

FUR1-08

Bring on the Knight

A One-Round D&D LIVING GREYHAWK®

Furyondy Regional Adventure

Version 1

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A quiet dinner invitation from one of the Kingdom's notable mages promises to be interesting, especially since Mander is rumored to not only be related to royalty, but also have connections with the Knights of the Hart. An adventure for character levels 1-6.

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

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

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

Is it a Full Moon?

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

Lifestyle Costs:

Typically, adventure that take place within the Living Greyhawk campaign setting require players to spend gold to maintain their lifestyle. Within this adventure however, the PCs are hosted by Mander and are therefore not required

to pay for lifestyle in this event. In addition, the PCs will neither benefit nor suffer penalties to Charisma-based checks based upon lifestyle.

Adventure Highlights

This adventure begins at an inn in Littleberg, the Copper Flagon, where the heroes first meet Mander. The heroes are convinced by Mander to keep his nephew, Sir Rendell, out of trouble. Sir Rendell is questing to make a name for himself so he may join the Knights of the Hart. The PCs should realize that they have an opportunity to impress a powerful figure and perhaps learn even more about the Knights of the Hart.

While tracking Sir Rendell's, the PCs arrive at a bridge formerly guarded by a troll. Sir Rendell was here and slew the troll for the villagers in the area. Unfortunately, he left without destroying all the remains, which are regenerating and angry! After helping to dispose of the remains of the troll (part of which attack the villagers and the party) the heroes learn Sir Rendell's last location in Claw Gorge.

On the way to the Claw Gorge, the heroes encounter La Donna, a merchant's daughter who was recently saved by Sir Hartere. She describes him as very charming, but his intentions did not seem to be pure. They also left her wagon with a broken wheel that she asks the party to help repair.

At an Inn near Claw Gorge, Sharp Shooters, the party can learn from the dwarven Inn Keeper, Ozmon, that there is a great rivalry between Sir Hartere Le Boef and Sir Rendell de Poulet, and that both aspire to become Knights of the Hart. The may also learn of the Caves by the Borderlands, the lair of the small kobold tribe and other rumors including a gnomish priest that claims to have met both of the Knights.

Tracking down the gnome, they find confused Olaf, a gnomish priest of Garl Glittergold. The heroes may learn that Olaf lost an item important to Garl Glittergold was stolen by a raiding band of Kobolds. The heroes are told not to worry since Sir Rendell went after the item. He explains that moments after Sir Rendell left, Sir Hartere also went after the item. Olaf has random fits where he starts babbling about agriculture, so it is difficult for the party to glean this information. In his babbling, he will mention the blight.

The heroes track Sir Rendell to the kobold's lair. What used to be a small-fortified set of caverns is in disarray. The heroes note that there is a huge recently dug hole in the floor, where an umber hulk has breached their defenses. The heroes wander through the complex, potentially encountering wandering bands of kobolds and possibly the umber hulk (depending on the PC tier). When they make it to the evil church of Kurtulmak, they find the artifact is being used to enchant kobold warriors. Sir Rendell is also in the chamber and is currently under the effects of

a *hold* spell. After recovering the item, the PCs will be attacked by a powerful group of half orcs that desire the hammer themselves. Following the battle, they will be able to return, after befriending Sir Rendell, to the Copper Flagon. Ideally, the PCs will avoid Sir Rendell discovering they were hired to look out for him. Mander will be very appreciative of their efforts and reward them for their efforts.

Players Introduction

Read the following descriptive text when the players first sit down at the table. Based on this information they should determine which characters they will play, what spells to select, and what (if any) magical items they wish to bring along. The following blurb describes this event.

Located near the center of the city is a small but selective inn known as the Copper Flagon. Each of you have been in town for a relatively short time following any number of duties ranging from errands for hire to personal travel. Some of you may have even recently completed a discrete errand for another notable citizen. Word seems to travel fast and each of you has received an invitation to the Copper Flagon.

The quiet dinner invitation from one of the Kingdom's notable mages promises to be interesting, especially since Mander is rumored to not only be related to royalty, but also have connections with the Knights of the Hart.

Encounter 1: The Copper Flagon

When the PCs arrive at the Copper Flagon, they will see a very well appointed inn. As they approach, one of the pages at the inn will notice them and approach. If the PCs are well appointed (nice clothes, not wearing armor, etc.) the page will escort them inside (see description below). If their appearance is not up to the high standards of the inn, they page will instruct them that arrangements have been made at Enenna's Bathhouse (nearby) to allow them to meet the inns standards.

At the bathhouse, the PCs will be able to find appropriate clothes and hot baths waiting for them – all charges prepaid by their host. They will have to leave their weapons and armor in either the inn's storage area or at the bathhouse – either way their items will be safe until they reclaim them. Once they are presentable and make their way toward the inn, read the following:

Arriving at the Copper Flagon, you are directed to a large round table at the back of the tavern where others appear to be awaiting their host.

The inn keeper personally brings over a feast of maple flavored strips of venison, garlic and butter mashed potatoes, crisp steamed vegetables and three bottles of Furyondy's finest wine.

A young girl, obviously his daughter, lays baskets of golden buttery rolls on the table. A large gentleman wearing a tunic with the crest of the inn lays down a huge platter with fruits from the region and a plethora of cheeses and olives. The Inn Keeper explains that the host, Lord Wizard Mander, is running late and to enjoy this small token of his appreciation.

Your table is in a small alcove of the dark tavern. The inn is obviously one of the finest in Littleberg, with many of the rich merchants and minor nobles here to dine and to be seen. A halfling with a golden mop of hair and large lamb-chop shaped sideburns, and a long curling moustache strums a lute, to create a relaxed airy atmosphere.

Allow the group time to interact with one another. Ask each of the PCs to introduce themselves is this is their first meeting. In addition, the PCs may wish to interact with the patrons of the bar. The innkeeper, Yulian (male human Com3) and his daughter Marie, (female human Com1) will attend to the PCs needs. They will bring whatever items the PCs order, but will scowl at them if they feel the PCs are abusing their hosts generosity. The other patrons at the inn are as follows:

Kipen Winnegar (male halfling Brd4) - is a prominent bard and musician. If the party attempts to speak to him he will be polite, but explain that he has been working on some new songs for an upcoming concert. He would like not to be disturbed now, but would be happy to join them in a drink later. If asked about Mander, he will explain that Mander is a prominent wizard and the youngest brother of of the Countess Kyaren Rhavelle. He frequently associates with many of the colorful people of Furyondy (adventures) and is one of the most well known trainers of horses in the kingdom. There are rumors that he sides with many of the northern lords, thinking that Furyondy should be more aggressive with its battles with Iuz, but this is speculation. Being the youngest of the Rhavelles many siblings, he holds very little real political power.

Nobles and Patrons- The group can speak to these people about the finer things in life, but they for the most part, feel that they are above mere adventures. They will be polite, but they are much more interested in who is coming and going, what they are wearing, and who they are coming and going with then mere adventurers. If asked about the bard, they will tell them that he is all the rage, and he is an artist and does not like being bothered while he is working. Regarding Mander, they know the same information as the bard. In addition, they know that he was a veteran of the

wars with Iuz, operating with small groups of adventurers around enemy lines.

When the PCs have interacted some or all of the NPCs or are growing bored, Mander will arrive, proceed to Encounter 2, below.

Encounter 2: Mander's Arrival

When Mander arrives, he will make his way back to the table he reserved for his meeting. When he arrives, read the following:

A man walks into the tavern and is immediately greeted by the Inn Keeper who escorts him to the back table. He is introduced to you simply as Lord Mander. He is a average size human, ruggedly handsome with dark hair. instead to the trademark Rhavelle red hair. He wears simple robes with simple arcane symbols etched in silver on the sleeves. Other than a large emerald earring and a silver wedding ring, he does not appear to be of noble station. His mannerisms, however, seem to point to his high level of education, culture, and nobility.

When Mander (human male Wiz12) arrives, he asks the party to sit down and gather close, soft voices do not carry nearly as far. Mander will know each of the characters names, but may not be able to discern who is who. He will ask each of the characters to introduce themselves as he puts faces with the names from his research. After the introductions, Mander continues:

"I hope you enjoyed the meal. I have asked you all here for a favor of a discrete nature. You see, my nephew, Sir Rendell du Poulet, seems to have a knack for trouble. Although he is a well-trained paladin of Heironius of some notoriety, he seems to be somewhat, well, unlucky. He aspires to join the Knights of the Hart and has taken upon himself a year of questing to earn his place among their ranks. The year is only a few weeks from completion and he has yet to truly attain a deed of honor, despite several brave attempts."

"Recently, he has left for the area of Claw Gorge. What I ask of you is to journey to Claw Gorge and keep an eye on my nephew. You must not let him know that I have sent you, that is why I am looking for those of good character who are not well known in these parts. In addition, you should only help him on his quest for honor if you absolutely have to, allow him to succeed on his own, unless his life is in danger. He may stop at a local sportsmen club known as Sharp Shooters – mention my name if you must, and they should let you in for a while at least."

"You should also be aware that his childhood rival, Sir Hartere le Boeuf is also aspiring to become a Knight of the Hart. If either of these cavaliers feel they are slighted they will challenge the offender to a duel. Sir Rendell is not ready for a confrontation like this at this time – Hartere is

a master of combat. If there is any way to avoid a conflict between these two I would encourage it.

My nephew is very proud, and would probably be quite upset if he knew I was helping him out, but he is the son of my late wife's sister. Since his father, my brother in law, is an ambassador currently in Veluna and his mother, my sister, is a druid out working on discovering the cause of the blight, I feel it is my responsibility to look after little Rendy."

"I will gladly cover reasonable expenses as well as pay you more than caravan guard pay, 1 golden wheatsheave per day for each of you. Will you help me?"

