

FUR2-07



REDSTONE

A One-Round D&D[®] LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1

by John E. Wyatt

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

A merchant caravan headed for the Redstone mines needs some guards and would like to hire professional adventurers. Seems the merchant is concerned that shipments from the mines have been slow to arrive in Terlisean. An adventure for characters levels 3 - 10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players 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, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), 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 LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

- 4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Furyondy. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The quarry workers at Redstone, in the County of Crystalreach have disturbed a destrachan, while excavating stones. This creature is not too thrilled by these people encroaching on its lair and has begun capturing the workers. Additionally it has created some alliances with other underground creatures to aid it in the task of capturing the people of the quarry through stealth.

The characters find themselves in the small trading post town of Terlisean, where they witness several minor crimes taking place throughout the town as they are passing through or traveling to an inn. A caravan driver approaches the characters, looking for some guards to travel with him to the Redstone Quarry two days away.

Arriving at Redstone the characters find that it appears abandoned. Upon examining the area, clues are found leading to some of the tunnels. Entering the tunnels, the characters find clues leading to the destrachan and its allies.

Destroying or driving off the beast(s), the characters find the missing quarry workers in a large chamber. Some are merely incapacitated or unconscious, and some are dead.

INTRODUCTION

Leaving the Barony of Willip behind, you ride a ferry across the Crystal River to the small trading town of Terlisean. Taking in the sights of this small town as the ferry approaches, you note that there are several ships docked at the riverfront unloading various supplies onto waiting wagons.

As the ferry docks, the ferryman collects your copper coins and speaks in a low dry raspy voice, "Enjoy the peaceful city of Terlisean. There is an inn a short distance to the north. Fare thee well."

Terlisean (Small Town): Conventional; AL N; 800 gp limit; Assets 3,900 gp; Population 1,300; Mixed (human 79, halfling 9, elf 5, dwarf 3, gnome 2, other 1).

Authority Figures: Mayor Harlequin Seth, male human (Oeridian) War2/Ari5; Constable O'loff Stronghands, male human (Suel) Ftr3; Brandar of Heironeous, male human Clr7.

Located at the edge of the County of Crystalreach on the Crystal River and 35 miles southeast of Heldarn, Terlisean is important trading post and supply center. Goods arrive in Terlisean from the south by ships that dock on the riverfront. They then travel to Heldarn and beyond, supplying the county.

Terlisen is an unwallled town of an oddly gentle atmosphere, given it is only two days away from the summer home of Iuz, in the former Horned Society. The town has some criminal elements, cutpurses, charlatans, and a small thieves' guild, as well as small underground gambling halls in the southern districts. A garrison of 150 people is drawn from the local folk to serve as militia and town watch. The people that make up the town watch are not exactly known for their honesty.

ENCOUNTER 1: THE CONMAN

As the players depart from the ferry and head into the streets, a charlatan approaches them.

As you leave the riverfront, a short deeply tanned human man wearing a fine suit of clothing and a fedora approaches your group. Tipping his fedora he says very quickly, "Greetings my friends, allow me to introduce myself, I am Sham Bitinhook. You look like your new to the area, perhaps I can help you out by sharing my vast information of this town with you for a small transaction fee; or perhaps you need a business license to practice your chosen profession here, maybe your looking for some games of chance or adventure? Come tell Sham what you need and I can get or direct you to it, of course for a small fee."

Sham is a crooked businessman skilled in the art of fast-talking. He attempts to sell the characters information on the town for 1 sp per question. If a character wants to buy a license to practice a profession in town, Sham creates a forged license for 1 gp. If the characters seek adventure, Sham leads them to a small gambling hall operated by a group of rogues known as the Terlisean Twenty.

A successful opposed Sense Motive check reveals to the characters that Sham is a conman, is not on the up and up, and is attempting to con the characters out of their hard earned loot.

Sham Bitinhook: Male human Rog2; hp 10; see Appendix I.

ENCOUNTER 2: TERLISEAN TWENTY

The Terlisean Twenty are a group of thieves from various races that form the local thieves' guild. The characters meet these men and women only if Sham brings them to their gambling hall. The Terlisean Twenty are looking to increase their numbers to thirty. They have Sham bring possible recruits in to see if they live up to their standards.

Sham leads you through the streets of Terlisean and through several dark alleyways before stopping at a run down slightly scorched wooden building. He knocks on the door three times and a slot slides open in the door. After a moment the door opens. Inside a smoky room sits nearly a score of men and woman of the various races of Oerth playing a variety of dice and card games.

The characters are welcome to join in on any game. The minimum bet is 1 gp and the maximum 10 gp.

The dice games are purely strait up dice rolling. Card games can be resolved with opposed Bluff/Spot checks with 1:1 odds. However occasionally there is cheating, such as loaded dice or a card up the sleeve. The cheating adds a +10 circumstance bonus. In the case of cheating, allow the characters an opposed Spot check versus a Pick Pocket check. If a character catches one of the Terlisean Twenty cheating and accuses them, the character(s) are asked to leave the gambling hall unless he or she is a rogue with ranks in the Innuendo skill. Characters who succeed at an Innuendo check (DC 10), receive recognition of the twenty. The maximum earnings a character can receive from gambling with the Twenty are 50 gold pieces. Note that for the purpose of this adventure, the Terlisean Twenty have base Spot, Pick Pocket, and Bluff skills at +4.

