Best" (Pretty good, but very pricey): 1 silver sheridan

Lodging:

- § Rooms are 1 gold wheatsheaf per person, or three persons to one room for 2 gold wheatsheaves.
- § A bucket of water is 1copper common extra.
- § Soap is 1 copper common extra.
- § A washcloth is one copper common extra.
- § Sheets for the mattresses are 1 silver sheridan extra.
- § One pillow is 1 silver sheridan.
- § A key to lock the door is one silver sheridan extra, with a security deposit of 1 platinum paladin.
- § A mirror is 1 silver sheridan—don't break it or you buy it!
- § A candle is 1 copper common extra.

All three stews get thinner in consistency as the day goes on, as water is added to them to keep the pots full (hence, the extra charge for spices, which come into more demand as the day progresses). Food is to be eaten in the dining area only. The management is not responsible for any articles left unattended. No rations can be eaten in the room. If the PCs complain about the food quality, or the prices, Belgros calmly reminds them that they can eat or sleep outside.

If the PCs ask Buxea about the scimitar, she responds:

"Pretty, isn't it? Hangs like it was meant to be there. It gives the place a touch of that warm, magical glow, don't'cha think?"

The guardsmen in the inn are off duty, and not in the mood to speak to anyone unless a round of "Belgros' best" (1 sp per mug) is bought for all six of them. They are gruff and slightly intoxicated. Once a round has been purchased, they respond to questions about the scimitar with,

"It's always been hanging there, but none of us wish to touch the sweaty palms of a half-orc to try and get it. Who would want to?"

The guardsmen continue to talk with any PC who buys them a round, and an important piece of information comes out. The guards recognize the adventurous nature of typical PCs, and they shall ask the PCs if they have gotten a permit to adventure in Crockport. While King Belvor IV has declared adventuring tax-free, the Baroness Jeleneth, ruler of Kalinstren, wants to avoid all-out banditry of the city, so she requires adventuring parties to

have a 50 gold wheatsheaf adventuring permit to adventure in the area. Permits can be bought at the fortress.

The guards know nothing else of value, although they will tell the story of the wild owlbear if the PC remain for awhile (see Adventure Background above).

While there are a few people at the bar the PCs may wish to engage in conversation, they do not get much more of a chance to do so. The gnome sitting by himself is named Benekar and soon after they arrive he quickly steps up and introduces himself in a soft voice.

Encounter Two: Benekar

"Greetings newcomers. Welcome to Crockport. This city, or what is left of it, can be a dangerous place. There are bandits about, and monsters as well. My advice is that you keep your swords ready and your coin purse close to your heart."

Benekar, Male Gnome Rog6: CR 6; Small-Sized Humanoid (3'4" tall); HD 6d6; hp 26; Init +3 (Dex); Spd 20; AC16 (+1 size, +2 leather, +3 Dex); Atks +5 melee (1d6 [crit 19-20], shortsword); SA Rogue sneak attack 2d6; SQ Rogue evasion; AL CE; SV Fort +2 Ref +5 Wil+2.

Str 10 Dex 16 Con 10 Int 11 Wis 11 Cha16.

Skills: Balance +8, Bluff +14, Climb +5, Disable Device +10, Escape Artist +9, Forgery +6, Hide +11, Intuit Direction +3, Move Silently +11, Open Locks +10, Pick Pockets +8, Use Rope +6; **Feats:** Dodge, Run, Skill Focus (Bluff – added).

Possessions: leather armor, shortsword, 5 paladins, 11 sheridans, 8 knights, 3 commons, one brass armband (see below for description)

Benekar is a low-ranking Shadowclaw agent. He is a gnome with auburn hair of medium length, and shifty green eyes. He appears to be in his fifties. He has no visible facial hair and he has a small pug nose. His left ear is partially ripped off at the bottom lobe. If asked about his ear he simply replies, "you know, adventuring and stuff." (His ear was injured when one of his superiors decided they wanted a magical earring he wore).

Benekar has been assigned by some of his Shadowclaw superiors to find the remnants of the Kazgund orcs on Rockegg Isle. Originally, he was given a map of Rockegg, but he has since lost it. Benekar is mildly insane—he believes that the only way to reach Rockegg Isle is to destroy the Furyondy element in Crockport, basically the fortress and the garrison inside. He believes that the best way to do that is to convince other innocents that the fortress is actually a bandit headquarters, and then get them to attack it. If he can sell some gullible band of adventurers (the PCs) this "Bandit Fortress" theory, he will be able to complete his mission. Benekar is not smart enough to realize the futility of this plan, and he highly enjoys the potential chaos that convincing the PCs to attack the fortress could produce.

Benekar is a talented liar (*Bluff* +14) making it very difficult for the PCs to sense his true motives.

Benekar does not immediately try to sell the PCs on this plan, though. After his initial introduction, Benekar instead attempts to convince one of the PCs to challenge Wyde, the half-orc, to an arm wrestling match. He will pay 5 platinum paladins to anyone who would do so. Benekar wants to win the glowing scimitar above the mantle, but he has already tried to beat Wyde and has failed. Benekar is more than interested in the scimitar; in the days since he arrived in Crockport, he has come to covet it. He does his utmost to get a party member to arm wrestle the half-orc on his behalf.

Benekar is willing to haggle with the arm-wrestling PC for the blade and he is willing to toss in his large brass armband to sweeten the deal, if the 5 paladins do not convince any PC to challenge Wyde. The armband is a finely crafted item with oak leaves and knot work inscribed upon it, worth 75 gold wheatsheaves (see the certificates at the end of this adventure).

The half-orc with the jowls is named Wyde. He is the Crockpot's bouncer. He has a large muscular frame and a mop of rodent-brown, stringy hair. His complexion is pale with a slight tinge of sickly green inherited from his orcish parent. His nose is alarmingly large and wide with swinish nostrils. He has large imposing jowls, which jiggle when he talks.

Wyde, Male Half-orc Ftr3: CR3; Medium-Size Humanoid (6'3" tall); HD 3d10+9; hp 31; Init +1 (dex); Spd 30; AC 13 (+1 dex, +2 leather); Atks +7 melee (1d3+4, fist); AL CN; SV Fort +6, Ref +2, Will +1.

Str 18 Dex 13 Con 16 Int 8 Wis 11 Cha 6

Skills: Climb +2, Jump +2, Swim +2; **Feats:** Improved Unarmed Strike; Ambidexterity; Two Weapon Fighting

Possessions: leather armor, pouch with 7 wheatsheaves

If Wyde is approached about the scimitar he says only this:

"You interested in the scimitar? Well, the only way to get it is to arm-wrestle me. And as everyone around here knows, that scimitar has stayed upon that mantle since it was placed there."

If the PCs engage Wyde in an arm-wrestling contest, have the PC make an opposed Strength check versus Wyde. Whoever wins the check gains a +2 on the next (and only the next) opposed Strength check, due to their superior leverage. These opposed Strength checks continue until either Wyde or the PC wins two consecutive Strength checks in a row, thus "pinning" the loser. Wyde will only arm wrestle each PC once per day.

Wyde will not discuss any other issue, including his own name, and gives blank stares to all other questions. He is prevented from telling more of his tale because he is affected by a *geas*.

Wyde is the subject of a *geas* spell placed upon him by the wizard Cryennik. Wyde must arm-wrestle anyone who shows an interest in the scimitar (and he cannot purposely lose). Wyde can only allow someone to take the scimitar if they win the arm-wrestling match.

The scimitar has a razor-like, diamond edge, and the hilt is platinum with a large blue aquamarine at its base. This gem cannot be removed from the scimitar.

The evil wizard Cryennik, a minion of Iuz, placed it above the mantle during the occupation. Cryennik knew the sword was cursed and could think of nothing to do with it, so he used a *telekinesis* spell and put it above the mantle of his favorite inn as a gift and a tip to Belgros. Belgros believes that the scimitar is highly magical and valuable, as do all of the other NPCs in the inn.

The scimitar is a cursed *berserking sword* (+2). Any PC who wins the blade and lifts it from the mantelpiece will be unable to draw any other weapon while the scimitar is in his or her possession. If drawn in a hostile situation, the wielder will be unable to stop attacking until all creatures within 60 feet are slain or a *remove curse* is cast upon him or her. Although the enchantment on the weapon is easily detectable, the true nature of the blade is not detectable by the PCs.

In addition to its *berserking* nature, the scimitar has a special property: *it cannot leave the boundaries of Crockport*. If anyone attempts to leave the city with the blade it *teleports* back to the mantle. It cannot travel to Rockegg Isle. If the PCs get a hold of it, leaving Crockport is the best way to get rid of it, short of a *remove curse*. This scimitar also has the unique property of allowing it's user to fight until they collapse at -10 hit points. If this occurs, the user's name is inscribed upon the blade and their soul is trapped within the blade forever—no *resurrection* is possible.

Those PCs smart enough to look before they try to touch the blade (Wyde does not let them touch it before they arm-wrestle him), notices that there are runes upon the blade near the hilt. The runes are written in the arcane language and require a *read magic* or similar spell or skill (Decipher Script, DC 22) to decipher. The runes read "Sida the Halfling, Manx the Mangler, and Regius Phlabun." These are the names of three servants of Iuz who already lost their lives to the blade, and thus whose souls are trapped inside of it.

If the PC wins the match: Benekar begins to eagerly leap for the sword. So deep is his desire to hold the sword, Benekar insists on taking it from the wall. If a PC refuses to lift him to the blade, he drags a chair over to the mantle and attempts to climb up to it. If the winning PC refuses to give Benekar the sword, Benekar complains loudly and bitterly, claiming he was robbed and asking the off-duty guards to "do something!" The guards are indifferent; they saw the PC defeat Wyde, not Benekar.