Mander feels that his offer is a very generous one (it is) and his is not willing to negotiate a higher rate. He will agree to consider an additional reward if the PCs encounter anything out of the ordinary as they help Sir Rendell. In addition, Mander will mention that he is well known and his recommendation can go a long way.

In addition, if the PCs do not have horses, Mander will instruct them to one of his many stables to borrow horses. The horses will all be standard riding horses that are well trained, but not trained for mounted combat. They will provide good transportation, but do not need to be included in the Tier calculation. He will insist the PCs take good care of the horses, but he will not charge them for their loss given the nature of challenges the PCs will face unless they are lost due to gross negligence of the PCs.

- Mander knows several other items that may be of interest to the PCs if they think to ask. These include:
- Rendell stopped briefly in Littleberg for a few days before setting off for Claw Gorge two days ago. The journey to the area of the Gorge they will travel near several small towns and hamlets. Rendell tends to always take the western fork of roads when given the chance, so the PCs should be able to follow his route without too much difficulty.
- Rendell is tall with blond hair and sky blue eyes. He is strong and handsome. He wears shining plate mail, and rides upon a white destrier. His coat of arms is that of a golden eagle.
- Claw Gorge is within the boundaries of Furyondy although it is still a wild area – that is why Rendell is heading there.
- Sir Hartere is a darkly handsome figure who favors a black surcoat trimmed in gold over his armor.
- If asked about the blight, Mander will grow dark. He believes that there is something very evil afoot, perhaps something even from a lower plane at work. Since the Flight of Fiends (the banishing of demons from the realms by the Crook of Rao), the forces of the lower planes have been looking for ways to strike back at the forces of good on Oerth.

If the PCs agree to assist Mander and look out for Sir Rendell, Mander will direct them toward a local stable, Jiunard's, where riding horses and basic gear (2 weeks rations, tents, saddle blankets, etc.) will await them the next day. The PCs will be able to take whatever precautions and preparations they desire, and are able to stay at the inn on Mander's tab. The innkeeper is instructed to provide to their needs, but as before, he will not allow them to take undue advantage of their host's generosity. When they awake the next day, they will be able to gather their gear, find the horses at Jiunard's, and leave for Claw Gorge in search of Sir Rendell.

Encounter 3: Best Intentions

This encounter occurs after several hours of riding in pursuit of Sir Rendell. Provided the PCs take the western forks on a couple of the trails, they will eventually reach a bridge leading to a small farming village. During his quest, Sir Rendell attempted a good deed by ridding the village of a troll living in the area. Unfortunately, Sir Rendell did not fully realize the regenerative powers of his foe, and the villagers are now in peril from the creature. When they arrive at the bridge, read the following description:

After riding for most of the day, you come to an old stone bridge that leads to a small village. The bridge is a large stone bridge with wooden planks that crosses a chasm over 40' wide. The bridge is blocked by a large wooden barrier, on which hangs a crude sign that reads, "A copper per soul or you'll meet this troll". A small chute is located beneath the sign, about the size of a coin, it drops away from the bridge toward a cave below the bridge.

Suddenly you hear a scream coming from the far side of the bridge...

In order to remove the barrier, the PCs must either place a coin (of any type) in the chute or find and disable the device using the appropriate skill (Search DC18 to locate and Disable Device DC15 to operate). In addition, the PCs may move the barrier with a Strength check at DC20. Alternatively, the PCs may wish to climb over the barrier (Climb DC10). DMs should note that use of any of the skill options takes at least one round per skill attempted.

DMs should modify the description of the creature attacking the villagers based upon the tier of the party. For example, if the PCs are Tier 1, they will see the armless one-footed troll and the extra arm terrorizing the villagers. There are a total of 4 villagers (non-combatants) that will flee at first opportunity. The troll and its pieces will immediately attack the PCs, focusing on those that did not pay the toll! The troll will scream in giant for the PCs to pay the fee.

Tier 1 (EL 4)

Armless One-Footed Troll: CR 3; Large Giant (9 ft. tall); HD 6d8+36; HP 30; Init + 2 (Dex); Spd 30; AC 16 (+7 Natural -1 for size); Atks: +4 (Bite 1d8+3), SA Nil; SQ regenerate 3 hp / round, scent, darkvision; AL CE Saves Fort +11, Ref +0, Wil +3; Str 23, Dex 10, Con 23, Int 6, Wis 9, Cha 4.

Skills: Listen +5, Spot +5; **Feats:** Alertness, Iron Will.

Speaks: Giant.

Troll Arm (2), Large Giant: CR 1; pieces of Large Giant (5 ft. long); HD 1d8+4; HP 10; Init + 0 (Dex); Spd 5; AC 17 (+7 Natural); Atks: +9 (Claw 1d6+6), SA Nil; SQ regenerate 3 hp/ round; AL CE Saves Fort +11, Ref +0, Wil +3; Str 23, Dex 10, Con 23, Int 6, Wis 9, Cha 4.

Troll foot (1), Large Giant: CR 0; pieces of Large Giant (2 ft. long); HD 0; HP 1; Init + 0 (Dex); Spd 5; AC 17 (+7 Natural); Atks: +0 (Kick 1-4), SA Nil; SQ regenerate 3 hp/ round; AL CE Saves Fort +11, Ref +0, Wil +3.

Tactics: Each of the body segments will attack separately and continue to regenerate. Only the main body is capable of regenerating lost limbs. If this occurs, use the statistics in tier 2.

Tier 2 (EL 6)

One-Footed Troll: CR 5; Large Giant (9 ft. tall); HD 6d8+36; HP 58; Init + 1 (Dex); Spd 25; AC 17 (+7 Natural -1 for size +1 Dex); Atks: 2 Claws +9, Bite +4 (claw 1d6+6; Bite 1d6+3), SA Rend (2d6+9); SQ regenerate 3 hp/ round, scent, darkvision; AL CE Saves Fort +11 Ref +3 Wil +3; Str 23 Dex 13 Con 23 Int 6 Wis 9 Cha 4

Skills: Listen +5, Spot +5; **Feats:** Alertness, Iron Will

Special Attacks: Rend (Ex)—If both claws hit same opponent, automatically rend for additional 2d6+9

Speaks: Giant

Troll foot (1), Large Giant: CR 0; pieces of Large Giant (2 ft. long); HD 0; HP 1; Init + 0 (Dex); Spd 5; AC 17 (+7 Natural); Atks: +0 (0), SA Nil; SQ regenerate 3 hp/ round; AL CE Saves Fort +11 Ref +0 Wil +3

Tier 3 (EL 8)

Four Armed Troll: CR 8; Large Giant (9 ft. tall); HD 8d8+44; HP 80; Init + 2 (Dex); Spd 30; AC 18 (+7 Natural -1 for size +2 Dex); Atks (5): 4 Claws +9, Bite +4 (claw 1d6+6; Bite 1d6+3), SA Rend (2d6+9); SQ regenerate 3 hp/ round, scent, darkvision; AL CE Saves Fort +11, Ref +3, Wil +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 4.

Skills: Listen (+5), Spot (+5); **Feats:** Alertness, Iron Will, Multi-attack.

Special Attacks: Rend (Ex)—If both claws hit same opponent, automatically rend for additional 2d6+9.

Speaks: Giant.

Once the PCs have defeated the troll, they will be able to search the trolls lair. With a successful Search check (DC 12), the PCs will find a small sack containing 115 cp.

After the battle, two of the villagers will come down from their hiding places, one with red hair and beard and the other with brown. Their names are Kallan and Keth, are embroidered on their straw hats. If the adventurers fail to light a fire, they come down screaming “Burn that dang thing!”

They are both quite upset at the recent turn of events. When the party attempts to speak with them, Kallan interrupts and says the following while Keth nods his head and periodically interjects “Yep!”

“Is that thing all burned yet? Each of these two knight fellers that came through decided to help in their own way when that troll moved under the bridge. A dark haired fellar named Hartere came by a couple of days ago and gave the elders a sack of copper for us to pay the troll with. A few hours later, a sandy haired paladin calling himself Sir Rendell attacked the troll, chopping it to bits. He then rode off with a wave. Boy was that troll mad! Good thing you came along when you did.”

If the heroes continue to wish to talk with Kallan and Keth, they can find out that they are both neighboring farmers with large families to feed. They can also find out the following:

- The troll showed up under the bridge a couple of weeks ago. As long as we paid the copper piece, he did not harm a soul.
- Each of the knights rode off in the same direction toward Claw Gorge.
- Three half orcs rode across the bridge about an hour before Hartere, paying the toll. They also seemed to be heading toward Claw Gorge.
- So far, the farmers’ crops have been spared from the blight affecting most of the country, but the plants have not grown as well as previous years. The harvest is most likely going to be a meager one.

After the players have disposed of the troll and chatted with the farmers, they can follow Sir Rendell toward Claw Gorge, proceed to encounter four.

Encounter 4: Wagon Troubles

This encounter may take place at a later time than the assumed description. DMs should modify the description accordingly.

After leaving the farmer’s village, you have been riding for a couple of hours and the sun is slowly beginning to set. Ahead of you, just off the trail, you see a elegant wagon. The wagon’s hitch has fallen off, and a young maid is crying in the driver’s seat. The two horses hooked to the wagon neigh as you approach. The young lady looks at you with a tear stained face and says. “Please help me!”

The maid, LaDoa (Human female, Mer3, Cha 13) is a rich merchant’s daughter traveling toward Littleberg. She is extremely shaken from her recent ordeal (described below). If any of the PCs are of half-orc descent, she is extremely frightened and will attempt to hide under the wagon, begging for her life. Befriending LaDoa is not too difficult for any non half-orc character using any social skill such as Diplomacy, Bluff, Gather Information etc. or a straight Charisma check (DC15). DM’s should apply penalties or bonuses up to + or –2 based on role playing. Once they befriend her, she shares what happened.