ENCOUNTER 3: TERLISEAN TAVERN

The Terlisean Tavern is a two-story brown brick building with a black thatch roof. Over the double door is a hanging sign of a tankard and a bed. Inside the Tavern is a bustle of people, smoke hangs heavy to the ceiling, and the noise of the clank and clatters and voices is of a moderate level. Several waitresses are rushing about serving orders, and the bartender is filling drinks. Amidst the crowd of locals, some other noteworthy characters stand out. Two men are having an arm wrestling contest at a corner table, a small crowd is watching with a few men taking bets. A small group of armed and armored men, and a woman are studying some maps. Three armored war dogs lay beneath the table near the woman. Finally, four halflings are playing dice in the corner.

The arm wrestling match is between a hulking muscular human and a half-elf, slightly muscled. The game is rigged to have the half-elf win. Characters can make bets of 5 gp increments (up to 25 gp maximum) on either the human (2:1 odds) or half-elf (5:1 odds). The contestants do not take new challenges after their match is over.

Looking at the map that the group is studying reveals that it is a map of areas occupied by the Old Horned Society. The woman, Lhana Trailblazer is discussing tactics among her soldiers for an assault on a humanoid base just inside Old Wicked's lands near Molag. She has no interest in what the characters have to say and is quite rude, asking them to leave and not bother her or her men again. If any character persists in bothering the woman, her war dogs begin to growl, bark, and snip at that character.

➤ **Lhana Trailblazer:** Female human Ftr5/Rog9 hp 110; see Appendix I.

➤ **Guards (5):** Male human Ftr2; hp 20; see Appendix I.

➤ **War Dogs (Dog, Riding) (3)** hp 13, 13, 13; see *Monster Manual*.

If the characters attack Lhana, her soldiers, or the war dogs, combat breaks out with the woman ordering the men to slay the characters. A patron at the tavern runs out and fetches the watch.

If more than five rounds of combat pass, the city watch enters into the fray and arrests the characters for causing a disturbance. The characters involved are fined 50 gold pieces and imprisoned for 30 days (4 TU). Note that if this occurs, the characters are not available when Dirk leaves and the adventure would be over for them at this point.

The four halflings more than welcome the characters to their game of dice. The minimum bet is 1 gp and the maximum 10 gp. The dice games are purely strait up dice rolling with 1:1 odds. The maximum earnings a character can receive from gambling with the halflings are 50 gold pieces.

Allow the characters to explore some of the games above if they choose. Afterwards, or when they go to place an order, a human man approaches them.

A human man of Oeridian descent approaches you, "Gentlefolk would you be adventurers? If ye are I can use your services quite quickly on the road to Redstone. I need to deliver supplies and in a hurry. Can I hire you as guards?"

This human is Dirk Darling, a merchant that supplies Redstone with foodstuffs, clothing, and mining equipment for the stone that is mined there. The reasons Dirk wants to leave are: 1) the shipments from Redstone have not arrived, being several days late, and 2) there are rumors of a creature attacking caravans on the way to Redstone passed around from other merchants that have come from that direction.

Dirk offers 50 gp per character to accompany him as guards to Redstone. If the characters decline, he seeks guards elsewhere. Use option 2 to give the players a second chance to go on the rest of the adventure.

Option 2

If the characters are not interested in Dirks offer, then the following happens to the characters before leaving the tavern. A captain of the guard sees that the characters are new to Terlisean, and has taken steps to frame them in a robbery, if they do not do what he asks of them. He wants the characters to retrieve the quarterly quarry report from Redstone and return it to him.

A tall dark haired human man wearing the livery of Furyondy with several town guards enter into the tavern and begin looking about. The dark haired man looks in your direction, points a finger toward your group and the guards approach you. The guard asks you to follow them.

If the characters refuse to follow they are arrested, and have to spend one night in jail and pay a 5 gold piece fine. If a character attacks a guard, they are executed on the spot and the rest of the group is arrested for 30 days (4 TU) and fined 40 gold pieces.

Characters following the guards are lead to a small watch post and told the following by the dark haired man:

"You have been identified in criminal activities. We have been watching you since you arrived in town. We don't like your types here, however, if you are willing to assist us, we would be willing to overlook your past behavior. Consider this an opportunity to "prove" your innocence. Here is what you must do. You must travel to Redstone, a rock quarry about a three-day walk from here, and collect the quarry's quarterly mining report. You will then bring it back here to me. If you refuse, you will be spending a month in jail for the robbery you and your fellows have committed. If you accept and do not return with the report, bounty hunters will be sent to hunt you down dead or alive in the name of Count Jakartai. Do I make myself clear?"

If a character refuses this offer, than the corrupted town guard captain produces evidence against them for the

crimes of robbery. The characters spend 30 days in jail (4 TU) and this ends the adventure for them. Note that if the characters do not return with the report to captain at the end of the adventure, bounty hunters do not seek out the characters.

ENCOUNTER 4: ON THE ROAD

From Terlisen it takes two and a half days to arrive at Redstone if traveling with the merchant caravan. The merchant caravan consists of Dirk and five common laborers with three wagons full of supplies. If the characters are traveling on their own, it takes one day of hard riding on horses to reach Redstone. On foot it takes three days.