Once Wyde is defeated, he gives a visible sigh of relief and will thank the person who beat him, but he will not be specific as to why. He smiles profusely from that point on. He has a profound respect for the person

who defeated him, and will only answer specific questions about himself if the victor is the one asking them. The reason he is now able to speak is that the *geas* will have reached its limit. The terms of the *geas* were for Wyde to arm-wrestle until four people who try to claim the blade defeat him. Once four have done so (the PC would be the fourth) then the *geas* is completed, and no longer in effect. Until the *geas* is lifted, Wyde does not realize that he is under a spell. He believes that he was testing the honor of those that might be worthy for the blade and was "asked" to do so by Cryennik.

Encounter Three: Spugnoir

The last patron of the bar of interest to the PCs is the middle aged man who has been eyeing the party. If approached, Spugnoir tries to give this speech to the party as a whole. Otherwise, he waits until the PCs are all done interacting with Benekar, and the rest of the clientele (he's sizing them up), then approaches their table.

"You bunch look like a fine group of adventurers. Are you interested in obtaining a grand treasure? If you are, then let me assure you I know of a grand treasure, and it's location. However, I am only one man, and I am not able to procure it alone. Would you lot be interested in joining me to find it? For equal shares, of course!"

This is Spugnoir (male human Wiz7; see Appendix B for full information). Spugnoir, despite what the PCs might assume, is not here chasing Belvor's proclamation, though he does know of a "grand treasure." If the PCs show interest, then Spugnoir tells them the following. If the PCs wish to interrupt or interact with Spugnoir then let them do so, but try to get all the information out in the process.

First of all, you wouldn't be willing to buy me an ale, would you? I have been traveling all day and I am extremely parched.

"Let me introduce myself; I am Spugnoir, and I am here in Crockport for the same reasons that I assume you are—to find treasure. I know of treasure to be had, but it might take a little bit of doing to get at it. I know from the research I have done that there is this little isle, called Rockegg, which lies just north of Crockport, across the fishing harbor. This small isle has yet to be explored since Crockport was reclaimed. Now, it only seems logical that if Old Wicked's minions beat a hasty retreat during the Crusade, they probably did not have time to pick up all of their things. Indeed, it has long been suspected that a treasury of some kind once existed in Crockport. If they were in such a hurry, would they have had time to take it all? And if not, where would they have put it? I am willing to bet that Rockegg Isle would make a good hiding place.

"However, I am somewhat wary, for I heard of an owlbear that came across from that isle into Crockport and was slain hereabouts. Now, owlbeats themselves tend to pick up treasure, and since no one else has tried to get to Rockegg since then, all we have to do is get to the island and find its nest. Besides, if Old Wicked's minions were to hide a treasury in the area, what better place to hide it than one which had at least one owlbear guarding it, and perhaps other things as well? It seems only logical, right? And who better to find it than a hearty group such as ourselves?"

Allow the PCs to come to their own conclusions. If they wish to use the Sense Motive skill (DC 20), they feel that Spugnoir is hiding something, but bears no malice toward the PCs. There was no treasury in Crockport when Iuz was in control, though Spugnoir is not lying—there are rumors of one. Spugnoir does believe that a hidden treasury on Rockegg is possible. He also knows of something that, to him, is a valuable treasure—the knowledge and spellbooks of his friend, Ephimus the mage (see Spugnoir's story, in Appendix B). Specifically, Spugnoir is hoping that, by rescuing his friend Ephimus, he can acquire two arcane scrolls: *Bigby's feeling fingers* and *Bigby's bookworm bane*. Spells written by the reknown archmage Bigby are a rare treasure, indeed.

For more on roleplaying Spugnoir, and the story of how he arrived here, see his NPC description in Appendix B.

If the PCs have helped Benekar get the scimitar, he hangs around their table, and hears Spugnoir's story. If the PCs did not help him, or claimed the scimitar for themselves, he is listening anyway, and comes over to the table once Spugnoir has finished his story. Once Benekar hears Spugnoir's story of a grand treasure he tries to join the party, on the notion that he knows of *another* grand treasure within the city limits. Benekar tries to sell the PCs on the idea that *his* treasure is not on some remote isle, but is in the middle of the city and much easier to get to. He gives few details, but insists that if the PCs want treasure, they should come with him.

Benekar is actually trying to goad the PCs into his plan, to convince them that the garrison troops are really bandits. This lie is the first step in convincing the PCs that bandits exist in Crockport (see the above, and Encounter #5, for details). For Benekar, Spugnoir's addition to the party is no big deal—one more fool to lead to the slaughter.

If the party leaves the inn in the sole company of Spugnoir, Benekar leaves to go and set up his ambush of the party.

If the party leaves the Inn in the sole company of Benekar, Benekar leads them straight to the bandits (Encounter #5). If this happens, and the PCs come back later to find Spugnoir, they find him still at the inn,

awaiting the arrival of another adventuring party. Spugnoir gladly re-extends his offer to the PCs.

If the party leaves the Inn in the company of both Spugnoir and Benekar, Spugnoir is adamant that they must go to the marketplace first (Encounter Four), while Benekar wants to lead the PCs straight to the "bandits" he has set up (Encounter #5). It is up to the PCs to make the decision on what to do next.

If the PCs try to delay until morning, both Spugnoir and Benekar are insistent that they do not, but for different reasons. Benekar is simply impatient, and wants to see all his plans come to fruition. Spugnoir is concerned for the safety of his friend, Ephimus; every minute wasted is a minute Ephimus' life could be in danger. They both argue that there are a couple hours of light left, and insist the party begin today.

When leaving the inn, Spugnoir first looks up at the rooftop of the inn, to see where the red-tailed hawk is perched, and in what direction her beak points (see Spugnoir's history, Appendix B). Since she is pointing in the direction of the marketplace, Spugnoir wishes to go there first "to provision ourselves." PCs can make a Spot check to notice Spugnoir looking at the hawk (DC 20).

Encounter Four: The Marketplace

This open-aided marketplace is winding down for the day as the sun disappears behind the horizon. Stalls line the street, selling a variety of wares, most of them at high, but negotiable, prices. Some vendors are already starting to close up their booths.

If the PCs come here in the morning, make this an active marketplace. This is a typical marketplace, where any item normally listed in the *Player's Handbook* can be bought. Prices for all goods are 150% the normal price, but vendors are willing to haggle down to 20% over the *Handbook* price with successful Diplomacy skills (DC15).

There is one vendor that the PCs may take notice to, a vendor that Spugnoir, following the hawk, leads them to as soon as they arrive.

The booth Spugnoir leads you to is a strange sight; it is entirely made out of reeds, and looks like a giant, six foot round wicker basket with a door in the side. The vendor is a halfling. He has a tan and rosy complexion with hair the color of a ripe walnut. His graceful hands and muscular arms bear testament to the wares he is selling—pottery. Crockery of all sorts and sizes hangs off of the side of his booth, and around a wooden shelf circling his booth. He looks up at you as he smiles and says, "Greetings, fellow gentle-persons! Feel free to peruse my assortment of finely crafted wares."

If PCs ask Spugnoir why are they here Spugnoir just keeps looking toward the sky (for the hawk) and says:

“Well, do we all have the provisions we need to get to the Island?”

The hawk flies away as soon as Spugnoir heads for this booth, so the PCs have little chance of spotting it (DC 25).

The proprietor is Heldenor Polnoro (male halfling Com3; Cha 13; Craft [Pottery] +10; Skill Focus [Craft]).

He is a master potter, proud of the artistry and elegance of his wares. He was often commissioned to produce special works by townsfolk and minor noblemen alike before the Greyhawk Wars, and has since returned to Crockport to renew his business. He will discuss his craft for hours if anyone shows an interest. He has been selling some of his unique wares in an attempt to earn funds to rebuild his shop, which has been radically damaged. He is an elegant halfling with a refined elegant manner of speaking. It is clear that he is exceptionally proud of his artistry. While refined in his manners, he gives anyone a venomous tongue-lashing if they insult the quality of his wares. He gestures a lot with his arms when agitated.

Heldenor tries to sell the PCs on two particular items; expensive wares that he tries to sell to anyone who looks as if they have a few coins. The crockery art Heldenor first tries to sell the party is a small bowl with a map of Furyondy carved out on the inside. He starts his haggling for the bowl at 80 gold wheatsheafs, and his lowest offer is 50 (this is a certified item). If the party buys the pot then read on:

As you peruse the shop you notice all of Heldenor's wares are made from clay save one, which seems to be a bowl made from a strange oblong shaped rock. The strange rock is a gray satin color, with a metallic sheen. The inside of the bowl has strange carvings upon it.

At this time, the DM should take the Player's Handout #1 and place it in front of them. Play out the role of Heldenor, trying to sell the party on this fine piece of crock, but do not let them simply take it, or get a good look at it; Heldenor must know they are interested in buying it before he will let them hold it.

Heldenor freely tells the party that a sage contracted him before Furyondy retook Crockport in the crusade to carve this piece of strange rock into this shape. He tells them that he does not know why the sage wanted it done from this particular rock or what its purpose is. Heldenor is willing to let anyone sketch the inside of the bowl (for he likes admirers of his art). Otherwise, if the party just wants to pay for the bowl, Heldenor will sell it for 100 gold wheatsheaves (No haggling on that price).

Spugnoir is interested once he hears that “a sage” commissioned the bowl. Spugnoir can draw the handout if asked to do so, but would rather buy it, as he feels it

might have some connection to his friend, the sage Ephimus. Unfortunately, Spugnoir does not have the funds to purchase the bowl without the PCs help.

If Benekar is with the PCs, he does not want the PCs to buy the bowl (or sketch it out), since he immediately recognizes the map on the inside of the bowl. He wants no one heading over to Rockegg before he can complete his mission. In trying to gain the PC's trust he puts 5 wheatsheafs into party funds to purchase the bowl. He wants to hold onto the bowl if it is purchased; if the PCs give it to him he admires it, then “accidentally” drop it. Let any PC roll an opposed Dexterity check if this happens, to see if they are quicker than the gnome. Otherwise, the bowl breaks into several pieces and is useless. If this happens, do not give the party members the handout unless they find a way to repair the bowl. *Mending* works, and if Spugnoir is with the party he casts the spell if prompted to do so.