“While I was traveling to Littleberg with an escort of a dozen guards, we were ambushed. When the attack started I noticed three disgusting half orcs involved in the attack. Two were wielding huge battleaxes while the third used arcane magic against us, causing four of the guards to instantly collapse. The remaining guards fought until half of their number was slain, and then attempted to surrender. With out so much as a pause, the half orcs struck down the guards that surrendered, and preceded to slit the throats of the guards that collapsed. As they were moving toward me with evil in their eyes a horn blew. On the ridge above was a handsome raven haired cavalier astride a jet black steed. He thundered down the hill, charging at the half orc scum. The mere sight of such a hero stuck fear in the fould creatures’ heart. They immediately fled. As he rode after them he exclaimed ‘I, Sir Hartere Le Boef, will avenge the deaths of your men, fair maiden.”

While telling the story her rescue, the PCs will notice her cheeks blush and a twinkle in her eye. If they ask about the broken wagon or the guards’ bodies, she will grow very annoyed and continue her tale.

After that enchanting man drove away those vile, pig-faced beasts, I waited for him to return. While I waited for my hero’s return, a sandy haired knight rode up on his white stallion from the same direction. While he was kind and took care of the bodies of my fallen men, he was no Sir Hartere. He even adjusted the tack of my team of horses before riding off toward Claw Gorge. Just after he rode out of view, I started toward Littleberg, and my wagon did not go 20 feet

before the hitch broke, thanks to that incompetent! Please find my love, Sir Hartere!

LaDoa is the daughter of a minor textile merchant. She was returning with goods bound for the family warehouse in Littleberg. Inside the wagon are a dozen bolts of high quality cloths. PCs with the Appraising skill (DC15) can successfully estimate the value of the bolts ranges from 50-250 gp per bolt.

Repairing the wagon can be accomplished using several means including Craft (leatherworking), at a DC 17. Make whole or mending spell will also work. If the PCs are able to fix the wagon, LaDoa thanks the PCs profusely and hands them a small locket, pleading with them to give it to her love, Sir Hartere, before bidding them farewell.

Most likely by the time the PCs are able assist LaDoa it will be late in the evening. The PCs will be able to camp in the area surrounding the wagon and will not suffer any unfortunate events. LaDoa will be grateful for the PCs guarding the wagon overnight. The PCs will be able to rest and regain spells given their full nights rest.

After the PCs are able to provide whatever aid they can for LaDoa, and learning more about the struggles of Sir Rendell, they will be able to continue their journey toward Claw Gorge and Encounter Five.

Encounter 5: Sharp Shooters

Located on the outskirts of the town of Claw Gorge is an exclusive club known as Sharp Shooters. Located a fair distance from Littleberg, the club caters to the social elite and some of the locals as well. The club's members earn their place by invitation only and many of the best marksmen in the kingdom can be found here from time to time. When the PCs arrive, a match will be in progress. The PCs should explore the club, at least for a while, based on the fact that Mander suggested his nephew may have stopped here.

When the PCs approach the club, read the following description.

This edge of town is dominated by a large three-story building. There is a sign painted on a bull's eye with reads "Sharp Shooter's". The lower level is made of castle grade stone while the upper two levels are made of timber. At the door, a well-dressed man stands ready to attend potential members and guests. As you approach, the doorman smiles. "Welcome to Sharp Shooters, I am afraid that I do not recognize you, which means that you are not members. I am afraid the club is for members only."

The doorman, Harnish (human male Com1, Wis 15) is very polite and diligent in his duties. He

will not allow the PCs to enter the club and wander around. He is very strong willed and there is a base DC26 for attempts to Bluff or use other interaction skills against him. If the PCs ask about Sir Rendell or Sir Hartere, the doorman will mention that he has not seen either of them, but that his is also on a new shift. If the PCs mention that Mander, he will allow them in as guests to take a brief look around. Harnish will summon an assistant to take his place at the door as he guides the PCs around the club. He will insist that they check their weapons at the door and stay together. He will do his best to prevent them from splitting up once inside the club. Once inside, read the following description:

Inside the building you see stairs leading up to the second level. The top of the stairs is in the middle of the south end of the building, and leads to a loft area that appears to be suspended over a target range.

At the east and west ends of the loft, mirrors are suspended so patrons may enjoy the tavern area while viewing various archery matches. A huge bar spans the nearly all of the north end of the tavern. There are two sets of stairs leading up to the lodging area at either end of the bar. Currently, the tavern area is full of patrons, with many watching the match in progress. A small stage flanks the entrance stairs, where a halfling is tuning an instrument for an upcoming performance. Your guide, Harnish, turns to you, "Make yourselves comfortable in the common area or take a look at the range for a while, but without Mander on premise, club rules only allow you to be here for an hour. Until then..."

Harnish will leave the PCs to the common room and the range observatory for up to one full hour before asking them to leave. If they misbehave or attempt to go to the living areas without approval, he and the other employees will see that they are quickly escorted from the building. While at Sharp Shooters, the PCs may engage in conversation in the common room, talk with Ozmon the owner, or watch the shooting match.

The Common Area

The heroes may engage any of the patrons questions regarding Sir Rendell, Sir Hartere, or other subjects. The club patrons enjoy gossip and are a veritable font of rumors when not watching the local shooting match. If asked about either of the aspiring knights, they will direct the PCs to the club's owner and manager, Ozmon.

If the PCs wish to engage in gossip with the club patrons, consult the following chart to see which way the conversation runs. PCs that are attempting to Gather Information may attempt a skill check at DC 14. A successful check will yield 2 rumors from the chart below. The PCs will not be able to detect any intentional attempts to mislead them using Sense Motive, zone of truth, or other magic, although they will realize that

these tales are tavern gossip and may not be entirely true. Roll a die 20 to generate a rumor.

1. The owner, Ozmon, is a former war hero and is an expert with the crossbow. He's known as "Dead-Eye" (True).
2. Olaf, a crazy cleric, staying here understands only gnomish (False).
3. Olaf, a leading cleric of Garl Glittergold, chief god of the gnomes is currently a guest at Sharp Shooters (True).
4. "Breyark" is kobold for "I surrender"
5. A fair maiden is imprisoned in the caves to the North.
6. Strange altars can be very dangerous (True)
7. The caves to the north are fortified by a tribe of kobolds (True).
8. An abandoned dragon's treasure is somewhere in the caves to the north.
9. Nobody has ever returned from the caves to the north alive.
10. Agents of Iuz use the caves to the north to wreak havoc on gods fearing Furyondians.
11. Breyark is the leader of the tribe of kobolds inhabiting the caves. They worship the evil kobold god Kutarlma (True).
12. The blight effecting the crops in Furyondy is being caused by clerics of St. Cuthbert. They are trying to demonstrate how the nobles have lost touch with the common people. When they remove the blight, they will be the heroes of the land and the nobles will be forced to elevate the faith of St. Cuthbert to the level of Hieronius (may be true).
13. A curse will be placed on anyone entering the caves to the north.
14. Tremors have recently been felt in many of the mines outside of town. There has also been some cave ins (True).
15. The foreman of a local mine wants to keep it a secret, but umber hulks have been burrowing in the area (True).
16. A rich silk merchant disappeared near the caves to the north, if found, I am sure he will reward you generously (Partially true).
17. If you reach a fork in the way in the caves, always turn left.
18. Saying the phrase "Demonlord" will attract a fiend from the lower planes.
19. The tribe of kobolds living in the caves have set up many traps (True).
20. Old King Belvor is going daft!

If the party approaches the stage they will meet the entertainer for the evening. The bard is a reputable halfling from Chendl known as Jendrix (halfling male, Bard3). He is quite involved preparing and tuning his lute for the upcoming show. If asked if he knows Kipen Winnegar (from the Copper Flaggon) he will be pleased to hear his

friend's name. Jendrix knows that Sir Hartere and Sir Rendell are both aspiring Knights of the Hart and were here recently. He also knows that they have left for the caves to the north, questing after some stolen gnomish artifact. He believes that no one has come out of the caves alive, and he is concerned for another halfling friend of his, Kerik, that was recently travelling in the area.

The Shooting Match

Located on the far end of the establishment is a very well appointed range, with targets set out at various distances, including targets exactly 100 yards away. When the PCs arrive, a match between two club members is taking place using the furthest targets.

The two contestants, Bruco "Bolt-Belcher" and "Cool Hand" Tepp are good friends but serious competitors. They are very polite to one another and will not tolerate the PCs nagging their opponent. Likewise, they will take a very dim view if any of the PCs begin to wager on the outcome since gambling is illegal at Sharp Shooters. The range and contests are for sport and entertainment with the prize being bragging rites and the right to purchase drinks for the loser.

As the match progresses, Cool Hand Tepp will eventually beat out Bruco in a close match. It is obvious that both men are excellent marksmen. If the PCs boast regarding their abilities or issue challenges to the shooters, they will be spurned. Those types of attitudes are frowned upon at Sharp Shooters. If the PCs continue to press, eventually Bruco will say that if they were to someday become members, then they can test their skill. The range is for members only and any PC that fires a weapon on the range will be immediately escorted out of the building!

The club focuses on sportsmanship and excellence in shooting. While the marksmen in the club's favorite weapon are crossbows, they also respect other ranged weapons and thrown weapons such as spears, daggers, and javelins. All of the members of the club use masterwork weaponry, which they are proud to show off since the beauty of the weapons is as much as a competition as the actual shooting. There are however, no such weapons available for sale at the club.

Talking with Ozmon

If any of the heroes approach the bar they are greeted by Ozmon. He is a short but stout dwarf, with a shiny bald head, and a short black beard and huge bushy eye brows. He wears a black patch over his left eye. A huge crossbow is mounted over the bar, with a quarrel of bolts within easy reach. When they approach, Ozmon greets them.

"Welcome to Sharp Shooters, the finest shooting club in all of Furyondy. You must be Mander's friends. Enjoy the rest of the match if you want,

but my guess is that you did not come here to see a shooting display. What can I do for you?"