About halfway to Redstone, the characters see two large creatures (a manticore and a chimera) fighting in the air. One crashes to the ground dead (the manticore) while the other flies about in the area. The impact causes a sleeping bulette(s) to burrow up out of the ground and investigate the disturbance.

As you stride forth toward Redstone, a sight catches your eyes. High above you in the sky two large creatures fight. Both have bodies of felines with leathery wings; however, the smaller of the two has three heads. A bolt of lightning spurs forth out of one of the three-headed creature's mouths, which strikes a deathblow to the other creature. It falls to its death several hundred feet in front of you, on the side of the road. The three-headed creature begins flying in wide circles around the area.

As the characters, with or without the caravan proceed forward, note to the characters that the chimera is still flying around the area, keeping an eye upon them. As the caravan gets within 50 feet of the dead manticore the ground begins to shake as a bulette comes to investigate the crash that awakened it. The bulette is hungry! At higher APLs, the chimera attacks the characters as well, mainly to protect its lunch.

Though the players should do most of the work in dispatching these beasts, Dirk and the laborers do what they can. If Dirk dies or if at least half of the laborers die, the remaining caravan laborers flee.

ALL APL'S

☛ **Dirk Darling:** Male human Exp3; hp 23; see Appendix I.

☛ **aborers (5):** Male human Com2; hp 11; see Appendix I.

APL 4 (EL 7)

☛ **Bulette:** hp 94; see *Monster Manual*.

APL 6 (EL 9)

☛ **Bulette:** hp 94; see *Monster Manual*.

☛ **Chimera:** hp 76; see *Monster Manual*.

APL 8 (EL11)

☛ **Bulette:** hp 94; see *Monster Manual*.

☛ **Chimera, Advanced:** hp 150; see Appendix I.

APL 10 (EL13)

☛ **Bulettes (2):** hp 94, 94; see *Monster Manual*.

☛ **Chimera, Advanced:** hp 190; see Appendix I.

ENCOUNTER 5: REDSTONE

Redstone is a rock quarry named after the red stone that is mined there. The red stones themselves are equal to limestone in hardness and wealth. The stone mined at Redstone is used all over the County of Crystalreach to craft city municipal buildings and other stone structures.

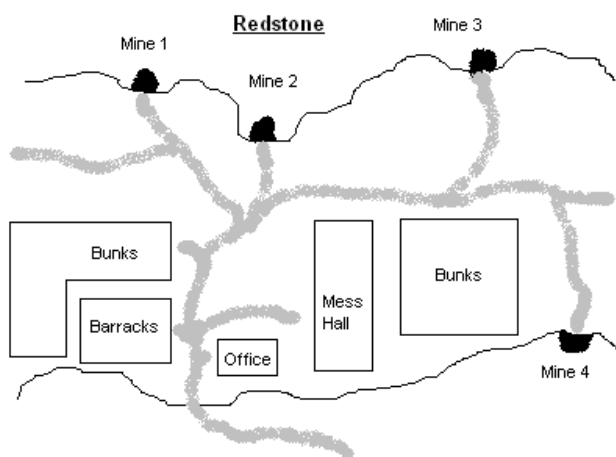
Arriving with the caravan as guards:

After two and a half days of travel, you and the caravan have arrived at Redstone. A small road descends into the large rock quarry. From your vantage point the quarry looks to be about two miles long dotted with an occasional mine entrance. Dirk looks to you with a worried look, "There should be hundreds of laborers working at this time of day, cutting stone and what not. Something is wrong. I'll stay here, and if you go find out, I'll double you wages based on your findings. Look for Mamadal, he is the dwarf that runs the quarry."

Arriving without the caravan:

After some travel, you arrived at Redstone. A small road descends into the large rock quarry. From your vantage point the quarry looks to be about two miles long dotted with an occasional mine entrance.

At the bottom of the quarry are several buildings and four mine entrances that are nearby.



Descending down the gravel path into the quarry, the first red stone building you see has a sign that states: Redstone Quarry Offices – Open Sunup to Sundown. Across from the Office lies a larger building with a sign stating: Crystalreach Redstone

Barrack – Authorized Personnel Only. Two other red stone buildings lie behind the office and another next to the barracks. Three mine entrances can be seen from the office.

The office contains a logbook of incident reports and the quarterly quarry report. The logbook lies open on the desk of Mamadal. Give them *Player's Handout 1*.

Incident Reports of the Redstone Mines 592

- Coldeven 5th, 592 – Mine 15 collapsed killing 3 miners.
- Flocktime 14th, 592 – In Mine 42, the miners found a strange creature resembling a shark. The infantry destroyed creature. 14 infantrymen wounded, 5 infantry killed, and 4 miners killed.
- Wealsun 18th, 592 – In Mine 74, the miner's report of a dragon turned out to be false, it was a dragonne and proved non-hostile. This mine is currently closed until further negotiations are made with the creature.
- Reaping 2nd, 592 – Mine 3 suffered a localized tremor, injuring 16 miners. Entrance closed.
- Dated 3 day ago – Strange roaring sounds coming from Mine 4. Sent a score of infantrymen to investigate. These men have been gone for 4 hours and are overdue to report.
- Dated 2 days ago – Still no sign of the missing infantrymen. Sent another score of infantrymen men out to investigate, but they have turned up nothing.
- Dated 1 day ago – All of the workers stationed in the east bunkhouse have disappeared during the night. Some claw marks have been found in the floor. Sending two score of infantrymen to follow up on this strange disappearance and notify other quarry workers throughout the mine network.
- Last dated entry: Dated 1 day ago – Only a half a dozen of the two score of infantry have returned. An evacuation of the quarry has been called until further investigations can be made. All quarry workers and remaining infantrymen are being sent to Heldarn.