If PCs are adamant about Benekar not getting the bowl, then Benekar tries to get his little hands on it another way. When the PCs are once again distracted and not looking, Benekar tries to Pick Pockets the bowl (DC 20), at a –6 penalty, since the bowl is obviously heavy and the PC carrying it would more easily notice it being lifted. If PCs discover Benekar in the act he claims he is admiring the bowl and go on about it's wonderful craftsmanship and then try and drop the bowl as before.

Encounter Five: The Bandits?

If the PCs willingly follow Benekar from the inn he leads them to this encounter. If the PCs are with Spugnoir in the market place, Benekar tries to slip away after meeting the pottery maker. This encounter takes place on the main road through Crockport, just past the gates, so unless the PCs take an unusual route around the city, Benekar catches them in his trap.

The stillness and emptiness of the deserted areas of Crockport make it seem a ghost town. Not all the buildings are in complete ruin, but almost every other one appears burnt out, or badly in need of repair.

As you round a corner suddenly you here a small squeaking cry—“Bandits!” The cry has come from the gnome Benekar. The gnome sits upon a stack of old wooden crates. He is waving his sword in the air.

Benekar has convinced some local common folk that there are bandits looting what remains of their city, and the common folk, intolerable of bandits, are patrolling the streets looking for them. The PCs, in his scenario, are the “bandits,” though his shout is meant to confuse them as well. He wants the PCs to think that the commoners are bandits, and that the gnome is asking for their help. When he shouts, the commoners come out from the insides of nearby buildings, where they have been lying

in wait (a plan suggested to them by Benekar). They try to surround the party.

All Tiers (EL 7)

Commoners (13), human Com1: CR 1/2 Medium-Size Humanoids (5'5" tall); HD 1d6; hp 3 each; Init +4 (Improved Initiative); Spd 30; AC 10; Atks +0 melee (1d6, club) or +0 ranged (1d3/crit, thrown rock); AL LG; SV Fort +2, Ref +0, Will +0.

Str 10, Dex 11, Con 9, Int 8, Wis 7, Chr 9

Skills: Craft (various) +4, Swim +2, Rope Use +2; *Feats:* Iron Will, Improved Initiative.

As the commoners attack, they start yelling things like "robbing thieves! Filthy bandits!" They all begin by tossing stones at the PCs, before engaging them with wooden clubs.

Benekar does nothing in this fight but watch the chaos ensue, and enjoy the debacle. Remember if anyone has drawn the scimitar, they fall under its effects and begin a berserk rage! They will be unable to stop fighting until all creatures within 60' are dead (including friendly PCs and NPCs). The commoners are enraged, and they do not flee unless they see more than half their number cut down (8 commoners).

If all of the commoners are killed and Benekar is with the party, he starts in on his Bandit Fortress theory (See Encounter #2 for more details). He attempts to get the PCs to mount an assault on the fortress, making up facts as he goes along to convince them that the fortress is really a hideout for bandits. See "the Fortress" below.

After 8 rounds of combat have passed, or just after any party/commoner negotiation, a party of Furyondy troops (obviously from their standards and emblems) show up, drawn by the shouts of the commoners and any sounds of combat.

Dornab, male human Ftr6: Medium-Size Humanoid (5'9" tall); HD 6d10+6; hp 44; Init +5 (Improved Initiative, Dex); Spd 30; AC 17 (+5 chainmail, +1 wooden shield, +1 Dex); Atks +7/+2 melee (1d8+1 [crit 19-20], longsword); AL LG; SV Fort +9 Ref +3 Will +3.

Str 16, Dex 13, Con 14, Int 11, Wis 12, Chr 13

Skills: Ride +11, Handle Animal +11, Swim +10; *Feats:* Alertness, Improved Initiative, Mounted Combat, Dodge, Power Attack, Cleave, Great Fortitude, Quick Draw.

Equipment: chainmail, wooden shield, longsword.

Guards (6), male human Ftr3: Medium Humanoids 5'5-6" tall); HD 3d10+3; hp 25; Init +1 (Dex); Spd 30; AC 17 (+5 chainmail, +1 wooden shield; +1 Dex); Atks +4 melee (1d8+1 [crit 19-20], longsword) or +4 ranged (1d8 [crit 19-20], light crossbow); AL LG;

Str 14, Dex 13, Con 13, Int 11, Wis 12, Chr 11

Skills: Ride +8, Handle Animal +6, Swim +7; *Feats:* Alertness, Point Blank Shot, Dodge, Power Attack, Great Fortitude

Equipment: chainmail, wooden shield, longsword, light crossbow, 10 bolts.

The guard's reaction depends upon whether or not the PCs saw through Benekar's scheme, if they slaughtered the commoners, and if Benekar is still free. Benekar will be pushing the "garrison as bandits" theory if he is still free and with the party. He tries to convince the PCs that the troops are disguised imposters. If the PCs attack the guards, one of them immediately runs to the fortress and brings a larger contingent of troops (twice the previous patrol). If the PCs killed any citizens, the offending PC is arrested and executed for their crimes, unless they can prove their innocence. Simply blaming the sword or Benekar will not excuse the PCs from the responsibility of their actions.

Assuming the PCs have discovered Benekar or chased him off, they can talk to the guards and try to explain what has happened. Unless innocent lives were taken, the guards are really only interested in whether or not the PCs have an adventuring permit. If the party is with Spugnoir then he shows the guards his adventuring permit and tries to help explain what happened, if needed. If they do not have a permit, the guards escort them to the fortress where they must purchase one for 50 gold wheatsheaves.

If the PCs have Benekar (or his body), this is an opportune time to turn him in. The guards take Benekar (or his body) and tell the PCs to come to the fortress the next day. If they do so, they will receive a reward for Benekar. The PCs receive 100 gold wheatsheaf if Benekar is dead, 200 gold wheatsheaf if he is alive.

The Fortress

If any party falls for Benekar's story long enough to attempt an assault on the fortress and the garrison inside, allow them to try, but DMs should understand from the beginning that the PCs will most likely be slaughtered once the fighting begins. They are arrested, tried, and executed by priests of Trithereon who live in the fortress.

The garrison consists of some 65 troops, all with the stats for the guardsmen listed above, as well as half-dozen commanders with stats identical to Dornab, above. The fortress also houses seven clerics of Trithereon who maintain a temple to their god here; the clerics are 3rd, 4th, 5th, 5th, 5th, 6th, and 8th-level. Any attack on the fortress quickly raises an alarm that draws all of the troops, and all the clerics.

Benekar will try and convince the party to act on their own in attacking the fortress, since he wants to use the chaos to try and get to Rockegg Isle unnoticed. Benekar cannot be persuaded to participate in any raid on the fortress under any circumstances.

Encounter Six: Fishing Harbor

Assuming the PCs negotiate the encounter with the commoners carefully and have their adventuring permit, they make it to the northern part of Crockport, and the fishing harbor there. Adjust the description if the party comes here by daylight.

You reach the fishing harbor at nightfall. All of the docks that used to make up the fishing harbor of Crockport lie broken, in bad need of repair. The harbor itself is quiet and peaceful, with only a gentle breeze teasing the water. You can hear the sounds of the lake gently washing ashore. With the falling twilight you can make out what must be Rockegg Isle on the opposite side of the harbor bay.

The party may try several things to cross to Rockegg Isle. They may craft a raft out of wood, swim (though they quickly find out that the harbor is not deep enough for swimming), or find another way. There is a broken dinghy roped to one of the busted docks with a large hole in the bottom, but if the party is capable of repairing it (Craft [woodworking], DC25), it can hold up to four medium humanoids or six small humanoids.

The easiest way to reach Rockegg is to simply wade across. The entire harbor is currently waist deep to an average human (about 3 feet deep). The PCs can easily wade across. If any of the PCs heard the owlbear story from the guards earlier, they may remember it here and attempt to wade across. Small PCs have to Swim (DC13) or get on the shoulders of bigger PCs.

Halfway to Rockegg Isle, the *berserking sword* vanishes if a PC is still carrying it, *teleporting* back to the Crockpot's mantle with a blue flash. There is no way to prevent this from happening, as the sword cannot leave the city of Crockport.

Once the PCs get close to shore, read the following:

As you approach the island, you make out the figure of a furry beast on the shoreline. It appears to be a bear with a large owl's beak, and pointy, furry protrusions sticking out of its head. In true bear like fashion it is wading in the water, using its claws to fish near the shoreline.

This owlbear is the mate of the owlbear that waded across the harbor last autumn. Unless the PCs are making a lot of noise splashing in the water the owlbear does not immediately notice them. If the PCs maintain their distance, they can avoid the creature, though it stands directly in front of the section of beach that holds Ephimus' hut (Encounter #5). DMs should note that this creature possess a keen scent ability that allows it to track by smell, thus making it very difficult for the PCs to sneak by.

Tier One (EL 3)

Young Owlbear: Medium-Size Beast (6' tall); CR 3, HD 3d10+9; hp 25; Init +1 (Dex); Spd 30; AC 15 (+1 Dex, +4 natural); Atks +4/+4 melee (1d6+4, claw) or +1 melee (1d8+2, bite); SA Improved Grab; SQ Scent; AL CE; SV Fort +6, Ref +3, Will +1.

Str 19, Dex 12, Con 16, Int 5, Wis 12, Cha 10.

Skills: Listen +5, Spot +4.

SA: *Improved Grab* (Ex)—the owlbear must hit with a claw attack; it can then grapple as per the *Player's Handbook*.

Tier Two (EL 5)

Owlbear: Large Beast (7' tall); CR 5; HD 5d10+20; hp 47; Init +1 (Dex); Spd 30; AC 15 (-1 size, +1 Dex, +5 natural); Atks +7/+7 melee (1d6+5, claw) or +2 melee (1d8+2, bite); SA Improved Grab; SQ Scent; AL CE; SV Fort +8, Ref +5, Will +2.

Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills: Listen +8, Spot +7.

SA: *Improved Grab* (Ex)—the owlbear must hit with a claw attack; it can then grapple as per the *Player's Handbook*.

Tier Three (EL 7)

Owlbear: Large Beast (7' tall); CR 7; HD 7d10+28; hp 60; Init +1 (Dex); Spd 30; AC 15 (-1 size, +1 Dex, +5 natural); Atks +8/+8 melee (1d6+5, claw) or +3 melee (1d8+2, bite); SA Improved Grab; SQ Scent; AL CE; SV Fort +8, Ref +5, Will +2.

Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills: Listen +8, Spot +7.

SA: *Improved Grab* (Ex)—the owlbear must hit with a claw attack; it can then grapple as per the *Player's Handbook*.

If the Owlbear is killed, it lets off a dying shriek with the killing blow. This alerts the rest of the island, whether it is day or night. The owlbear's screech has two important, immediate effects:

First, the screech automatically alerts (or awakens) the hobgoblins (Encounter Eight). The hobgoblins will move the cave mouth, wait until the PCs are in bow range, and open fire.

Secondly, the owlbear's screech alerts Tronig, the leader of the Kazgund orcs. During the day, he is patrolling the island, while his mount alerts him during the nighttime. The chieftain comes to the beach in either case, using Hide and Move Silently, and starts following the PCs. Once he picks up their trail he trails the party until he decides it is to his advantage to ambush the party (Encounter Ten).

Encounter Seven: On the Beach

You stand on the beach of Rockegg Isle. The sands of Rockegg Isle have a strange texture and feel, for they are the powdery white remnants of abraded limestone. The white, powdery beach stretches to either side of you, presumably encircling the island. The beach is littered with broken pieces of a strange rock, dull gray and with a metallic sheen.

The island's beaches are about 20 feet in width from the lake shoreline to the scrub and trees that cover the rest of the island. The metallic rocks are the eggshells of Horga, or stone-eaters, which once lived on Rockegg Isle. If any PC pulls out the bowl map that Heldenor Polnoro carved, they quickly recognize that the two materials are the same. Most of the Horga egg shells on the beach slowly break up and crumble if picked up, due to age and weathering; only a few pieces are still as solid as the eggshell used to carve the bowl. PCs with Wilderness Lore can roll against DC 20 to recognize these stones as the eggs of the silicon-based Horga (see Appendix A for information on the Horga).

The top of the island is a mass of grasses, bushes, and hardy trees. Patches of juniper bushes are littered all across the island, along with more scattered Horga eggs. There is enough cover that a creature gains a +2 to Hide checks within it.

In the caves on the southern side of the beach live a number of hobgoblins, remnants of Iuz's forces currently serving under Tronig, the Kazgund chieftain. They live in the entryway, where they serve as lookouts and guards for the Kazgund.

If the owlbear awakened the hobgoblins, they are ready for the PCs. Once the party is in range of short bows the hobgoblins begin firing their bows. They continue to fire until the PCs engage them in melee or run out of arrows. The Hobgoblins have a total of 20 silver sheridans and 12 gold wheatsheafs between them. See Encounter Eight for hobgoblin statistics.

Encounter Eight: Ephemus' Hut

Regardless of whether the PCs kill the owlbear, or if they engage the hobgoblins, Spugnoir insists that they search the island hoping to find Ephemus. When they reach the hut, use the following description:

The hut before you is a well-designed structure made from sandstone, polished well from wave action. Encircling the midsection of the hut is a ring of strategically placed fossils, finished and polished. A half-broken bee house is placed in the center of a very trampled area, which at one time must have served as a

garden. The honeycombs are dry and the bees long absent. The door to the hut is broken away from the frame and hangs only by the top hinge, and off to the side.

Before the PCs have time to search, however, Spugnoir acts:

Spugnoir rushes through the open door to the hut. He begins calling out frantically, "Ephemus? Are you here? Ephemus? Where are you? Ephemus?"

The inside of the hut is a shambles. The hut is about 30 ft. in diameter, and was once lined with shelves containing books, scroll, and curiosities. Books have been torn off of wooden shelves and destroyed, pottery has been smashed, and furniture has been ruined. Not a single salvageable thing can be found here of any value.

Spugnoir is distraught at this point, and if the PCs question him he tells them his story. He reveals the details about why he is in Crockport, and admits that his ideas about treasure were more a hunch than a fact (though he insists that Ephemus and his knowledge are worthwhile treasure, or would have been if not for the obvious destruction). He explains the mysterious red-tailed hawk that led him to Crockport, and all about his search for Ephemus. See Spugnoir's entry in Appendix B for his story, and relate it fully to the PCs. Once Spugnoir has told them everything, he finishes:

"I really did not mean to mislead any of you. I did not think that anyone might be willing to help me try to save my friend. I thought you were all here seeking treasure! You know, he is a grand treasure, a treasure of knowledge. He says that he even knows where Rockegg Isle got its name. He was going to give me some of his treasure—two very rare spells. If he still has them, I intend to share them with you; they're very special and unique. I believe they were penned by one of the Circle of Eight. Oh, but they're probably ruined! Ruined! And what happened to poor Ephemus..."

It has been a long time since the Khazgund took Ephemus away, and there are no tracks leading directly from the hut to the caves, though a PC with Track (DC 20) can find some definite humanoid footprints scattered about.

Ephemus was taken away bodily by the Kazgund soon after the retaking of Crockport. He is not dead, however, but instead is being held captive. The PCs may not know this, but there are still several things that may draw them to the caves: the promise of treasure and the possibility that the "very special" spells are still out there. If the PCs do not think of the caves, Spugnoir suggests they search these areas for signs of Ephemus and the treasure.

Encounter Nine: The Caves

The cave the PCs are most likely to approach is the one on the south side of the island, where Tronig's hobgoblins lie in wait. Should the PCs enter the caves from the west, they enter a short tunnel that leads into Area C.

If the PCs actually do not kill the owlbear, or if they *silence* it's shriek, during the daytime all the hobgoblins are asleep, save one. That one wakes the others if he spots the PCs on the beach (DMs should use their judgment and the situation for Spot checks, based on location, time of day, etc). The hobgoblins attack immediately, as they have been ordered to eliminate any and all intruders from the mainland.

Tier One (EL 3)

Hobgoblins (4): CR 1; Medium-Size Humanoid (6'5" tall); HD 1d8+1; hp 5 each; Init +1 (Dex); Spd 30; AC 15 (+3 studded leather, +1 Dex, +1 small shield); Atks +0 melee (1d8, morningstar) or +1 ranged (1d6 [crit x3], short bow); AL LE; SV Fort +3, Ref +1, Will +0.

Str 11 Dex 13 Con 13 Int 10 Wis 10 Cha 10.

Skills: Hide +1, Listen +4, Spot +4; *Feats:* Alertness

Possessions: Each has a morningstar, a short bow, and 12 arrows, and each wears studded leather armor.

Tier Two (EL 4)

Hobgoblins (6): CR 1; Medium-Size Humanoid (6'5" tall); HD 1d8+1; hp 5 each; Init +1 (Dex); Spd 30; AC 15 (+3 studded leather, +1 Dex, +1 small shield); Atks +0 melee (1d8, morningstar) or +1 ranged (1d6 [crit x3], short bow); AL LE; SV Fort +3, Ref +1, Will +0.

Str 11 Dex 13 Con 13 Int 10 Wis 10 Cha 10.

Skills: Hide +1, Listen +4, Spot +4; *Feats:* Alertness

Possessions: Each has a morningstar, a short bow, and 12 arrows, and each wears studded leather armor.

Tier Three (EL 5)

Hobgoblins (8): CR 1; Medium-Size Humanoid (6'5" tall); HD 1d8+1; hp 5 each; Init +1 (Dex); Spd 30; AC 15 (+3 studded leather, +1 Dex, +1 small shield); Atks +0 melee (1d8, morningstar) or +1 ranged (1d6 [crit x3], short bow); AL LE; SV Fort +3, Ref +1, Will +0.

Str 11 Dex 13 Con 13 Int 10 Wis 10 Cha 10.

Skills: Hide +1, Listen +4, Spot +4; *Feats:* Alertness

Possessions: Each has a morningstar, a short bow, and 12 arrows, and each wears studded leather armor.

Immediately inside the cave the hobgoblins have dirty straw pallets set up along with a small fire pit. Dirty scrawling, basically hobgoblin graffiti, mar the cave walls here. The graffiti ends about 20 ft. into the caves, where they begin to descend into the earth.

Anyone examining the walls of these caves sees nothing but natural cave formations, albeit unusually

large ones. The caves were actually formed long ago by the same Horga who laid the eggs scattered along the surface of Rockegg Isle. There are no eggshells within the caves. PCs with Wilderness Lore may recognize these caverns as Horga creations with a successful skill roll at DC 25.

A – Barracks Room

Two Kazgund orcs sleep here during the day (though there is mattress padding for five). They are sleeping in their armor, but their great axes are against the wall, next to the door. Unless the PCs make an undue amount of noise entering the room, they do not awaken.

Tier One (EL 2)

Kazgund Orcs, male Ftr1 (2): CR1; Medium-Size Humanoid (6' tall); HD 1d10+1; hp 11; Init +5; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +4 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +2, Ref +1, Will -2.

Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +4, Listen +4, Spot +3; *Feats:* Alertness, Improved Initiative

Possessions: Scale mail, greataxe.

Tier Two (EL 4)

Kazgund Orc, male Ftr3 (2): CR 3; Medium-Size Humanoid (6' tall); HD 3d10+3; hp 25; Init +5; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +7 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +4, Ref +2, Will -1.

Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +4, Handle Animal +2, Listen +4, Spot +3; *Feats:* Alertness, Improved Initiative, Mounted Combat, Weapon Focus: greataxe.