Ozmon, "Dead Eye", (Dwarf male, Fig8, Dex 18, Heavy Crossbow specialist) is the owner and proprietor of the club. If asked about how to join, he will tell the PCs that membership in the club is by invitation only and he will not be willing to entertain any of the PCs haggling to become members. If questioned regarding either Sir Hartere or Sir Rendell, he will explain that the went to the caves to the north, after the trinket stolen from that crazy gnomish cleric of Garl Glittergold. If asked about the cleric, Olaf, he will say that he is here resting and recovering from a severe blow to the head. He will direct the heroes to the gnome's room up the stairs if they require any more details about the theft, indicating to Harnish that it is all right for the PCs to leave the common areas. Before the PCs head up stairs, Ozmon will warn them that the old cleric has gone daft.

If questioned about his nickname, "Dead-Eye" he will chuckle about it's double meaning. He was one of the most accurate crossbowmen in the war against Iuz, but lost an eye in a skirmish when his position was overrun. After the war, he settled in Claw Gorge and built the club and range and has been enjoying his retirement.

If the party seeks our Olaf, proceed to the next encounter below:

Encounter 6 From the Mouth of Fools

Following Ozmon's directions, you walk up the staircase flanking the bar and notice that the door is partially open in a room at the end of the hall that houses the cleric. Inside, you see a skinny gnome, with brown hair, and a long stringy beard, is speaking quickly and walking even quicker in circles in the center of the room. He wears the clothing of a priest and an amulet with the symbol of Garl Glittergold hangs from his neck. He does not look up as you approach.

Olaf (Male gnome, Clr6 – Garl Glittergold), a reputable cleric of Garl, is suffering from a blow to the head and the grief of losing an important item, the Hooked Hammer of Garl Glittergold. These circumstances have driven him quite mad and he paces the room and babbles incoherently, only occasionally are his mutterings intelligible. Unfortunately for the heroes, he is not capable of conversation and the only information he provides are contained within his babblings below that deal primarily with his plight, agriculture, or the blight. The PCs will find that he is unwilling to stop his walking and will shout at them if they try and stop his incessant pacing. Consult the table (roll 1d12) below for Olaf's

expletives. DMs should try to include at least one of the "blight" rumors (1, 6, 9, or 11).

1. The cause of the blight must be Iuz.
2. The ancient tribes of Flan used dead rats as fertilizer.
3. Ambushed by Kobolds! BEWARE!!!
4. Took the hold Hooked Hammer of Garl to the caves to the north for their evil ritual.
5. Wheat is staple of the people of Furyondy.
6. The Blight! Perhaps it is a delayed side effect of the Flight of Fiends?
7. Praise Garl Glittergold, of the Gnomes, The Joker, the Watchful Protector, the Pricless Gem, the Sparkling Wit!
8. Not one, but two knights return the holy hooked hammer!
9. The Blight! The Blight! Can it be stopped by the Knights? No! Force of arms will not win this day.
10. Pink mushrooms can heal –in moderation!
11. Children, yes the poor children from dark parents. They must be the key to the Blight!
12. Ouch my nose! Oh my head! Tricked again, how grim!

Although it is possible for the PCs to learn some interesting information from the cleric, they will most likely need to find directions to the caves that several of the NPCs have mentioned. The party may gain directions to the caves from either Ozmon or Keric.

By the conclusion of the encounter within Sharp Shooters, the PCs should have learned that Sir Rendell, and perhaps Sir Hartere, have left for the northern caves. The journey to the caves is fairly uneventful, but once at the caves they will find them in chaos as a host of strange forces and creatures are loose!

Encounter 7: The Cave Complex

Located north and west of Claw Gorge is a moderate size cave complex that used to be a silver mine. During the dark times, the place became home to a small, but ambitious, band of kobolds. Now, the kobold complex is in chaos due to the infestation of umber hulks who have recently tunneled into the area. Sir Rendell, Sir Hartere, and three greedy half orcs have all entered the caves recently in search of the hammer.

The party should realize fairly quickly that the complex is heavily trapped, and that the kobolds form cunning enemies on their home ground. If the PCs dally too long in the caves, they will inevitably face more and more dangers.

There is strong opportunity for wandering monsters in the complex—although no such encounters can take place in Areas 1-5 or 15. Roll 1d12 plus 1 for every 2 areas of the complex the PCs have entered (the longer they are in the

complex the greater the chance they will encounter a creature. One a result of 15 or better, the PCs will encounter a wandering monster (determine surprise normally). If a creature is encountered, roll 1d8 and add one for each tier of the party. If the result is 10 or greater, the PCs encounter the umberhulks, otherwise they encounter a kobold war band. Statistics and descriptions of these creatures are found below.

Kobold Guard Bands (1d8+Tier = 9 or less)

Also found within the caves are groups of kobold guardsmen and sorcerer(s). If possible, the kobolds will use ranged attacks and hit and run tactics against the party members. Consult the following table to determine the composition of a wandering guard band.

TIER	Guards	Sorcerers
I	4	1
II	6	2
III	8	4

Kobold Guards, Small Humanoid (reptilian) CR 1; HD 1/2 d8 (2 hp); Init + 1 (Dex); Spd 30; AC 15 (+1 Natural +1 for size +1 Dex +2 leather); Atks: Halfspear -1 (1d6, x3); or light crossbow +2 (1d8, 19-20x2); SQ, darkvision; AL LE Saves Fort +0, Ref +1, Wil +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2. Hide +8, Listen +2. Move Silently +4 Search +2 Spot +2; **Feats:** Alertness

Speaks: Draconic

Kobold Sorc: CR1; Small Humanoid (reptilian) CR 1; HD 1d4 (2 hp); Init + 1 (Dex); Spd 30; AC 13 (+1 Natural +1 for size +1 Dex); Atks: Halfspear (1d6, x3); or light crossbow +2 (1d8, 19-20x2); SQ, darkvision; AL LE Saves Fort +0, Ref +1, Wil +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Skills: Craft (trapmaking) +2. Hide +8. :Listen +2. Move Silently +4 Search +2 Spot +2; **Feats:** Alertness.

Spells Known (5/3): 0-lvl—ray of frost, detect magic, daze, flare; 1st—magic missile, sleep.

Speaks: Draconic

All equipment used by the kobolds has been marked with their evil sigil, is of shoddy manufacturing, and for all practical purposes, worthless.

The Uumberhulks (1d8+Tier = 10 or more)

Throughout the complex there are recently dug tunnels made by the umber hulks. These tunnels are very complicated and often fill in behind the creatures making them impassable for to the PCs for the most part. The umber hulks have not tunneled into the Temple (as it is magically

protected), the abandoned cave (Area 1) or the trapped entrance (Area 2).

If the group is playing at Tier 1, DMs may use the umber hulks to add atmosphere to the game, stating that the PCs notice them burrowing out of an area just as they arrive. Tier I groups should only fight the hulks if they specifically, and foolishly, antagonize or hunt them down.

Tier 2 (EL 7)

Uumber Hulk: CR 7; Large Aberration; HD 8d8+32; HP 68; Init + 1 (Dex); Spd 20 ft, Burrow 20 ft; AC 17(+7 Natural -1 for size +1 Dex); Atks: 2 Claws +11, Bite +9 (claw 2d4+6; Bite 2d8+5), SA Confusion gaze; SQ Tremor Sense; AL CE Saves Fort +6, Ref +3, Wil +6; Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha 13.

Skills: Climb +17, Jump +14, Listen +11; **Feats:** Multi-attack

SA: *Confusion* as cast by an 8th-level sorcerer, 30 ft, Will negates DC15

Tier Three (EL 9)

Uumber Hulk: CR 9; Large Aberration; HD 10d8+40; HP 100; Init + 1 (Dex); Spd 20 ft, Burrow 20 ft; AC 17(+7 Natural -1 for size +1 Dex); Atks: 2 Claws +13, Bite +11 (claw 2d4+7; Bite 2d8+6), SA Confusion gaze; SQ Tremor Sense; AL CE; Sv Fort +6, Ref +3, Wil +6; Str 25, Dex 13, Con 19, Int 9, Wis 11, Cha 13.

Skills: Climb +17, Jump +14, Listen +11; **Feats:** Multi-attack.

SA: *Confusion* as cast by an 8th-level sorcerer, 30 ft, Will negates DC17

Exploration of the complex comprises the bulk of the remainder of the tournament. A map of the complex is included at the end of the tournament. Each of the areas below are numbered and correspond to areas on the map.

Approaching the Cave:

Following the directions you received at Sharp Shooters, you have been traveling for nearly four hours. Passing the many mines that provide for the economy of the region, you have made your way deep into the rocky hills that surround the area. Ahead of you, high on a ridge, are the caves. The area is covered with scrub grass and a stream flows from the rocky hillside flanked by a cave mouth and a large bolder.

Climbing the 40-foot ridge is fairly difficult. A Climb check must be made with at DC 14 to avoid falling (PCs may not take 10 as there is a negative side to failing this check). A failed check indicates that the climber falls down the side of the cliff suffering 1D3xTier hit points of damage, and must attempt the climb again. A skilled climber may assist another climber adding +2 to the assisted roll, but subtracting -1 from the lead climbers roll. If one of the PCs reaches the top

and secures ropes, add a +5 situational modifier to this check for subsequent climbers.

Area 1: Hidden Entrance

After navigating up the rocky slope you come to the mouth of a cave. No light illuminates the entrance. The only sound is that of a stream that comes from flanking wall of the entrance.

In the small pond in the farthest part of the cave there are a small number of albino fish. There are sets of tracks that can be found with a successful Wilderness Lore / Tracking check at DC18. If successful, they will notice five distinct sets of tracks, four large booted feet and a slightly smaller pair of booted feet. These are from Sir Rendell, Sir Hartere and three half-orcs. The tracks lead to the large boulder, revealing the hidden entrance to the kobold lair.