The quarterly quarry report lies in the bottom draw of the desk. The last recorded entrée shows that 20,000 pounds of Redstone has been excavated from the quarry. 10,000 pounds of the stone was sent to the capital city of the Crystalreach, Greatwall. 6,000 pounds of the stone was distributed evenly between Crying Spear Keep, Brancast Keep and Fendrelan. 4,000 pounds of the stone was distributed between Terlisean, Moatshield, Morsten, and Heldarn.

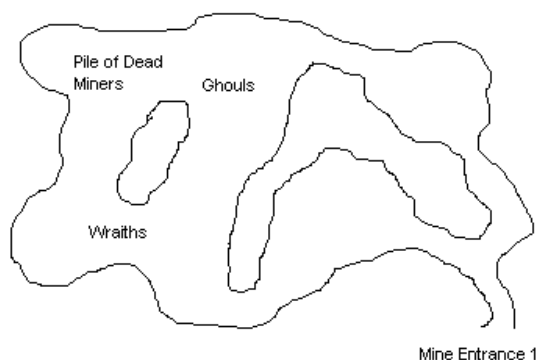
If the East Bunkhouse is searched, a successful Search check (DC 20) reveals small claw-like scratches throughout the bunkhouse on the stone floor. If a character attempts to track the scratches, they must succeed at a Track check (DC 26). If the check is successful the tracks lead into mine entrance 2.

The other buildings show signs of recent use, but provide no real clues or anything of value beyond mining equipment.

ENCOUNTER 6: INTO THE MINES

There are four mines that the characters can go into. Time becomes a factor here, since several of the miners and infantryman are still alive but suffocating. The characters have about 2 hours to save the prisoners that are trapped in a cavern in Mines 2 and 3. Unless otherwise stated, the mine hallways are all 15 ft. tall. The rest of the scale for the mine complex is up to DM judgment.

Mine 1



Two-dozen miners and several infantrymen met their end here during the evacuation of the quarry. Some of these poor souls have risen from the dead turned into wraiths and/or ghouls. At APL 6+, if combat breaks out with one of the groups, it attracts the other group, which arrives in 2 rounds.

APL 4 (EL 4)

☛ **Ghouls (4):** hp 13, 13, 13, 13; see *Monster Manual*.

APL 6 (EL 6)

☛ **Ghouls (4):** hp 13, 13, 13, 13; see *Monster Manual*.

☛ **Wraith:** hp 32; see *Monster Manual*.

APL 8 (EL 8)

☛ **Ghouls (5):** hp 13, 13, 13, 13, 13; see *Monster Manual*.

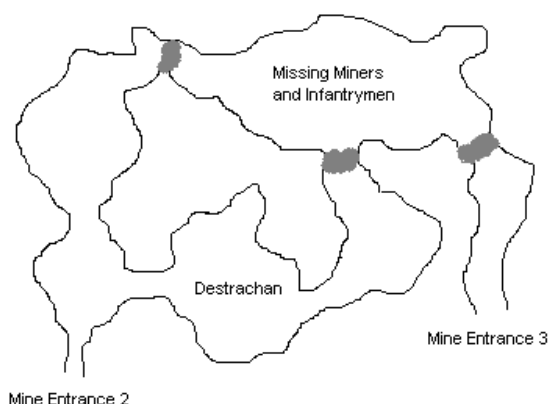
☛ **Wraiths (2):** hp 32, 32; see *Monster Manual*.

APL 10 (EL 10)

☛ **Ghouls (5):** hp 13, 13, 13, 13, 13; see *Monster Manual*.

☛ **Wraiths (5):** hp 32, 32, 32, 32, 32; see *Monster Manual*.

Mines 2 and 3



A destrachan has captured the majority of the missing infantrymen (45) and the entire east bunkhouse of 100 workers and has sealed them in a cavern about 1 hour before the players arrive at Redstone. The captives are all unconscious; suffering from oxygen deprivation. There is two hours of oxygen left in the chamber. Once the two hours have passed the captives take 1d6 points of subdual damage every 15 minutes due to suffocation. All three cave-in areas have 12,000 pounds of large stone debris (15 ft. by 15 ft. by 15 ft.) blocking the passage. The characters can attempt to excavate one or all of the cave-in areas. Characters can clear rock and debris equal to five times their heavy load rating per minute. Mining equipment doubles the removal rate. (For example: Str 10, heavy load 100lb. = 5 x 100 lbs. = 500 lbs. of stone removed per minute)

Tactics

The destrachan only uses its claws as a last resort or to finish off weakened opponents affected by its sonic attacks. It uses its sonic attacks to destroy armor and weapons and then changing its harmonics to disrupt flesh. However if 3 or more characters stand in a group the destrachan uses its material sonic harmonics to collapse a 15 ft. by 15 ft. section of the ceiling over them. See the *DUNGEON MASTER'S Guide* for more details about cave-ins.