Possessions: Scale mail, greataxe.

Tier Three (EL 6)

Kazgund Orc, male Ftr5 (2): CR 6; Medium Humanoid (6' tall); HD 5d10+5; hp 37; Init +5; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +9 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +5, Ref +2, Will -1.

Str 16, Dex 13, Con 12, Int 8, Wis 7, Cha 8.

Skills: Climb +6, Handle Animal +2, Listen +4, Spot +3; *Feats:* Alertness, Improved Initiative, Mobility, Mounted Combat, Weapon Focus: greataxe.

Possessions: Scale mail, greataxe.

The sleeping orcs have 19 gold wheatshaves between them, secreted in pouches under their pillows.

The two Kazgund warriors are heavily muscled and have tan complexions tinted with green. Both have eggplant-colored tattoos encircling their upper arms. One of the two has a large brass hoop (5 gold wheatshaves) placed dead center in his nose like a bull. Their coarse

hair is shaved into short mohawks, tied with scraps of sinew. The warriors are clothed lightly, wearing vests of olive-colored, wooly stulgaz hide over their armor. In combat, Kazgund orcs never surrender, as death is preferred over defeat.

Noise in this room may alert the Kazgund in area C. Allow for Listen checks (DC 15) for each orc in that location; if they hear the noise, two of the orcs come to investigate (leaving the drunken orc behind).

B. Brewing Room

There are two Kazgund females (non-combatants) in this room, busily making barrels of *niosh*, a Kazgund beer made from stulgaz milk and humanoid blood. The taller of the two is busily mashing juniper berries, while the shorter one adds the blood drawn from their human captives to a barrel full of stulgaz milk. The two females are unarmed and unarmored.

The tall female orc has a tuft of orange hair and bulging, bloodshot brown eyes. She wears a heavy piece of jewelry with teeth, horns and small pieces of amber (worth 25 gold wheatsheaf, if only for the amber). The shorter one has matted brown hair and a wide and leering grin displaying large yellow molted teeth.

In addition, three female captives from Crockport (Yehenna, Amenila, and Jeniolor) cower in a small wooden stockade, moaning in pain and attempting to blot dagger wounds (the female orc drawing blood for the *niosh*) with torn rags from what is little left of their clothing.

If the PCs reveal themselves to the female orcs, the large one lets out a howl that might alert the orcs in area C (allow for Listen checks, DC 13). If the females are taken prisoner they are well behaved and fall into line quickly, not offering up a fight, though if attacked they lash out defensively with their fists (+0 melee, 1d3 damage). They will not reveal anything about the caves or the Kazgund except to say, "our Chieftain shall set us free."

If rescued, the female captives are very grateful, if slightly dazed by their long-time captivity. They provide whatever information they can to the PCs. They do not know much, as they have been kept penned in this room for some two years.

If any PC attempts to drink the *niosh*, one of the females warns the PC that *niosh* is made with human blood—their blood, in fact. If the PC drinks some, remember that *niosh* is very bitter, and very potent.

C – Slave Room

This small room contains a wooden stockade. Inside the stockade is what looks to be a pair of monstrous bison, each 6' at the shoulder with thick, shaggy, olive-colored pelts and racks of jet-black horns with numerous barbed projections. Their eyes are rheumy, deep red. A third such creature, lacking a rack of horns and looking very pregnant, stands at the far end of the pen.

Also inside the pen are two men dressed in rags, tending to the horrid creatures. Both men look quite old, and both look malnourished.

Two massive orcs also lounge in the room with great axes strapped to their backs. They both sport short mow hawks of hair and a series of eggplant-colored tattoos around their upper arms and chests. A third orc lies sleeping in a pile of hay in the corner of the room.

The ox-like creatures are *stulgaz*, the horrible, ox-like mounts of the Kazgund (see Appendix A).

The sleeping Kazgund is drunk on *niosh* (see Area B); the other two are wide-awake and able. The two sober orcs try to mount the male stulgaz bareback (actually their bonded mounts, see Appendix A) in round one of combat, leaping over the pen fence. If they mount, they charge with their stulgaz over the pen (stulgaz can Jump!), and engage the PCs from mount-back. If they are unable to mount the creatures, the stulgaz break through the pen to attack the PCs, only in Tiers 2 and 3. The creatures attack regardless of tier if they are attacked by the PCs, or if the PCs threaten the pregnant cow.

If the orcs in Area A have not been discovered, they wake up due to the commotion in 1D3 rounds and join the combat.

Tier One (EL 5)*

**This EL reflects the potential to avoid the Stulgaz*

Kazgund Orc, male Ftr1: CR 1; Medium-Size Humanoid (6' tall); HD 1d10+1; hp 11; Init +1; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +3 melee (1d12+2 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +2, Ref +1, Will -1.

Str 15, Dex 12, Con 12, Int 8, Wis 8, Cha 8

Skills: Listen +4, Ride +2, Spot +3; **Feats:** Alertness, Power Attack

Possessions: Scale mail, greataxe.

Kazgund Orc, male Ftr2: CR 2; Medium-Size Humanoid (6' tall); HD 2d10+2; hp 18; Init +5; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +5 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +4, Ref +1, Will -2.

Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 8

Skills: Handle Animal +5, Listen +3, Ride +1, Spot +3; **Feats:** Alertness, Improved Initiative, Mounted Combat.

Possessions: Scale mail, greataxe.

Drunk Kazgund Orc, male Ftr1: CR 1; Medium-Size Humanoid (6' tall); HD 1d10+1; hp 11; Init -2; Spd 30; AC 13 (-1 Dex, +4 scale mail); Atks -2 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +2, Ref +1, Will -2.

Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +4, Listen +4, Spot +3; **Feats:** Alertness, Improved Initiative

Possessions: Scale mail, greataxe.

Stulgaz (2): CR 4, Large Beast; CR 2; HD 3d6+9; hp 10; Init +1 (Dex) Spd 40; AC 14 (-1 size, +1 Dex, +4 natural); Atks +5 melee (1d8+6, gore) or +5 melee (1d8+6, bite); SA Trample; SQ Low-light vision, darkvision, 60 ft., +2 racial bonus to Listen and Spot checks; AL N; SV Fort +6, Ref +4, Will +0.

Str 18 Dex 12 Con 16 Int 2, Wis 9, Cha 5

SA: *Trample* (Ex)—the stulgaz, as a standard action during it turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15); *Disease* (Ex)—the bite of the stulgaz is a dirty and infectious thing. Sultgpox bite; Fortitude save (DC 15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength, and sufferers are incapacitated until they recover.

Tier Two (EL 7*)

**This EL reflects the potential to avoid the Stulgaz*

Kazgund Orc, male Ftr3: CR 3; Medium Humanoid (6' tall); HD 3d10+3; hp 25; Init +1; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +5 melee (1d12+2 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +4, Ref +2, Will +0.

Str 15, Dex 12, Con 12, Int 8, Wis 8, Cha 8

Skills: Handle Animal +3, Listen +3, Ride (cc) +2, Spot +3; *Feats:* Alertness, Cleave, Mounted Combat, Power Attack.

Possessions: Scale mail, greataxe.

Kazgund Orc, male Ftr4: CR4; Medium Humanoid (6' tall); HD 4d10+4; hp 31; Init +5; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +8 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +5, Ref +3, Will +0.

Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +2, Handle Animal +6, Ride (cc) +2, Spot +3; *Feats:* Alertness, Blind-Fight, Improved Initiative, Mounted Combat, Weapon Focus (greataxe).

Possessions: Scale mail, greataxe.

Drunk Kazgund Orc, male Ftr3: CR 3; Medium Humanoid (6' tall); HD 3d10+3; hp 25; Init -2; Spd 30; AC 13 (-1 Dex, +4 scale mail); Atks -2 melee (1d12+3/crit x3, greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +4, Ref +2, Will -1.

Str 16, Dex 12, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +4, Handle Animal +2, Listen +4, Spot +3; *Feats:* Alertness, Improved Initiative, Mounted Combat, Weapon Focus (greataxe).

Possessions: Scale mail, greataxe.

Stulgaz (2): CR 4, Large Beast; CR 2; HD 3d6+9; hp 19; Init +1 (Dex) Spd 40; AC 14 (-1 size, +1 Dex, +4 natural); Atks +5 melee (1d8+6, gore) or +5 melee (1d8+6, bite); SA Trample; SQ Low-light vision, darkvision, 60 ft., +2 racial bonus to Listen and Spot checks; AL N; SV Fort +6, Ref +4, Will +0.

Str 18 Dex 12 Con 16 Int 2, Wis 9, Cha 5

SA: *Trample* (Ex)—the stulgaz, as a standard action during it turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15); *Disease* (Ex)—the bite of the stulgaz is a dirty and infectious thing. Sultgpox bite; Fortitude save (DC 15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength, and sufferers are incapacitated until they recover.

Tier Three (EL 9*)

**This EL reflect the potential to avoid the Stulgaz*

Kazgund Orc, male Ftr5: CR 5; Medium-Size Humanoid (6' tall); HD 5d10+5; hp 39; Init +1; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +8 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +5, Ref +2, Will +0.

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

Skills: Climb +2, Handle Animal +4, Listen +3, Ride (cc) +3; *Feats:* Alertness, Cleave, Mounted Combat, Improved Bull Rush, Power Attack.

Possessions: Scale mail, greataxe.

Kazgund Orc, male Ftr6: CR 6; Medium-Size Humanoid (6' tall); HD 6d10+6; hp 42; Init +5; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks +10/+4 melee (1d12+5 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +5, Ref +2, Will -1.

Str 17, Dex 13, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +2, Handle Animal +6, Ride +3, Spot +3; *Feats:* Alertness, Blind-Fight, Improved Initiative, Mounted Combat, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Possessions: Scale mail, greataxe.