If the party is unable to find the tracks, they may also locate the entrance by other means. A Search check DC 12 or a Spot check at DC18 will also reveal the hidden entrance. If they are unable to locate the entrance, the PCs can either wait things out (and re-search the area perhaps taking 10), or turn back.

Area 2: Trapped Entrance

Craftily concealed behind the brush and the large boulders is a dark tunnel. Following the tunnel down the passage, you come to a large oaken door, what must be the true entrance to the complex. The door, covered with writings, seems old but sturdy, and appears to be locked.

If any of the PCs reads Draconic or can Decipher Script DC12, the door reads, ““Enemies of the Kobolds, Cover in Fear!” and “All hail mighty Kurturmak!” A successful Spot check at DC12 will reveal that the door has been recently forced open using large slashing tools, and more recently has been barred from the inside. A successful Disarm Device check at DC 15 will move the bar and allow entry. A combined Strength check of DC 25 will sunder the beam, allowing entrance into the complex, but will make considerable noise, adding a +1 to the next wandering encounter check described above.

If the heroes listen at the door and succeed in a Listen check (DC 8), they will hear the sound of rushing water. If the check was exceptional (DC 28), they will hear the sounds of humanoid voices speaking in an odd language (Draconic). The voices are too distant to be discernable. When the heroes have passed the door read the following text:

Opening the Kobold doors reveals more cavern passageway, with two stream crossing across to impede your progress to another set of oaken double doors.

The streams divide the passageway into thirds. Each stream is fast moving and are about 8 feet

wide. In the center third of the passageway is a pit trap. The kobolds have removable plank bridges that are used when they wish to cross this area. When they are on the alert of defensive (like they are with all the commotion), the bridges are removed.

The pit trap is well concealed, however PCs that attempt to Search or Track/Wilderness Lore may discover the impression in the dirt left by the planks (DC14) or the lack of tracks (DC18). The impressions are flat and about 12 inches wide, but the PCs will probably have no idea what made them. If they are paranoid about the strange marks, provide a +2 situational modifier to any Search check to located the trap.

Spiked Pit Trap (20 Ft. Deep) no attack roll necessary those in the area are effected. Damage is 2d6 for the fall plus the possibility of landing on 1d4 spikes (+10 melee, 1d4+2 damage per successful hit); Reflex save (DC 20) avoids; Search (DC20) Disable Device (DC 20).

Crossing the two streams you come to another set of Oaken Doors. More writing is on these doors.

These doors, which read “Keep Out” in Draconic (DC 20 Decipher Script to read), are intact. The previous invaders were able to navigate them by with magic, therefore avoiding the lock and the traps set by the clever kobolds.

The door is double trapped—one on the lock and one on the door jam itself. The lock may be picked with a successful Open Locks check (DC20). The lock is trapped and without disarming it, a scything blade is released from the adjacent wall.

Scything Blade Trap +8 melee (1d8/x3); Search (DC 21) Disable Device (DC 20).

The door is also trapped and this trap can only be detected if a second Search (DC 22) is attempted. If triggered, the needle trap from the opposite adjacent wall affecting all characters standing between the door and the northern stream.

Hail of Poisoned Needles Trap: +20 ranged (2d4 needles per target in the area of effect suffer 1 hp of damage plus small centipede poison); Search (DC22), Disable Device (DC 22). Small centipede poison Injury Fortitude DC 11, initial damage 1d2 Dex, Secondary damage additional 1d2 Dex, lasts 10 minutes.

Area 3: The Gauntlet

The second set of doors open to a illuminated gigantic cave. The cave is 300 feet wide and 150 feet long and lined with lit torches. Its ceiling is 50 feet high with hundreds of stalagmites hanging from the ceiling. A large pool dominates about a third of the cavern. About 30 to 40 feet up there are windows hewn in the rock or made

from stalagmites and stalactites where the sound of activity can be heard. A rock hewn ramp leads up to another set of double doors at the far end of the cavern.

This is known by the kobolds as “the gauntlet”. Kobold sorcerers and crossbowmen are located in caves above the area (20 feet up and no access to their post from this area – they get to their posts from Area 5.. The kobolds have 3/4 cover (+7 AC and +3 Reflex) and will attack with bolts and spells as the PCs make their way toward Area 4. The goal of these guards is to harass invaders and give the spearmen in the next room a few moments to prepare for any attack.

Consult the following chart to determine how many kobolds the PCs face while running the gauntlet. Any guards who are not dealt with by the heroes while running the gauntlet will return to give aid to their comrades in Area 4 below.

TIER	Tribesmen	Sorcerers
I	6	2
II	8	3
III	10	6

Kobold Tribesmen, Small Humanoid (reptilian) CR 1; HD 1/2 d8 (2 hp); Init + 1 (Dex); Spd 30 ; AC 15 (+1 Natural +1 for size +1 Dex +2 leather); Atks: light crossbow +2 (1d8, 19-20 x2) or Halfspear –1 (1d6, x3); SQ, darkvision; AL LE Saves Fort +0, Ref +1, Wil +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Feats: Alertness

Speaks: Draconic

Kobold Sorc: CR1; Small Humanoid (reptilian) CR 1; HD 1d4 (2 hp); Init + 1 (Dex); Spd 30 ; AC 13 (+1 Natural +1 for size +1 Dex); Atks: Halfspear (1d6, x3); or light crossbow +2 (1d8, 19-20x2); SQ, darkvision; AL LE Saves Fort +0, Ref +1, Wil +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Skills: Craft (trapmaking) +2. Hide +8. :Listen +2. Move Silently +4 Search +2 Spot +2; Feats: Alertness.

Spells Known (5/3): 0-lvl—ray of frost, detect magic, daze, flare; 1st—magic missile, sleep.

Speaks: Draconic

In addition to the attacks from the guards, there is a large pools (20’ deep) that impedes access to the passage to Area 4. Blocking the passages are two additional pit traps. These traps are well hidden (DC20) to notice, and PCs fleeing the gauntlet will almost certainly fall in due to situational penalties.

Pit Traps (10’) deep, no attack role necessary, (1d6) Reflex save (DC20) avoid, Search (DC20); Disable Device (DC 20), Climb DC11 to escape

The door leading out of the chamber has been barred from the inside with a large wooden beam. With a successful Open Locks or Disarm Device check at DC 15, the bar may be moved out of place. A combined strength check of DC 25 will destroy the beam.

Area 4: Bridge Defense

The double doors open into a second huge cavern of near the same proportions as the first. Two wide 10’ streams cross the width, but the plank bridges are being hastily removed by the kobold warriors guarding their banks!

A small group (number varies by tier) of kobold warriors will melee the party while the other tribesmen attempt to remove the bridges, thus making it more difficult for the invaders to advance. In addition, any surviving kobolds from Area 3 (the Gauntlet) will attack with crossbows or spells. Consult the following chart to determine how many additional kobolds are in this area:

TIER	Tribesmen	Sorcerers
I	4	2
II	8	3
III	10	4

Kobold Tribesmen, Small Humanoid (reptilian) CR 1; HD 1/2 d8 (2 hp); Init + 1 (Dex); Spd 30 ; AC 15 (+1 Natural +1 for size +1 Dex +2 leather); Atks: light crossbow +2 (1d8, 19-20 x2) or Halfspear –1 (1d6, x3); SQ, darkvision; AL LE Saves Fort +0, Ref +1, Wil +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Feats: Alertness

Speaks: Draconic

Kobold Sorc: CR1; Small Humanoid (reptilian) CR 1; HD 1d4 (2 hp); Init + 1 (Dex); Spd 30 ; AC 13 (+1 Natural +1 for size +1 Dex); Atks: Halfspear (1d6, x3); or light crossbow +2 (1d8, 19-20x2); SQ, darkvision; AL LE Saves Fort +0, Ref +1, Wil +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Skills: Craft (trapmaking) +2. Hide +8. :Listen +2. Move Silently +4 Search +2 Spot +2; Feats: Alertness.

Spells Known (5/3): 0-lvl—ray of frost, detect magic, daze, flare; 1st—magic missile, sleep.

Speaks: Draconic

Area 5: The Great Hall

The sounds of battle from this area can be heard from any of the passages leading toward this area (no listen check required). If the PCs are cautious, they will be able to look into the cave before entering. Given the state of agitation, there is no chance the PCs will be noticed unless they are exceptionally foolhardy. If they look into the chamber, read the following description:

Peering into this huge cavern, you realize this must be the great hall. It is currently in a state of utter chaos, and your vision is extremely impeded by the thick clouds of fog swirling through the room. Scores of kobolds are battling a hulking beast.

They do not seem to notice you at this time. Rows of long tables are in partial disarray, but they obviously once were positioned toward a raised stage area where the chief would most like sit at banquets.

The majority of the warriors of the tribe are battling a massive umber hulk (the size depends on the Tier). The party should be able to sneak around the melee without being seen. (DC 13). Given the sheer number of creatures in the area, the PCs should realize that to engage them would be suicide. If the party engages in this combat, the kobolds (21 sorcerers and 134 tribesmen - use the statistics presented earlier) will attack them as well!

These kobolds are trying to hold the hulk off until Bree Yark (in Area 15) completes his ritual in the Temple. If the PCs watch the battle for a few rounds, they will realize that the kobolds are obviously defending the temple. Given their defensive posture, the PCs will be unable to enter the temple through the doors in this area without fighting past a number of kobolds and the umber hulk!

Area 6. Kobold Apartments

This is where the majority of the tribe lived. There is nothing of any value in the individual apartments. Any of the caves may be used by the adventurers to hide and heal for a few minutes—however DMs should remember to check for wandering creatures if the PCs spend too much time in these areas.

The objects in the room are moldy straw beds, broken human tools, ratty cloaks and other miscellaneous worthless items. Many of the rooms have remains of kobold tribesmen which have had pieces bitten off from the umber hulks.