APL 4 (EL 7)

🔪 **Destrachan**: hp 60 (currently 40); see *Monster Manual*.

APL 6 (EL 9)

🔪 **Destrachan, Advanced**: hp 70; see Appendix I.

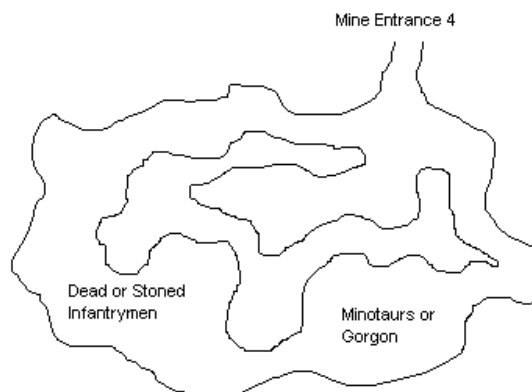
APL 8 (EL 11)

🔪 **Destrachan, Advanced**: hp 98; see Appendix I.

APL 10 (EL 13)

🔪 **Destrachan, Advanced**: hp 162; see Appendix I.

Mine 4



When approaching the entrance to this mine, heavy breathing and snorting can be heard. The sound of the roaring mentioned in Mamadal's Incident Log was that of a minotaur, which has been turned to stone by a medusa at higher APLs. The beast is waiting for victims to enter into its newly found lair. So far the beast has killed (or turned to stone) a score of infantrymen and a dozen or so miners. The beast has captured Mamadal, or turned him into stone at the higher APLs.

APL 4 (EL 5)

🔪 **Minotaur**: Male minotaur Bbn1; hp 51; see Appendix I.

APL 6 (EL 7)

🔪 **Minotaur**: Male minotaur Bbn3; hp 69; see Appendix I.

APL 8 (EL 9)

🔪 **Half-Fiend Medusa**: hp 39; see Appendix I.

APL 10 (EL 11)

🔪 **Half-Fiend Medusa**: Female half-fiend medusa Sor2; hp 49; see Appendix I.

There is a small sack of gold coins for the characters that defeat the minotaur or medusa, whatever the case may be. A break down of how much loot is available per character is in the Treasure Summary.

If Mamadal is saved from the minotaur (APL 4 or 6) or returned to flesh from stone (APL 8 or 10), he thanks the characters and asks characters for their help in rescuing the mining workers and infantrymen, if the characters have not already done so. If the characters decline initially, Mamadal unshutters his shield, using the *symbol of persuasion* on it to convince the players that they must help (Will save, DC 22). Those who agree to assist, with or without the shield, are then led to Mine 2.

🔪 **Mamadal**: Male dwarf Ftr5; hp 54; see Appendix I.

CONCLUSION

There are four different possible conclusions to Redstone. Find the conclusion that best fit the ending situation of the characters.

SUCCESS

The characters have been successful in rescuing the missing mineworkers, infantrymen and Mamadal.

After unburying the collapsed mines and rescuing the mineworkers, infantrymen, and Mamadal, the inhabitants of Redstone throw a feast in your honor for your deeds of bravery. Several days after you have left Redstone, a rider approaches your group while you travel on the road. The human man bears the livery of Count Jakartai. The rider says, "Count Jakartai has recognized your heroic deeds at Redstone. On behalf of the Count, take this reward to further your heroic and just deeds in the kingdom of Furryondy." The man asks that each of you sign a parchment and then hands you each a pouch of platinum coins.

PARTIAL SUCCESS 1

The characters have returned to Dirk with the results of the fate of the Mamadal and the other workers of Redstone, but did not defeat the monsters.

Dirk thanks you for your effort in learning that something foul has befallen Redstone. He asks that you accompany him to Heldran to report your findings to the local magistrate. Whether or not you travel with him, he pays you the promised extra gold, and begins heading toward Heldran.

A few days later, news of the Redstone quarry shutting down from a monster infestation has been the topic of discussion across the Crystalreach. This hurts several of the keeps and cities in the region that depend on the stone to keep defenses up in case of an attack from the forces Iuz.

PARTIAL SUCCESS 2

The characters have returned to Terlisean with the quarry report and turned it over to the corrupt watch captain.

You return to the small watch office in Terlisean, where the watch captain awaits. He smiles as you enter and asks if you have brought the report.

If the characters do not give him the report they are arrested for 30 days (4 TU) and fined 40 gold pieces. Nobody listens to what the characters have to say.

As you give him the report, he thanks you and tells you to stay out of trouble while you enjoy the sites of the Crystalreach. A few days later, news of the Redstone quarry shutting down from a monster infestation has been the topic of discussion across the Crystalreach. This hurts several of the keeps and cities in the region that depend on the stone to keep defenses up in case of an attack from the forces Iuz.

FAILURE

The characters have failed to accomplish any of the successful conclusions, ended up in jail, or have fled the mines or have been killed.