Drunk Kazgund Orc, male Ftr5: CR 5; Medium Humanoid (6' tall); CR 5; HD 5d10+5; hp 37; Init -2; Spd 30; AC 15 (+1 Dex, +4 scale mail); Atks -2 melee (1d12+3 [crit x3], greataxe); SQ Darkvision, light sensitivity; AL CE: SV Fort +5, Ref +2, Will -1.

Str 16, Dex 13, Con 12, Int 8, Wis 7, Cha 8

Skills: Climb +6, Handle Animal +2, Listen +4, Spot +3; *Feats:* Alertness, Improved Initiative, Mounted Combat, Quick Draw, Weapon Focus (greataxe).

Possessions: Scale mail, greataxe.

Stulgaz (2): CR 4, Large Beast; CR 2; HD 3d6+9; hp 20; Init +1 (Dex) Spd 40; AC 14 (-1 size, +1 Dex, +4 natural); Atks +5 melee (1d8+6, gore) or +5 melee (1d8+6, bite); SA Trample; SQ Low-light vision, darkvision, 60 ft., +2 racial bonus to Listen and Spot checks; AL N; SV Fort +6, Ref +4, Will +0.

Str 18 Dex 12 Con 16 Int 2, Wis 9, Cha 5

SA: *Trample* (Ex)—the stulgaz, as a standard action during it turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15); *Disease* (Ex)—the bite of the stulgaz is a dirty and infectious thing. Sultgpox bite; Fortitude save (DC 15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength, and sufferers are incapacitated until they recover.

The first slave in the pen is Spugnoir's missing friend, Ephemus Kujew (male human Wiz3; Int 18). The second is an old, white-haired male who believes he is Prince Thrommel, the missing crown prince of Furyondy (male human Com1; Cha 9). He is *not* truly the missing prince, rather he is actually a former cobbler from Crockport, taken captive and driven insane by the Kazgund just before the re-taking of the city. The man is not obviously insane, though any prolonged conversation proves him to be paranoid and delusional. If the party brings him to the fortress, the priests of Trithereon at the temple there can cure him of his delusion.

Ephemus is a sagely wizard 65 years of age whose energetic strides and lean muscular physique belies his age. He has a tanned face with intelligent, dark eyes and wavy thick silver hair with matching goatee. He is an absolutely brilliant scholar who has an intense curiosity of the natural world, and an equally intense curiosity of magic. While he is capable of listing off the names of island flora and fauna without blinking an eye, he is very forgetful about his personal effects. It is quite a task to keep his attention focused for a meaningful conversation to occur, and his time in captivity has not helped. A conversation between Ephemus and Spugnoir would be unintelligible to a third party.

Encounter Ten: Final Showdown

Once the PCs enter the Kazgund caves, the Kazgund chieftain becomes enraged. He secrets himself within the trees and watches the PCs, and waits for their guard to drop. When the PCs leave the Kazgund caves or return to Ephemus' hut, he attacks!

You hear an unholy war cry from behind you. Turning around, you are horrified at the sight you see. One of the strange buffalo creatures, being ridden by what can only be the Kazgund orc chieftain. He is heavily muscled and imposing. He is shaved completely bald, with deep purple tattoos inscribed in a lightning pattern on his smooth skull. You notice the glint of the uncountable humanoid teeth covering his wooly hide vest.

Even more horrific is his mount, whose barding is bedecked in mummified humanoid heads that sway morbidly as the beast moves. He is in a full charge and heading directly for you. The beast has only tatters of flesh to cover its bones, and it is missing its left eye. The eerie red glow that you notice in its right eye shows an unholy life force driving this beast onward.

Combat begins immediately. The chieftain is at full charge, aiming his undead stulgaz at whomever is rear-most in the party, be it a PC or an NPC. He continues to fight from mount-back until his stulgaz is killed from under him. Once on foot, he will fly into a barbarian rage. He then fights until death. Not only does honor keep him in battle for so long, but, assuming the PCs have slaughtered the remnants of his tribe, he is also enraged. There is no negotiation.

Tier One (EL 4)

Tronig, Kazgund Orc Leader, Brb2: CR 2; Medium-Size Humanoid (6'7" tall); CR 2; HD 2d12+6; hp 27; Init +2; Spd 40; AC 15 (+3 studded leather, +2 Dex); Atks +6 melee (1d12+4 [crit x3], greataxe); SA Barbarian rage 1/day; SD Barbarian Uncanny Dodge (Dex bonus to AC); AL CE: SV Fort +5, Ref +2, Will +0.

Str 19, Dex 14, Con 16, Int 15, Wis 10, Cha 5

Skills: Climb +2, Handle Animal +3, Intimidate +3, Listen +3, Move Silently (cc) +3, Ride +7, Search (cc) +2, Swim +1; *Feats:* Mounted Combat.

SA: *Rage*—(+4Str/Con -2AC, +2 Wil saves)

Possessions: A decorated greataxe, a suit of studded leather armor studded with the teeth of various animals and humanoids (certed, see Treasure), a pouch containing 50 gold.

Stulgaz: CR 4, Large Beast; CR 2; HD 3d6+9; hp 15; Init +1 (Dex) Spd 40; AC 14 (-1 size, +1 Dex, +4 natural); Atks +5 melee (1d8+6, gore) or +5 melee (1d8+6, bite); SA Trample; SQ Low-light vision, darkvision, 60 ft., +2 racial bonus to Listen and Spot checks; AL N; SV Fort +6, Ref +4, Will +0.

Str 18 Dex 12 Con 16 Int 2, Wis 9, Cha 5

SA: *Trample* (Ex)—the stulgaz, as a standard action during it turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15); *Disease*

(Ex)—the bite of the stulgaz is a dirty and infectious thing. Sultgpox bite; Fortitude save (DC 15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength, and sufferers are incapacitated until they recover.

Tier Two (EL 6)

Tronig, Kazgund Orc Leader, Brb4: CR 4; Medium-Size Humanoid (6'7" tall); HD 4d12+12; hp 45; Init +2; Spd 40; AC 15 (+3 studded leather, +2 Dex); Atks +8 melee (1d12+4 [crit x3], greataxe); SA Barbarian rage 2/day; SD Barbarian Uncanny Dodge (Dex bonus to AC); AL CE: SV Fort +5, Ref +3, Will +1.

Str 19, Dex 14, Con 17, Int 15, Wis 10, Cha 5

Skills: Climb +5, Handle Animal +3, Intimidate +3, Listen +6, Move Silently (cc) +4, Ride +9, Search (cc) +4, Swim +7; **Feats:** Mounted Combat, Ride-By Attack.

Possessions: A decorated greataxe, a suit of studded leather armor studded with the teeth of various animals and humanoids (certed, see Treasure), a pouch containing 50 gold.

Stulgaz: CR 4, Large Beast; CR 2; HD 3d6+9; hp 19; Init +1 (Dex) Spd 40; AC 14 (-1 size, +1 Dex, +4 natural); Atks +5 melee (1d8+6, gore) or +5 melee (1d8+6, bite); SA Trample; SQ Low-light vision, darkvision, 60 ft., +2 racial bonus to Listen and Spot checks; AL N; SV Fort +6, Ref +4, Will +0.

Str 18 Dex 12 Con 16 Int 2, Wis 9, Cha 5

SA: *Trample* (Ex)—the stulgaz, as a standard action during it turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15); *Disease* (Ex)—the bite of the stulgaz is a dirty and infectious thing. Sultgpox bite; Fortitude save (DC 15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength, and sufferers are incapacitated until they recover.

Tier Three (EL 8)

Tronig, Kazgund Orc Leader, Brb6: CR 6; Medium-Size Humanoid (6'7" tall); HD 6d12+18; hp 63; Init +2; Spd 40; AC 15 (+3 studded leather, +2 Dex); Atks +11/+5 melee (1d12+4 [crit x3], greataxe); SA Barbarian rage 2/day; SD Barbarian Uncanny Dodge (Dex bonus to AC, cannot be flanked); AL CE: SV Fort +8, Ref +4, Will +2.

Str 19, Dex 14, Con 17, Int 15, Wis 10, Cha 5

Skills: Climb +10, Handle Animal +3, Intimidate +4, Jump +6, Listen +6, Move Silently +5, Ride +12, Search +4, Swim +8; **Feats:** Mounted Combat, Ride-By Attack, Weapon Focus: greataxe

Possessions: A decorated greataxe, a suit of studded leather armor studded with the teeth of various animals and humanoids (certed, see Treasure), a pouch containing 50 gold.

Stulgaz: CR 4, Large Beast; CR 2; HD 4d6+9; hp 30; Init +1 (Dex) Spd 40; AC 14 (-1 size, +1 Dex, +4 natural); Atks +5 melee (1d8+6, gore) or +5 melee (1d8+6, bite); SA Trample; SQ Low-light vision, darkvision, 60 ft., +2 racial bonus to Listen and Spot checks; AL N; SV Fort +6, Ref +4, Will +0.

Str 18 Dex 12 Con 16 Int 2, Wis 9, Cha 5

SA: *Trample* (Ex)—the stulgaz, as a standard action during it turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15); *Disease* (Ex)—the bite of the stulgaz is a dirty and infectious thing. Sultgpox bite; Fortitude save (DC 15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength, and sufferers are incapacitated until they recover.

Conclusion

Ephesus is extremely grateful for the rescue. He returns to the ruined hut, aghast at the destruction, but all is not lost. Ephesus leads the PCs to a small bush near his hut, behind which is one of the old Horga eggs. This egg looks complete and unbroken. Ephesus lifts off the top, however, and inside it is hollow. It is not empty; within are Ephesus' spellbooks, a few personal items, and the two arcane scrolls that Spugnoir came looking for.

Spugnoir is eager to copy the two spells—*Bigby's feeling fingers* and *Bigby's bookworm bane*—into his spellbook (from Ephesus' spellbook). Neither Spugnoir nor Ephesus will allow the PCs to copy the new spells from Ephesus' spellbook, but the old sage will give the party the two scrolls as thanks (if the sage is dead, Spugnoir does so).