In the farthest reaches of the caves, the PCs will find a grisly sight. The remains of kobold women and children that were slain by the half-orcs are here. If the PCs search the full area, read the following:

This apartment is different from the others as there are dozens of kobold bodies here. Nearly all of them are women and children. One lone male carcass still clutches a white flag of surrender. The women and the lone male were killed by hacks from very large axes. Some kobold bodies have holes burned through them from some type of energy blast. The kobold children have not been spared from this grisly attack.

The kobolds holed up in this apartment tried to surrender to and were given no quarter. The wounds on these bodies are unlike the wounds on the other bodies the PCs have encountered.

Area 7: Mushrooms

This large chamber has a circular pool in the center. Surrounding the pool are rows and rows of grayish blue large mushrooms, each almost two feet high. The mushrooms closest to the pool are much smaller and have a rich pink color. The pool is about 2 feet deep and empty save for water.

These mushrooms are part of the food stuff for the tribe. The mushrooms are nutritious but vile tasting. The large blue mushrooms are very filling and provide all the nutrition a kobold needs—they will sustain other humanoids for a while but the taste is horrid and eating them will turn the teeth blue!

There are 12 pink mushrooms all of which have a very faint magic and act as a *cure light wounds* (1d8 +2) when eaten. If a PC eats more than three mushrooms in a day, the imbiber must make a Fortitude check at DC18 or temporarily lose 1d6 Constitution (for 12 hours) due to prolonged stomach problems. If the pink mushrooms are exposed to sunlight or any variance in temperature more than a few degrees from cave temperature, they will wilt and turn to dust, losing their magical properties.

The hallway leading to Area 10 is protected by a pit trap designed to provide added security for Bree Yark.

Pit Traps (40') deep, no attack role necessary, (4d6) Reflex save (DC20) avoid, Search (DC20); Disable Device (DC 20), Climb DC17 to escape

Area 8: Refuse Chute

This room has a pool of water and a deep 40 foot pit with a slimy reflective substance at the bottom. Several rows of torches are lit and are pointed around the perimeter into the pit.

This is where the kobolds clean and dispose of their refuse. The gelatinous cube at the bottom of the pit is fed with garbage and kept at bay with the torches. It is given plenty of refuse and it does not journey up the chute – the only way the PCs can be attacked is if they journey down the chute. Since the cube can easily be avoided, only a single set of statistics are provided.

Gelatinous Cube: CR 3; Huge Ooze; HD 4d10+36; hp 58; Init -5 (Dex); Spd 15 ft.; AC 3 (-2 size, -5 Dex); Atks: Slam +1 (1d6+4 and acid), Reach 10/10/10; SA Engulf, paralysis, acid; SQ: blindsight, transparent, electricity immunity, ooze; AL N Saves Fort +5, Ref -4, Wil -4; Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Special Attacks: Engulf (Ex)—Provokes attacks of opportunity. If attacks are taken there is no save, if not a Reflex save (DC13) avoids. Successful engulf subjects victim to paralysis and acid and succeeds in automatic grapple attacks.

Paralysis (Ex)—Melee attack or engulf require a Fortitude save (DC16) or be paralyzed for 3d6 rounds.

Acid (Ex)—Acid does not harm metal or stone

Transparent (Ex)—Spot checks at DC15 to notice the creature

Special Qualities: Blindsight (Ex)—Uses non-visual senses to detect prey. Unaffected by darkness and invisibility

Transparent (Ex)—Spot checks at DC15 to notice

Electricity Immunity (Ex)—Suffers no damage from electricity

Ooze (Ex)—immune to poison, sleep, paralysis, stunning, polymorphing, critical hits, and flanking.

Area 9: Sorcerers Quarters

This cavern is decorated with vile writings and arcane marks. Several filthy beds of moldy straw are scattered around the room with footlockers at the bedsides.

This cavern is where the sorcerers live and meditate. The writings are phrases in draconic and speak about true kobold power coming from within. Also mentioned is how kobolds shall multiply and conquer. There is also several vile statements about the many other races, especially the elves and gnomes. The secret door to the west is very well hidden (Search DC20) and opens to the geometric meditation room beyond.

This geometric star chamber is perfectly carved in stark contrast to the natural cave setting of the rest of the complex. The walls are painted blood red and the floor and ceiling are of the deepest black.

This is the meditation room, where the kobold sorcerers discover their new spells. There are small pots of incense, humanoid teeth, and other totems. None of these items are of any value to the PCs and many of them are quite repulsive (halfing ears, gnome noses, elven teeth).

There are several secret doors located in this part of the cave complex. Each of the doors is very well hidden (DC 25 Search). If detected, the mechanism to open the door is easily to detect and operate. None of these doors are trapped.

Area 10: Trapped Juncture

Upon entrance into the room read the following text:

This cavern has many corridors leading to it. The southern most corridor is blocked by the set of double doors that bear strange writing. There is a narrow corridor to the east where one can see the mushroom grove. The corridor to the west reeks of smoke. The corridor to the north forks in two. The room is well lit by several torches on the wall and a breeze takes the smoke to the west. Several larger straw beds are in the room as well as a

rickety old set of table and chairs. Several shoddy half spears are placed against the walls.

The large set of double doors leading to the south bear the inscription "ALL HAIL BREE YARK" in draconic. The set of double doors currently locked with an elaborate lock (DC 26) and trapped from the south. If approached from the north, the trap is obvious and can be easily disarmed. If triggered from the south, 3 spears are fire down the hall.

Spear Trap +12 ranged x3 (1d8/x3); Search (DC20), Disable Device (DC20).

Area 11: Chief's Suite

This huge chamber is quite elaborate by kobold standards. A large bed is in one corner of the room and several ratty tapestries line the walls. A small altar to is on the eastern wall. The room also boasts a shoddy dining room table, a fire pit and a pool for drinking and bathing. Discarded rusty weapons, dishes and empty bottles litter the floors. A small throne made of gnome bones is situated at the head of the dining table.

This is the Chief, Bree Yark's Suite. The altar is dedicated to the Kobold god Kurtulmak (mining, ambush, and looting). The nature of the altar is detectable with a Religion check (DC 18). A small rat has been recently decapitated and set on the altar. Lying on the ground near the altar is an open book that is fairly difficult to spot in this room filled with junk. Spot (DC 15) or Search (DC 13) if the PCs are actively searching the area. The book provides detail in draconic (Decipher Script DC 22) the ritual of conversion of kobold warriors into reflections of their god, Kurtulmak. These warriors become stronger, with hides of steel and poisoned tails. Along with multiple kobold sacrifices a holy item of a kobold enemy is also required.

Most objects of any value are stored in the treasure room located through the eastern secret door behind the altar. This door can only be detected by a very difficult Search (DC 25).

The treasure room contains 3000 cp, 20 sp, a holy symbol of Heironius, 4 garnets worth 15 gp each, a fur cloak made of owlbear (worth 50 gp), a silver dagger, a lute, 6 sunrods, 12 half spears, 400 bolts, a dwarven Ugrash, two tower shields, two potions of cure light wounds, potion of spider climb, potion of jumping, potion of cat's grace and tibia carved with runes in celestial which translate to Those walking but not living may be must be destroyed. Utter the words "disruption". (wand of disrupt undead with 50 charges). There is also an invitation to try out for membership at Shooter's as well as several destroyed books about the Gnomish god Garl Glittergold.

Area 12: Kitchens

This cavern is obviously a kitchen. Slaughtered rats are on tables with a variety of cooking instruments. Large gray mushrooms are left half

sliced. A huge fire pit dominates the room. A tunnel leading up and to the north serves as a chimney. A small pool of water is at the western end of the room. A noise comes from the large door to the west. There is a huge oaken door to the south.

The door to the south is cold to the touch and is where the kobolds store their fresh kills. The area is kept chilly by a Brown Mold (CR 2). The mold patch is 2 feet in diameter and any living creature within 5 feet of it suffers 3d6 hp of subdual damage. Fire brought within 5 feet of the creature will cause it to double in size with a corresponding increase in damage inflicted. Those knocked unconscious will freeze to death unless rescued by another PC (Dungeon Masters Guide, pg. 117)

The west door has a barred window at the top and dozen giant rats mill in the chamber beyond. This area serves as a sort of corral for the kobolds. If the rats are freed, they will avoid combat and try to scatter and escape.

Large Rat (12): Medium Animal (mammal) CR 1; HD d8 (4hp); Init +2 (Dex); Spd 15; AC 14 (+2 size, +2 dex); Atks: Bite +4 (1d6); SQ, Scent; AL N Saves Fort +2 Ref +4 Wil +1; Str 5, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +12, Move silently +10; **Feats:** Weapon finesse (bite)

Area 13: Prison

This chamber is obviously a prison. Several crude devices used for torture are in one area of the room. Most of the cells are empty except for a few old bones. In one cell, a gaunt halfling sleeps fitfully in filthy clump of hay. His once fine silk clothing is in tatters.

The halfling is O'Patrick Harnohill (Exp1, hp 1) and he is near death and half starved. He will thank the adventures but cannot promise a rich reward if they save him from his imprisonment. His caravan was captured and its contents looted. He was obtained for ransom, but since losing his caravan his family and company do not have the funds needed to buy his freedom. If the PCs take time to converse with Harnohill, they may learn several interesting facts about the recent events in the caves.

- If asked about the other prisoners he knows they were recently taken to be sacrificed. He is the last of the group of four that were held by the kobolds.
- He does not know what exactly has been going on in the complex, but he has seen a group of half orcs marauding through the area as well as feeling periodic tremors (from the umber hulks)
- He will also tell them that a dark-haired knight came by the bars, looked in and scoffed at the prisoners, and then ran off in another direction. (Sir Hartere).

- Another knight, with blond hair and shiny silver armor called out "I'll be back for you after I recover the holy hooked hammer" and then ran off in the other direction some time later (Sir Rendell).