News of the Redstone quarry shutting down from a monster infestation has been the topic of discussion across the Crystalreach the last few days. This hurts several of the keeps and cities in the region that depend on the stone to keep defenses up in case of an attack from the forces Iuz.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: On the Road

Defeat the bulette (and chimera).

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	390 XP

Encounter 6: Into the Mines (Mine 1)

Defeat the undead.

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 6: Into the Mines (Mine 2/3)

Defeat the destrachan.

APL 4	180 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 6: Into the Mines (Mine 4)

Defeat the minotaur (medusa).

APL 4	120 XP
APL 6	180 XP
APL 8	270 XP
APL 10	330 XP

Story Award

Rescue the miners.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 4	600 XP
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APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

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

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

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

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

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

TREASURE KEY:

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

Encounter 2: Terlisean Twenty

Success at gambling with the thieves can win any given character up to 50 gp.

All APL's: L: 0 gp; C: 50 gp; M: 0

Encounter 3: Terlisean Tavern

Success at gambling with the halflings can win any given character up to 50 gp.

All APL's: L: 0 gp; C: 50 gp; M: 0

Encounter 6: Into the Mines (Mine 4)

Defeat the minotaur (medusa), take their respective weapon and gold.

APL 2: L: 2 gp; C: 45 gp; M: 0

APL 4: L: 2 gp; C: 45 gp; M: 0

APL 6: L: 3 gp; C: 90 gp; M: 0

APL 8: L: 3 gp; C: 90 gp; M: 0

Conclusion: Success

APL 2: L: 0 gp; C: 175 gp; M: 0

APL 4: L: 0 gp; C: 250 gp; M: 0

APL 6: L: 0 gp; C: 325 gp; M: 0

APL 8: L: 0 gp; C: 400 gp; M: 0

Conclusion: Partial Success 1

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 100 gp; M: 0

APL 6: L: 0 gp; C: 100 gp; M: 0

APL 8: L: 0 gp; C: 100 gp; M: 0

Total Possible Treasure

APL 2: 324 gp

APL 4: 399 gp

APL 6: 518 gp

APL 8: 593 gp

ADVENTURE CERTIFICATES

Furyondy Thieves' Guild Recognition

Based on the character's actions in this adventure, the character has gained the recognition of the Terlisean Twenty, a Guild of Thieves' in Furyondy. This recognition allows the character to train under the tutelage of the Terlisean Twenty. The character may choose one of the following feats as his/her next available general Feat from the *Song and Silence* guidebook, provided the prerequisites are met: Alluring, Acrobatic, Athletic, Arterial Strike, Charlatan, Dash, Expert Tactician, Hamstring, Persuasive, Shadow or Trustworthy. No addition TU or GP are required to learn the feat, although it still takes an available feat slot as normal. If a feat from the builder book is not selected with the next available feat, this benefit is lost. The selected feat should be written on this adventure certificate and initialed by the DM when the feat is selected.

Count Jakartai Influence Point

For the heroic deeds of saving the Redstone quarry from disaster, the character has been granted one Influence Point from Count Jakarti, Ruler of the County of Crystalreach in the Kingdom of Furyondy. This point is consumed when used. Cross out the used influence on this adventure certificate. It does not function outside of the Kingdom of Furyondy. It may not be transferred or sold since it is based on the reputation of the hero.

APPENDIX I: NPCS

ENCOUNTER 1: THE CONMAN

☛ **Sham Bitinhook:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Evasion; AL N; SV Fort +0, Ref +5, Will +1; Str 11, Dex 15, Con 10, Int 13, Wis 12, Cha 18.

Skills and Feats: Bluff +11, Diplomacy +11, Hide +7, Move Silently +7, Open Locks +7, Pick Pockets +7, Sense Motive +6, Swim +5, Tumble +7, Use Rope +7; Run, Skill Focus (Bluff).

Possessions: traveler's outfit, dagger.

ENCOUNTER 3: TERLISEAN TAVERN

☛ **Lhana Trailblazer:** Female human Ftr5/Rog9 CR 14; Medium-size humanoid (human); HD 5d10+9d6+42; hp 110; Init +9; Spd 30 ft.; AC 20 (touch 15, flat-footed 15); Atk +17/+12/+7 melee (1d6+7/19-20, short sword); SA Sneak attack (+5d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LN; Fort +10, Ref +12 Will +5; Str 18, Dex 20, Con 16, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +14, Climb +16, Disable Device +15, Handle Animal +13, Hide +17, Intimidate +6, Innuendo +13, Jump +16, Listen +13, Move Silently +17, Ride +19, Spot +13, Search +15, Swim +15, Tumble +17; Blind-Fight, Combat Reflexes, Dodge, Expert Tactician*, Improved Critical (short sword) Improved Initiative, Mobility, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: short sword of subtlety, +3 leather armor of medium fortification, potion of haste.

*See Appendix II: New Rules for additional information.

☛ **Guards (5):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 16); Atk +5 melee (1d8+2/x3, battleaxe) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Profession (soldier) +3, Ride +2, Search +1, Sense Motive +2, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: chainmail armor, large steel shield, battleaxe, light crossbow, 20 bolts.

ENCOUNTER 4: ON THE ROAD

All APLs

☛ **Dirk Darling:** Male human Exp3; CR 2; Medium-size humanoid (human); HD 3d6+9; hp 23; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d4+2/19-20, dagger); AL LN; SV Fort +4, Ref +2 Will +5; Str 14, Dex 13, Con 16, Int 15, Wis 14, Cha 14.