In addition, Ephesus asks for the bowl that he had commissioned from Heldenor Polnoro, and refunds the price the PCs paid for it. Spugnoir is open about the price paid, if any PC tries to get extra wheatsheafs out of Ephesus.

Once the PCs return to Crockport, the local guardsmen track them down, if they turned in Benekar and if they have not already collected their reward. If they report the presence of the Kazgund orcs on Rockegg, the commander of the garrison thanks them for clearing the creatures out. There is no reward, as such duties simply fall under the tax-free proclamation King Belvor has made.

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.

Encounter Two

Beating Wade in arm-wrestling	10 xp
If the PCs avoid taking the scimitar, and refuse to win it for Benekar	20 xp
Getting the bowl map	10 xp
Avoid killing the commoners, and defeating Benekar	50 xp
Defeating the owlbear	50 xp
Defeating hobgoblins	25 xp
Per Kazgund fighter defeated (75 xp total)	15 xp
Per stulgaz defeated (40 xp total)	20 xp
Rescuing Ephemus alive	50 xp
Rescuing other slaves	25 xp
Defeating Kazgund chieftain	100 xp

Total Possible XP **445 xp**

Total experience for objectives 445 xp
Discretionary roleplaying award 0-50 xp

Total possible experience **495 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:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the 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.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more

than [insert campaign value] 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, such as Infamy. 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 it later finds unreasonable but which were allowed at the time.

Encounter Two

- Leaf and knot-work armband (75 gp, 1lb, bronze, common): This bronze armband is sized to fit the arm of a gnome, halfling, elf, or half-elf, and will also fit the arm of a thinner human. It has oak leaves and knot-work inscribed upon it, and looks as though it might have been crafted for a druid.

Encounter Four

- Fine crockery bowl (50 gp, 3 lb, clay, uncommon): this wide, flat bowl was crafted by Heldenor Polnoro, a craftsman living in Crockport. A map of Furyondy is carved into the inside bottom of the pot, complete with some color sealed in by the glaze.

Encounter Five

- Benekar the gnome has 5 pp, 11 sp, and 8 cp on him.
- The PCs receive 200 gp if they turn Benekar into the guardsmen alive, 100 gp if dead.

Encounter Nine

- The hobgoblins have 12 gp and 20 sp between them.
- All told, the Kazgund orcs only have 46 gp between them.

Encounter Ten

- Kazgund amulet (small, 1 lb, amber, 25 gp): This heavy piece of jewelry consists of teeth, the tips of stulgaz horns, and small pieces of polished amber, strung carefully on a leather strap. It was made by Kazgund orcs, likely given as a gift from a male warrior to a desirable female.
- Kazgund studded leather, "Leadership Armor" (medium, 25 lb., leather w/teeth, 50 gp): Kazgund leadership armor is often worn by the chieftain of a

group of Kazgund orcs. This studded leather armor is studded not with metal rivets, but with the teeth of humanoids and goblinoids felled in battle. It offers no additional armor bonus. Kazgund leadership armor is easily recognizable to members of the Kazgund tribe, and any non-Kazgund wearing such armor will likely be singled out by Kazgund orcs in battle.

- Arcane scroll: *Bigby's bookworm bane* (10 gp, * lbs, parchment, common)

Bigby's bookworm bane

Evocation

Level: Wiz/Sor 0

Components: V, S, M

Range: Close (25 ft. + 5 ft./2 levels)

Casting Time: 1 action

Effect: Disembodied hand

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: None

When cast this spell creates a disembodied hand that will search through as many books or scrolls within the range of the spell as it can. The hand can search 100 pages of book or scrolls per minute. The hand searches the books and scrolls for bookworms, and when it finds them, the hand attacks relentlessly. When it attacks it will kill one bookworm per round. The spell cannot be used for any other purpose or set its attack on any other type of foe. This spell does not reverse any damage already done by bookworms.

[] Check here if the scroll is expended in order to add it to a wizard's spellbook or the repertoire of a bard or sorcerer. The scroll is consumed in the process, after which this certificate must be retained as proof of access to this special spell. If used in this fashion, this certificate cannot be traded. Special spells copied into spellbooks in this manner cannot be transcribed from one book to another. They can be scribed into scrolls, but said scrolls require a certificate issued by the campaign staff through an interactive opportunity.

- Arcane scroll: *Bigby's fealing fingers* (10 gp, * lbs, parchment, common)

Bigby's fealing fingers

Evocation

Level: Wiz/Sor 0, Brd 0

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Duration: 10 minutes + 10 minutes/level

Effect: Effect: Disembodied hand

Saving Throw: None

Spell Resistance: None

This spell creates a disembodied hand that cannot hold, grasp or carry, but can be commanded to touch objects. When it touches an object the hand searches for cracks, crevices or hidden latches that indicate secret doors or compartments. The hand will detect such things with a successful Search check, using the caster's Search bonus with an additional +1 insight bonus. It can search a 10 ft. x 10 ft. square in 8 minutes (taking 20) When it finds such cracks, crevices, or hidden latches the hand will stop and point to the area of the secret door or compartment. The hand will not search out other secret doors once it has found one.

[] Check here if the scroll is expended in order to add it to a wizard's spellbook or the repertoire of a bard or sorcerer. The scroll is consumed in the process, after which this certificate must be retained as proof of access to this special spell. If used in this fashion, this certificate cannot be traded. Special spells copied into spellbooks in this manner cannot be transcribed from one book to another. They can be scribed into scrolls, but said scrolls require a certificate issued by the campaign staff through an interactive opportunity.

Appendix or DM Aid

Appendix A –Monsters

Kazgund Orcs

The **Kazgund** tribe of orcs is a vicious and intelligent group. Their stats mimic normal orcs, but they gain a +1 to Intelligence. Most Kazgund males, in addition, are trained as 1st-level fighters or barbarians, and their stats thus vary accordingly.

The Kazgund were originally barbarian nomadic tribes originating in the cold grasslands of the Barren Plains in the lands of Iuz. Ancestral Kazgund tribes traveled constantly, setting up tented villages or living in caves in areas where resources were most plentiful. These orcs traveled with their females, offspring, and large herds of Stulgaz (see entry).

A horde of Kazgund left a virtual scar upon land. Great expanses of grassland were left ripped up and overgrazed, while the forests surrounding their campsite were often clear-cut to supply wood for cooking fires. The hordes often left a string of burned-out villages in their wake, taking only females and men with skilled trades as slaves. The shaman of the tribe usually sacrificed the remaining men and children; the heads of sacrificial victims were often collected by warriors and were skillfully mummified using various herbs by females of the tribe.

Female Kazgunds tend to be proficient in tent construction, and the fermenting of alcoholic beverages or poisons. Kazgund orc warriors are most formidable, training from a young age to fight mounted on the backs of highly trained Stulgaz bulls. Bulls are paired with riders at an early age and both mount and rider undergo rigorous training. The preferred weapons of these warriors are typically shortbows, longbows, greataxes, or mauls.

The Kazgund orcs formed an alliance with Iuz upon being promised large tracts of land, currently owned by the wolf and tiger nomads. They have become less barbaric since then, often assimilating the habits of peoples they have conquered in their travels with Iuz.

Stulgaz

Stulgaz

Large-Sized Beast

Hit Dice: 3d10+9 (31 hp)

Initiative: +1 (Dex)

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: gore +5 melee, or bite +5 melee, or trample

Damage: gore 1d8+6, or bite 1d8+6+disease

Face/Reach: 5 ft. by 10 ft. (long) / 5 ft.

Special Attacks: Trample, Disease

Special Qualities: Low-light vision and darkvision, 60 ft., +2 racial bonus to Listen and Spot checks

Saves: Fort +6, Ref +4, Will +0

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 9, Chr 5,

Skills: Listen +3, Spot +3

Climate/Terrain: the Barren Wastes or among the Kazgund orcs

Organization: Solitary, band (2-10), or herd (11-30)

Challenge Rating: 4

Alignment: Always neutral

Advancement: 4 HD (Large), 5-9 HD (Huge)

The Kazgund originally bred the Stulgaz from an exceptionally aggressive breed of auroch, a primitive cow native to the Barren Plains. Many suspect that orc adepts and sorcerers used magic to create this loathsome version of the auroch.

The Stulgaz resembles a monstrous bison. It is approximately 6 feet tall at the shoulder, and has a thick, shaggy, olive green-colored pelt. It is heavily muscled. Stulgaz males have an impressive rack of jet-black horns with numerous barbed projections. Their eyes are rheumy, deep red and seem to glow with a terrible cunning when in battle.

Unlike their bison cousins, Stulgaz are provincial in their tastes, eating anything there are fed. The Kazgund have encouraged them to eat the flesh of demihumans and humans.

Stulgaz females are not only kept as breeding stock but are also kept as a supply of milk used by the Kazgund to make *niosh*. *Niosh* is a drink savored by warriors made by females of the tribe by fermenting Stulgaz milk with juniper berries and blood drawn from live demihumans or humans. The drink has a sour gin-like flavor and is highly intoxicating and often hallucinogenic if large quantities are imbibed.

Combat

Stulgaz are dangerous opponents on the battlefield. The bites of males are particularly vicious due to their robust and chisel-like incisors. Bulls typically get either a gore attack with horns or a bite per round. Only adult males can gore an opponent.

Trample (Ex): The stulgaz, as a standard action during its turn each round, can run over a medium-sized or smaller creature. The trample does 2d8+9 damage.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage (DC 15)

Disease (Ex): The bite of the stulgaz is a dirty and infectious thing. Sultgpox—bite; Fortitude save (DC

15); incubation period 1d4 days; damage 1d6 temporary Constitution, 1d6 temporary Strength.