Area 14: Storage rooms

There is not much of note in any of these rooms. The storage areas once contained food stuff or supplies, but they have been nearly completely destroyed by either the half orcs or the umber hulks. Those areas destroyed by the half orcs show signs of axe work while those destroyed by the hulks show massive footprints and the signs of boxes being torn apart by massive claws.

Area 15: Temple of Kurtamak

This chamber is the temple of Kurtulmak and is the center of activity within the cave complex. Inside the room, the kobold chief, Bree Yark is conducting his ritual to creature more powerful warriors.

The temple is protected by stone doors, marked with a lightning bolt insignia. All of these doors are quite securely locked with *Stone doors* (Break DC38) and magically trapped if touched. Anyone within 5 ft of the doorway is effected.

Electrified Floor: CR 4, section of floor (3d10); Reflex save DC14 for half damage, Search (DC 18), Disable Device (DC36)

This room must be the Temple of Kurtulmak Rows of pews are to the east and depictions of the kobold god Kurtulmak cover the walls. The pictures depict the steel scaled kobold god with a poisoned tip sinewy tail and wielding a spear. Many of the scenes show the evil kobold god teaching the first kobolds the arts of mining, ambushing, and looting. There are several scenes of kobold hosts defeating armies of gnomes.

A large kobold stands on the dais at the west end of the room. He wears orange robes with a white death's-head sigil on the chest. Several large kobolds stand before him finishing imbibing a liquid as the priest anoints them with a gnomish hooked hammer. They are covered with steel scales and have sprouted a wicked looking barbed tail – they appear to be miniature versions of their god Kurtulmak! The red stains on the hammer must be from the blood of the sacrificed prisoners sprawled on the altar to the dark kobold god.

Located in the aisle of the chapel, stands a human figure apparently frozen in place. His long blonde hair and shiny armor clearly identify the man as none other than Sir Rendell...

When the party enters they will notice with a successful Spellcraft (DC13) roll that Sir Rendell has been held. The bodies on the dais have been slaughtered in order to create fiendish kobolds (Tier 2 and higher) to battle the umber hulk invaders. Bree Yark was trying to complete his

ritual when Sir Rendell burst in. Bree Yark promptly used a scroll with an *extended hold person* spell on the brash knight. Sir Rendell will be held for 12 more rounds after the PCs arrive.

When the PCs are detected, the improved kobold warriors will turn and attack the party as their master fires spells. All of the kobolds will fight to the death since their holy sanctuary has been defiled!

Tier One (EL 4)

Fiendish Kobolds (3): CR 1/8; Small Humanoid (reptilian); HD 1/2d8 (4 hp); Init +5 (Dex, Improved Initiative); Spd 30 ft. AC 16 (+1 size, +1 Dex, +1 natural +2 leather, +1 shield); Atks: Shortspike +4 (1d8+2), or tail +0 (1d4+2); SQ Darkvision 60 ft., Cold and Fire resistance 5, SR 1; AL LE Saves Fort +0 Ref +1 Wil +2; Str 14 Dex 12 Con 14 Int 10 Wis 10 Cha 10

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; **Feats:** Improved initiative (added).

Special Attack: Smite Good (Su)—Once per day these fiendish kobolds can make a normal attack that deals +1 damage against a good foe.

Speaks: Draconic

Bree Yark, male kobold Clr4 (Kurkulmak): CR 4; Small Humanoid (reptilian) CR 4; HD 4d8; hp 27; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (+5 leather armor (*magic vestment from scroll*), +1 natural +1 size for Dex +1, small shield +1); Atks: halfspear +5; (1d6+1) SQ, darkvision; AL LE Saves Fort +6, Ref +2, Wil +7; Str 10 Dex 12 Con 14 Int 12 Wis 16 Cha 12.

Skills: Concentration +9, Diplomacy +8, Knowledge, religion +8, Spellcraft +8; **Feats:** Combat Casting, Improved Initiative (added), weapon focus halfspear (free)

Spells: o---detect magic, cure minor wounds x2, inflict minor wounds, guidance, 1st—sanctuary, summon monster I, cure light wounds, protection from good, magic weapon (cast on spear), 2nd—death knell, hold person, silence, invisibility

Spheres: War, Trickery

Speaks: Draconic, Common

Tier Two: (EL 6)

Fiendish Kobold War2 (3): CR 1; Small Humanoid (reptilian); HD 2d8+2 (18 hp); Init +5 (Dex, Improved Initiative); Spd 30 ft. AC 16 (+1 size, +1 Dex, +1 natural +2 leather, +1 shield); Atks: Shortspike +4 (1d8+2) or tail +0 (1d4+2); SQ Darkvision 60 ft., Cold and Fire resistance 5, SR 4; AL LE Saves Fort +0 Ref +1 Wil +2; Str 14 Dex 12 Con 14 Int 10 Wis 10 Cha 10

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; **Feats:** Weapon Focus (Added - Shortspike), Improved initiative (added)

Special Attack: Smite Good (Su)—Once per day these fiendish kobolds can make a normal attack that deals +2 damage against a good foe.

Speaks: Draconic

Bree Yark, male kobold Clr4 (Kurkulmak): CR 4; Small Humanoid (reptilian) CR 4; HD 4d8; hp 27; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (+5 leather armor (*magic vestment from scroll*), +1 natural +1 size for Dex +1, small shield +1); Atks: halfspear +5; (1d6+1) SQ, darkvision; AL LE Saves Fort +6, Ref +2, Wil +7; Str 10 Dex 12 Con 14 Int 12 Wis 16 Cha 12.

Skills: Concentration +9, Diplomacy +8, Knowledge, religion +8, Spellcraft +8; **Feats:** Combat Casting, Improved Initiative (added), weapon focus halfspear (free)

Spells: o---detect magic, cure minor wounds x2, inflict minor wounds, guidance, 1st—sanctuary, summon monster I, cure light wounds, protection from good, magic weapon (cast on spear), 2nd—death knell, hold person, silence, invisibility

Spheres: War, Trickery

Speaks: Draconic, Common

Tier Three (EL 8)

Fiendish Kobold War2 (7): CR 1; Small Humanoid (reptilian); HD 2d8+2 (18 hp); Init +5 (Dex, Improved Initiative); Spd 30 ft. AC 16 (+1 size, +1 Dex, +1 natural +2 leather, +1 shield); Atks: Shortspike +4 (1d8+2) or tail +0 (1d4+2); SQ Darkvision 60 ft., Cold and Fire resistance 5, SR 4; AL LE Saves Fort +0 Ref +1 Wil +2; Str 14 Dex 12 Con 14 Int 10 Wis 10 Cha 10

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; **Feats:** Weapon Focus (Added - Shortspike), Improved initiative (added).

Special Attack: Smite Good (Su)—Once per day these fiendish kobolds can make a normal attack that deals +1 damage against a good foe.

Speaks: Draconic

Bree Yark, male kobold Clr4 (Kurkulmak): CR 4; Small Humanoid (reptilian) CR 4; HD 4d8; hp 27; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (+5 leather armor (*magic vestment from scroll*), +1 natural +1 size for Dex +1, small shield +1); Atks: halfspear +5; (1d6+1) SQ, darkvision; AL LE Saves Fort +6, Ref +2, Wil +7; Str 10 Dex 12 Con 14 Int 12 Wis 16 Cha 12.

Skills: Concentration +9, Diplomacy +8, Knowledge, religion +8, Spellcraft +8; **Feats:** Combat Casting, Improved Initiative (added), weapon focus halfspear (free)

Spells: o---detect magic, cure minor wounds x2, inflict minor wounds, guidance, 1st—sanctuary, summon monster I, cure light wounds, protection from good, magic weapon (cast on spear), 2nd—death knell, hold person, silence, invisibility

Spheres: War, Trickery

Speaks: Draconic, Common

When Sir Rendell is released from the spell effect, read the following:

Suddenly Sir Rendell springs to life shouting "In the name of Heironeus, Surrender the Holy Hooked Hammer!"

Sir Rendell (Human Pal7 Cha 18) only wants to complete his mission. He will thank the party for assisting him on his quest and will use his *lay on hands* (14 hp) ability or his remaining *cure light wounds* spell (1d8+3) on any member that is gravely hurt. He will insist on recovering the hooked hammer. Before the party can learn too much or reveal too much to Sir Rendell, Sir Hartere bursts in the room.

With a loud smash, a handsome Knight in black bursts into the room. He is clad in plate mail and wields a long sword. In his other gauntleted hand he carries what must be the head of an umber hulk. After appraising the situation he speaks in a baritone voice. "Sir Rendell, it appears that you and your squires have recovered the hammer that we have contested over. I yield this contest to you." He then turns and exits the complex.

Sir Rendell will thank the party again for their assistance and will exit the complex.

Encounter 8: Ambush

When the party exits the cave they are ambushed by the half-orc barbarians that have also been searching for the hammer. After realizing the inherent dangers in the caves, these creatures have decided to wait until someone emerges with the hammer, and then take it the old fashioned way.

The half orcs have multiple spells cast on them via arcane scrolls and the barbarians, who are in a *rage*, are using Greenblood oil poison (injury DC13 initial damage 1 Con, Secondary damage 1d2 Con).

At the initial start of the battle (most likely a surprise round unless the PCs are exceptionally clever), Blesitan uses the final charge from a wand to *hold* Sir Rendell (who automatically fails his saving throw – he will be held for 8 rounds). The other two half orcs rush from hiding and attack!

The wizard is at the top of the hill described in area 1, while the barbarians are in the valley. They will try to take advantage of their high strength and augment it more using the Power Attack feat. Climbing the hill is fairly difficult. A Climb check must be made with a DC 14 while in combat. A failed check indicates that the climber falls down the side of the cliff taking 1d3 x Tier hit points of damage, and must attempt the climb again (PCs may not take 10 on this action).