Skills and Feats: Appraise +8, Craft (stoneworking) +8, Diplomacy +8, Handle Animal +8, Knowledge (architecture and engineering) +8, Knowledge (local) +8, Profession (merchant) +10, Ride +7, Spot +8; Dodge, Expertise, Skill Focus (Profession – merchant).

Possessions: dagger, traveler's outfit, 34 gp, 22 sp.

☛ **Laborers (5):** Male human Com2; CR 1; Medium-size humanoid (human); HD 2d4+4; hp 11; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6+1, club); AL LN; Fort +2, Ref +2 Will +0; Str 13, Dex 15, Con 15, Int 11, Wis 10, Cha 11.

Skills and Feats: Handle Animal +5, Ride +7, Profession (laborer) +7; Dodge, Skill Focus (Profession – laborer).

Possessions: club, traveler's outfit.

APL 8 (EL 11)

☛ **Chimera, Advanced:** CR 10; Huge magical beast; HD 15d10+75; hp 150; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 17 (touch 8, flat-footed 17); Atk +21 melee (2d8+6, bite) and +19 melee (2d6+3, bite) and +19 melee (2d6+3, butt) and +19 melee (1d8+3, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA Breath weapon; SQ Scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +1, Listen +11, Spot +11; Alertness, Flyby Attack, Multiattack.

Breath Weapon: line of lightning (3d8); 5ft. high by 5 ft. wide by 40 ft. long; Reflex save (DC 17) for half damage; May only use once every 1d4 rounds.

APL 10 (EL 13)

☛ **Chimera, Advanced:** CR 12; Huge magical beast; HD 19d10+95; hp 190; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 17 (touch 8, flat-footed 17); Atk +25 melee (2d8+6, bite) and +23 melee (2d6+3, bite) and +23 melee (2d6+3, butt) and +23 melee (1d8+3, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA Breath weapon; SQ Scent; AL CE; SV Fort +16, Ref +11, Will +7; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +3, Listen +12, Spot +12; Alertness, Flyby Attack, Multiattack, Power Attack.

Breath Weapon: line of lightning (3d8); 5ft. high by 5 ft. wide by 40 ft. long; Reflex save (DC 17) for half damage; May only use once every 1d4 rounds.

Encounter 6: Into the Mines (Mine 2)

APL 6 (EL 9)

☛ **Destrachan, Advanced:** CR 9; Large aberration; HD 10d8+30; hp 70; Init +5; Spd 30 ft.; AC 16 (touch 10, flat-footed 15); Atk +10 melee (1d6+4, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Destructive harmonics, reverberating harmonics; SQ Blindsight, protection from sonics; AL NE; Fort +6, Ref +4, Will +11; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Intuit Direction +11, Listen +26, Move Silently +11; Dodge, Improved Initiative.

APL 8 (EL 11)

➤ **Destrachan, Advanced:** CR 11; Large aberration; HD 14d8+42; hp 98; Init +5; Spd 30 ft.; AC 16 (touch 10, flat-footed 15); Atk +13 melee (1d6+4, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Destructive harmonics, reverberating harmonics; SQ Blindsight, protection from sonics; AL NE; Fort +7, Ref +5, Will +13; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +10, Intuit Direction +13, Listen +28, Move Silently +13; Dodge, Improved Initiative, Mobility.

APL 10 (EL 13)

➤ **Destrachan, Advanced:** CR 13; Huge aberration; HD 18d8+90; hp 162; Init +4; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Atk +19 melee (1d8+8, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA Destructive harmonics, reverberating harmonics; SQ Blindsight, protection from sonics; AL NE; Fort +11, Ref +6, Will +15; Str 26, Dex 10, Con 20, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +7, Intuit Direction +15, Listen +30, Move Silently +14; Dodge, Expert Tactician*, Improved Initiative, Mobility.

*See Appendix II: New Rules for additional information.

ENCOUNTER 6: INTO THE MINES

(MINE 4)

APL 4 (EL 5)

➤ **Minotaur:** Male minotaur Bbn1; CR 5; Large monstrous humanoid; HD 6d8+1d12+14; hp 51; Init +0; Spd 40 ft.; AC 14 (touch 9, flat-footed 14); Atk +10/+5 melee (2d8+4, huge greataxe) and +5 melee (1d8+2, gore); Face/Reach 5 ft. by 5 ft./10 ft.; SA Charge 4d6+6, rage; SQ Scent, natural cunning, fast movement, uncanny dodge (Dex bonus to AC); AL CE; Fort +8, Ref +5 Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8, Wilderness Lore +2; Great Fortitude, Power Attack.

Possessions: huge greataxe

APL 6 (EL 7)

➤ **Minotaur:** Male minotaur Bbn3; CR 7; Large monstrous humanoid; HD 6d8+3d12+18; hp 69; Init +0; Spd 40 ft.; AC 14 (touch 9, flat-footed 14); Atk +12/+7 melee (2d8+4, huge greataxe) and +7 melee (1d8+2, gore); Face/Reach 5 ft. by 5 ft./10 ft.; SA Charge 4d6+6, rage; SQ Scent, natural cunning, fast movement, uncanny dodge (Dex bonus to AC); AL CE; Fort +9, Ref +6 Will +6; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8, Wilderness Lore +6; Cleave, Great Fortitude, Power Attack.