The Horga (Stone-eaters)

Rockegg Isle, in Crockport, is so-named because it once supported a small group of **Horga**, or stone-eaters. To this day, the discarded eggs of the Horga can be found littering the isle, hence its name.

The Horga species are mineral-based creatures. They exude an acidic slime which dissolves rock and enables them to tunnel with ease. The horga have two sexes, which are highly dimorphic. Females are larger and have carapaces that resemble deposits of non-descript sandstone, allowing them to conceal themselves in sandstone deposits. Male Horga are smaller and move at an alarming rate. Unlike females, they are bright and colorful resembling large oblong shaped boulders with deposits of amethyst, quartz, perodite or fluorite crystals. As there are often many males competing for the attention of one female, this flashy display serves to attract attention.

They are exceptionally long lived (over 1000 years) and mate infrequently, only once every 250 years or so. Thus, their populations are extremely sensitive to exploitation by humanoid harvesting. Every 250 years the Horga migrate to caves near the surface. A female will establish a mating chamber after secreting a pungent acid all along her journey to attract would be suitors. About 10 males arrive who then take turns performing a premating display. After the males have showed off their glowing carapaces in dances like a whirling dervish, the female selects a mate who she mounts. It takes about a year before the eggs are layed in a specifically prepared chamber. As the eggs hatch the female assists the young Horga in shedding their shells and finding their way to a rocky limestone outcrop. During their larval stage they will concentrate on consuming rocks that are high in calcium carbonate, magnesium and silicate. They tend to prefer dolomite sandstone and other sedimentary rocks, best found on the surface caves.

It has long been speculated that the enormous tunnels in the Underdark were created by colossal horga when Oerth was young. The eggs of these creatures have a metallic sheen that resembles hematite.

Appendix B – Spugnoir

Spugnoir: Male Human Wiz7; CR 7; Medium-size Humanoid; HD 7d4+14; hp 30; Init +6; Spd 30 ft. AC 14 (touch 13, flat-footed 12); Atk +3 melee (1d4/19-20/x2, dagger), +5 ranged (1d4, dart); AL NG; SV Fort +2+2, Ref +2+2+2(LR), Will +5+0; Str 11, Dex 15, Con 14, Int 17(*19), Wis 11, Cha 7.

Skills and Feats: Alchemy +12, Concentration +10, Knowledge (arcana) +12, Knowledge (local) +12, Move Silently (from familiar) +4, Scry +11, Spellcraft +12; Alertness (from familiar), Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Possessions: wand of shield (18 charges), headband of intellect (+2), ring of protection +1, amulet of natural armor +1, goggles of minute seeing, dagger [2 gp], 6 darts [3gp], 125 gp.

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0—daze, detect poison, flare, resistance; 1st—detect secret doors, mage armor (2), magic missile, unseen servant; 2nd—cat's grace, daylight, flaming sphere, invisibility, web; 3rd—dispel magic, lightning bolt, nondetection; 4th—fire shield, scrying.

Spellbook: 0—daze, detect magic, detect poison, flare, read magic, resistance; 1st—detect secret doors, mage armor, magic missile, spider climb, unseen servant; 2nd—blur, bull's strength, cat's grace, darkvision, daylight, flaming sphere, invisibility, levitate, web; 3rd—dispel magic, lightning bolt, nondetection, water breathing; 4th—dimension door, fire shield, scrying.

Note: The PCs may not keep any of Spugnoir's equipment, and he is unwilling to lend it to them during the adventure (he will, however, heal party members with his wand if necessary).

Sebbekai: Cat familiar of Spugnoir: Tiny magical beast; HD 1; hp 15; Init +2 (Dex); Spd 30 ft.; AC 15; Atk +4/+4/-1 melee (1d2-4/x2, claws; 1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft.; SQ Grant +2 Move Silently, Grant Alertness, improved evasion, share spells, empathic link; AL NG; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4 (+8 on Hide checks in tall grass or heavy undergrowth) (or master's skills); Weapon Finesse (claw, bite).

Spugnoir originally appeared in the *Temple of Elemental Evil* adventure. Since then, he has settled down into the town of Hommlet, just south of Verbobonc, where he has aged gracefully (he is currently 55 years old).

Spugnoir never wants to call attention to himself, which is why his garb is nondescript— breeches and a shirt, with a plain vest and cloak. He doesn't wish to

be identified as a mage. That having been said, he really acts out the part of a befuddled old wizard, knowing much but lacking in some common sense. He loves everything written down, which is why he has problems dealing with the real world—he often has his nose in a book.

Spugnoir is in Crockport to seek out a friend of his, the sage Ephemus. He has met Ephemus twice before, once in Verbobonc, and once in Willip. Spugnoir had always intended to visit the sage at Ephemus' home, on Rockegg Isle in Crockport. Ephemus held two arcane scrolls that Spugnoir is very interested in: *Bigby's Feeling Fingers*, and *Bigby's Bookworm Bane*. Iuz's occupation of the city delayed his visit for many years, however, and in the two years since the Great Northern Crusade, Spugnoir kept putting off a visit to Crockport for one reason or another.

He might never have made the journey, had a red-tailed hawk not landed near him one day and begun to write with its claw in the dirt. Spugnoir was surprised at the bird's ability, and became even more surprised when he read the message it wrote. The message was clear: Ephemus was in trouble, and needed Spugnoir's help. Spugnoir had never been to Rockegg Isle before and the hawk seemed frustrated in trying to get Spugnoir to understand where exactly Ephemus was. Spugnoir eventually decided it was best just to follow the hawk's lead, and set off for the recently reclaimed city.

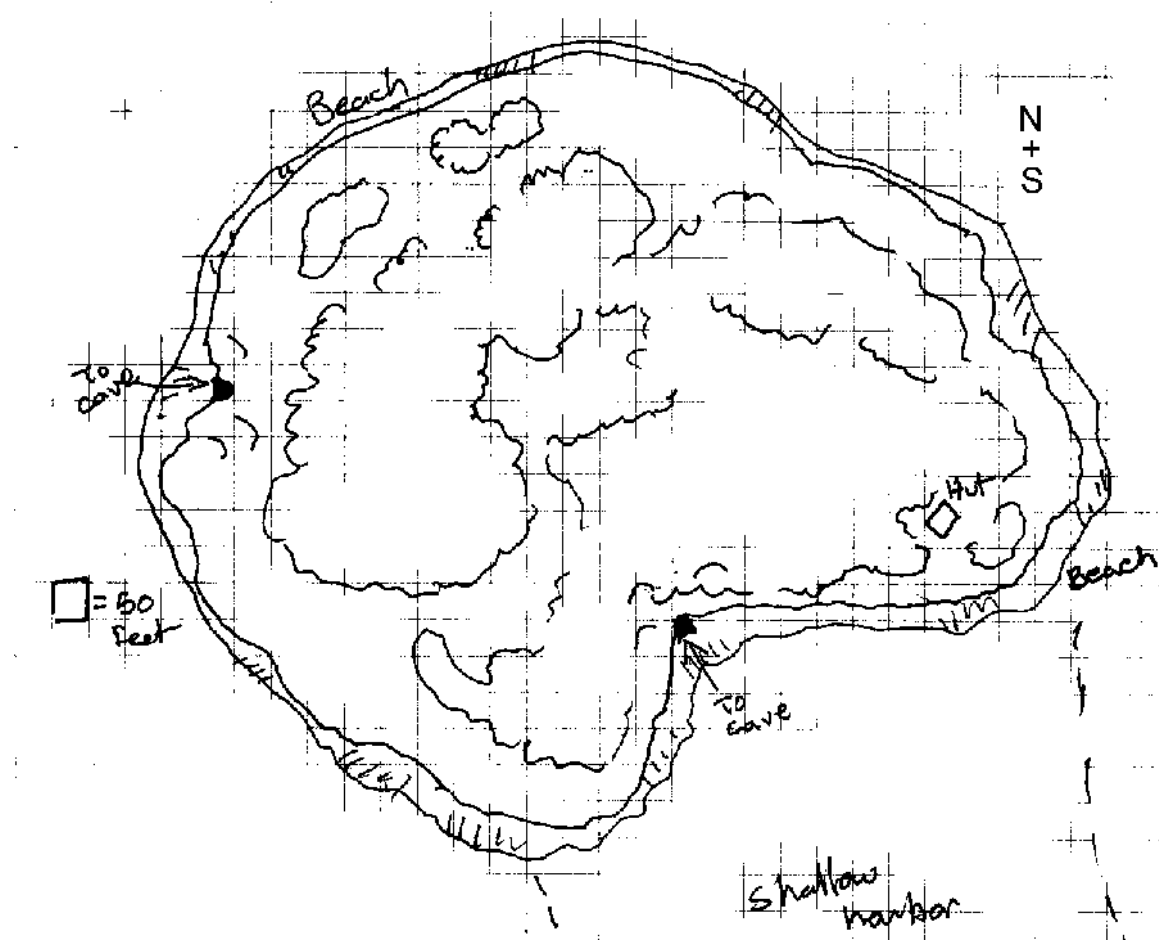
Spugnoir believed the hawk was Ephemus' familiar. The truth is different, but unknown to Spugnoir, and if the hawk (actually a druid friend of Ephemus) has her way, the old mage will never learn the truth. She just wants Spugnoir to help her friend.

The hawk led Spugnoir to the Crockpot Inn, where the PCs find him in the beginning of the adventure. Spugnoir will follow the hawk's lead wherever it takes him (to the Marketplace in Encounter #2, and to Ephemus' hut on Rockegg). He will not mention any of this to the PCs.

Spugnoir suffers from a wandering attention. He will often forget to offer information unless specifically asked by someone else. A favorite phrase of his is. "but you never asked me!"

In combat, unless otherwise scripted, he will stand back, out of the way, observing. Spugnoir is a poor combatant, and he knows it. If he is attacked, then he will cast all of his defensive spells first, before drawing his dagger.

Map #1 - Rockegg Isle



Map #2 – Caves