Tier 1 (EL 4)

Blestar, male half-orc Wiz2: CR 2; Medium Humanoid CR 2; HD 2d4+4; hp 10; Init +2 (Dex); Spd 30 ; AC 16 with 3 Mirror Images (+4 mage armor +2 dex); Atks: Club +2 (1d6+1, x2) or Light Crossbow +3 (1d8, 19-20, x2); SA: spells, SQ, darkvision; AL CE Saves Fort +2, Ref +2, Wil +4; Str 12, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills: Concentration +9, Diplomacy +8, Knowledge, religion +8, Spellcraft +8; **Feats:** Combat Casting

Spells prepared : 0—*flare* (x2), *ray of frost* x2; 1st—*sleep*, *color spray*

Speaks: Goblin, Draconic, Orc, Giant, Common

Heithar & Slakinor: male half orc Bbn1: CR 1; Medium-size Humanoid; HD 1d12+4; hp 13 each; Init +2 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor +2 dex –2 *rage*, +2 *Protection from Good*); Atks: Greataxe +9 (1d12+10, 19-20x3); SA: *poisoned* axe; SQ, darkvision, *Rage* for 8 rounds; AL CE Saves Fort +2, Ref +2, Wil +0; Str 20 Dex 14 Con 18 Int 8 Wis 10 Cha 7

Skills: Climb +9, Intuit Direction +4, Listen +3, Move Silently +4; **Feats:** Power Attack.

SA: Poison (injury DC13 initial damage 1 Con, Secondary damage 1d2 Con).

Speaks: Orc, Common

Tier 2 (EL 6)

Blestar, male half-orc Wiz3: CR 3; Medium Humanoid CR 2; HD 3d4+6; hp 16; Init +2 (Dex); Spd 30 ft.; AC 16 (+4 mage armor +2 dex); Atks: Club +2 (1d6+1, x2) or Light Crossbow +3 (1d8, 19-20, x2); SA: spells, SQ, darkvision; AL CE Saves Fort +2, Ref +2, Wil +4; Str 12, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills: Concentration +9, Diplomacy +8, Knowledge, religion +8, Spellcraft +8; **Feats:** Combat Casting

Spells prepared: 0—*flare* (x2), *ray of frost* (x3); 1st—*sleep*, *color spray*, *magic missile* (x2); 2nd—*Melf's acid arrow*, *web*, ~~*cat's grace*~~ (cast on barbarians)

Speaks: Goblin, Draconic, Orc, Giant, Common

Heithar & Slakinor, male half-orc Brb3; CR 3 Medium-size Humanoid; HD 3d12 (49 hp when *raged*); Init +3 (Dex); Spd 30 ; AC 17 (+3 studded leather armor +3 dex, +2 *cat's grace*; -2 *rage*, +2 *Protection from Good*); Atks: Greataxe +10 (1-12 +10, 19-20 x3); SA: *poisoned* axe; SQ, darkvision, *Rage* for 8 rounds; AL CE Saves Fort +8 Ref +3 Wil +1

Str 24* Dex 16 Con 20* Int 8 Wis 10 Cha 7

* *Rage effects*

Skills: Climb +9, Intuit Direction +4, Listen +3, Move Silently +4; **Feats:** Power Attack, Cleave.

SA: Poison (injury DC13 initial damage 1 Con, Secondary damage 1d2 Con).
Speaks: Orc, Common

Tier Three (EL 8)

Blestar, male half-orc Wiz5; CR 5; Medium-size humanoid HD 5d4+10; hp 24; Init +2 (Dex); Spd 30; AC 16 with 4 Mirror Images (+4 mage armor +3 dex); Atks: Club +4 (1d6+1, x2), Light Crossbow +5 (1d8, 19-20 x2); SA: spells, SQ, darkvision; AL CE SV Fort +3, Ref +4, Wil +4; Str 14, Dex 16, Con 16, Int 16, Wis 12, Cha 8.

Skills: Concentration +10, Disable Device +7, Knowledge, Arcana +6, Move Silently +6, Open lock +6, Spellcraft +6; **Feats:** Combat Casting, Scribe Scroll, Spell Focus: Evocation (+2 save DC)

Spells: 0—~~flare~~ (x2), ~~ray of frost~~ (x3) 1st—~~sleep~~, ~~ray of enfeeblement~~, ~~magic missile~~ (x2), ~~cause fear~~, ~~grease~~; 2nd—~~web~~, ~~cat's grace~~, ~~bull's strength~~ (cast on barbarians); 3rd—~~fireball~~, ~~lightning bolt~~, ~~slow~~.

Speaks: Goblin, Draconic, Orc, Giant, Common

Heithan & Slakinor, male half-orc Bbn5; Medium Humanoid CR 5; HD 5d12 (65 hp when *raged*); Init +4 (Dex); Spd 30; AC 18 (+3 studded leather armor +4 dex, +2 Cat's Grace; -2 rage, +2 Protection from Good); Atks: Greataxe +14 (1-12 +13, 19-20x3 with Keen spell and rage) SA: poisoned axe SQ, darkvision, Rage for 12 rounds; AL CE Saves Fort +8 Ref +5 Wil +1

Str 28* Dex 20** Con 20* Int 8 Wis 10 Cha 7

* Rage and Bull's Strength

** Cat's Grace

Skills: Climb +13, Intuit Direction +8, Listen +9, Move Silently +8; **Feats:** Power Attack, Cleave.

SA: Poison (injury DC13 initial damage 1 Con, Secondary damage 1d2 Con).

Speaks: Orc, Common

The half-orcs are determined to get the hooked hammer and will fight until they are defeated or killed. If possible, they will attempt to pry it from Sir Rendell's hands (if he has it) and make a break for it. The half-orcs are very well prepared and cunning warriors and will use all of their combat skills and spells to their advantage. They are not above taking hostages of fallen comrades, and will bargain PCs lives in exchange for their own.

If for some reason the PCs are able to question the half-orcs regarding why they were so interested in the hooked hammer, they will simply grunt and refuse to answer. If magically compelled to answer, they will tell the PCs that "their lives depend upon achieving the hammer". This is a true statement and there is no other information the PCs will be able to learn from them.

Encounter 9: Epilogue

Following the battle, the PCs will be able to tend to their wounds and to any fallen comrades. Sir Rendell will gladly use any of his remaining *lay on hands* ability or his remaining *cure light wounds* spell (1d8+3) on the PCs. Once the wounds are tended, the PCs may feel free to interact with Sir Rendell during the journey home.

If Rendell has the hammer (the PCs should give it to him unless the half-orcs took it), he will be overjoyed at his success. Having won the hammer, he is sure that the deed will earn him a place in the Knights. Sir Rendell intends to return the hammer to the gnomish cleric with great circumstance and will be looking to hire one of the local halfling bards to sing his praises. DMs may wish to describe this scene for the PCs.

If the half-orcs still have the hammer, Sir Rendell will insist on traveling after them. He will not willingly allow the PCs to follow him and neither he nor the PCs will be able to find their trail. If the half-orcs took the hammer, there may be another story for another day. Since there are so few days left in his quest, Rendell will wind up returning to Littleberg a defeated man.

Asking Sir Rendell about Sir Hartere reveal some interesting information.

"Sir Hartere and I have been rivals ever since we met in training many years ago. He is very smart and one of the most cunning warriors I have ever known. He used to be very religious, but I have not seen him at any of Hieronius services over the past few years."

"The two of us have always seemed to be competing, although I am not sure why he thinks we could not be allies. We have competed for everything from our instructor's praise to the soft kiss of a maiden. I am sure that he and I will meet again, perhaps in our upcoming trials for the Knights of the Hart."

Eventually, the PCs should make their way back to the Copper Flagon and make contact with Mander. Mander will eagerly await their report. He is especially interested in whether or not the PCs think that Rendell suspects they were sent to aid him. He will also be interested in musings regarding Sir Hartere, although he will not allow the PCs to question his character publicly without solid proof.

Mander will gladly pay the PCs the agreed upon rate for their services (1 gp / day) for a total of 3 or 4 gp per PC. In addition, if they tell an honest story regarding their deeds and dangers faced, Mander will add a bonus of 100 gp for the PCs to share amongst themselves.

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 3

Destroying the troll 75 xp

Encounter 4

Fixing the wagon 10 xp

Encounter 7

Area 2: Defeating the trap 10 xp

Area 3: Defeating the Kobolds 25 xp

Area 7: Defeating the trap 10 xp

Area 8: Defeating Gelatinous Cube 25 xp

Area 12: Defeating rats 10 xp

Area 15: Defeating the trap 10 xp

Area 15: Defeating Bree and minions 75 xp

Area 15: Rescuing Rendell 25 xp

Encounter 8

Defeating ambush 75 xp

Encounter 9

Keeping the Mission secret from Rendell 90 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 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 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 7, Area 11

- 3000 cp
- 20 sp
- a silver holy symbol of
- 4 garnets (25 gp each)
- A fur (owlbear) cloak (50 gp)
- A silvered dagger
- A lute
- 6 Sunrods (2 gp; small; 1; yes; common; 1 lb)
- 12 half spears
- 400 crossbow bolts
- A dwarven urgosh
- 2 tower shields
- 2 *potion of healing* (50 gp; small; 1; yes; common; *)
- *potion of spider climb* (50 gp; small; 1; yes; common; *)
- *potion of jump* (50 gp; small; 1; yes; common; *)
- *potion of cat's grace* (300 gp; small; 1; yes; common; *)
- *wand of disrupt undead* (50 charges) (375 gp; small; 1; yes; common; *)

Conclusion

- *Invitation to Sharp Shooters*: The bearer of this certificate may, at any time of their choosing, petition for membership. The membership trial involves a test of skill with a crossbow (the preferred weapon at the club) adjudicated by the Furryondy Regional Triad. If successful, the applicant wins membership in the club which in addition to meta-game events, also provides the PC a *Common Lifestyle* for adventures that take place in or around Claw Gorge for no charge. This

invitation is valued at 50 gp and may be traded.

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DM's Map