Possessions: huge greataxe

APL 8 (EL 9)

➤ **Half-Fiend Medusa:** CR 9; Medium-size outsider; HD 6d8+12; hp 39; Init +2; Spd 30 ft., fly 30 ft. (average); AC 18 (touch 14, flat-footed 14); Atk +8 melee (1d4+2, 2 claws) and +3 melee (1d6+1, bite) and +5 melee (1d4+1 and poison, snakes) or +10/+5 ranged (1d6/x3, shortbow); SA Petrifying gaze, poison, darkness (3/day), desecrate (1/day), unholy blight (1/day); SQ Darkvision 60 ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL LE; Fort +4, Ref +9, Will +6; Str 14, Dex 19, Con 14, Int 16, Wis 13, Cha 17.

Skills and Feats: Bluff +12, Disguise +12, Knowledge (Local – Furyondy) +8, Listen +6, Move Silently +13, Sense Motive +6, Spot +10; Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Possessions: shortbow, 20 arrows, traveling clothes.

APL 10 (EL 11)

➤ **Half-Fiend Medusa:** Female half-fiend medusa Sor2; CR 11; Medium-size outsider; HD 6d8+2d4+16; hp 49; Init +2; Spd 30 ft., fly 30 ft. (average); AC 18 (touch 14, flat-footed 14); Atk +9 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite) and +6 melee (1d4+1 and poison, snakes) or +11/+6 ranged (1d6/x3, shortbow); SA Petrifying gaze, poison, darkness (3/day), desecrate (1/day), unholy blight (1/day), poison (3/day), spells; SQ Darkvision 60 ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL LE; Fort +4, Ref +9, Will +9; Str 14, Dex 19, Con 14, Int 16, Wis 13, Cha 18.

Skills and Feats: Bluff +13, Concentration +12, Disguise +13, Knowledge (Local – Furyondy) +8, Listen +6, Move Silently +13, Sense Motive +6, Spot +10; Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Possessions: shortbow, 20 arrows, traveling clothes.

Spells Known (6/5; base DC = 14 + spell level): 0 – daze, detect magic, ghost sound, mage hand, read magic; 1st – shield, true strike.

➤ **Mamadal:** Male dwarf Ftr5; CR 5; Medium-size humanoid (dwarf); HD 5d10+20; hp 54; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +10 melee (1d8+6/x3, warhammer); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LN; Fort +8, Ref +1 Will +3; Str 16, Dex 11, Con 18, Int 13, Wis 14, Cha 10.

Skills and Feats: Climb +6, Craft (weaponsmith) +8, Handle Animal +5, Jump +6, Ride +3, Swim +6; Cleave, Expertise, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: traveler's outfit, +1 warhammer, +2 leather armor, +3 small wooden shield (with permanent symbol of persuasion under shutters).

APPENDIX II: NEW RULES

EXPERT TACTICIAN [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

PLAYER'S HANDOUT 1

Incident Reports of the Redstone Mines 592 CY

- Coldeven 5th, 592 – Mine 15 collapsed killing 3 miners.
- Flocktime 14th, 592 – In Mine 42, the miners found a strange creature resembling a shark. The infantry destroyed creature. 14 infantrymen wounded, 5 infantry killed, and 4 miners killed.
- Wealsun 18th, 592 – In Mine 74, the miner's report of a dragon turned out to be false, it was a dragonne and proved non-hostile. This mine is currently closed until further negotiations are made with the creature.
- Reaping 2nd, 592 – Mine 3 suffered a localize tremor, injuring 16 miners. Entrance closed.
- Dated 3 day ago – Strange roaring sounds coming from Mine 4. Sent a score infantrymen to investigate. These men have been gone for 4 hours and are overdue to report.
- Dated 2 days ago – Still no sign of the missing infantrymen. Sent another score of infantrymen men out to investigate, but they have turned up nothing.
- Dated 1 day ago – All of the workers stationed in the east bunkhouse have disappeared during the night. Some claw marks have be found in the floor. Sending a two score of infantrymen to follow up on this strange disappearance and notify other quarry workers throughout the mine network.
- Last dated entry: Dated 1 day ago – Only a half a dozen of the two score of infantry have returned. An evacuation of the quarry has been called until further investigations can be made. All quarry workers and remaining infantrymen are being sent to Heldarn.

Redstone
Critical Events Summary
For use at the premier event only

Was any player arrested in Terlisean? Yes No
If yes, what was the reason for arrest?
List any player arrested below:
Character Name, Player, RPGA #

1
2
3
4
5
6

Did the players rescue the unconscious mine workers before they suffocated? Yes No

Did the players rescue Mamadal? Yes No
If Mamadal was turned to stone, did the players cure his ailment? Yes No
If Yes, how did the players cure Mamadal?

Did any of the players turn over the quarterly quarry report to the corrupt watch captain in Terlisen? Yes No

If so, complete the following:
Character Name, Player, RPGA #

1
2
3
4
5
6

What Conclusion did the players receive?
Success Partial Success Failure