

SHL1-03



In the Name of the Father

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Brad Klein

A dark cloud follows a hero of the Shield Lands' reclamation. The name of his noble family is tainted by accusations of his father and brother's treason. Can proof be found to clear his name and allow him to help lead the nation to further victory?



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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 you can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

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

	<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	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th
T4:	33-42	36-46	39-50	42-54	10th
T5:	43-52	47-57	51-62	55-67	12th
T6:	53-64	58-70	63-77	68-83	14th
T7:	65-76	71-84	78-92	84-100	16th
T8:	77-88	85-97	93-107	101-116	18th
T9:	89-100	98-111	108-122	117-132	20th
T10:	101+	112+	123+	133+	<none>

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.

Lifestyle

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

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

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

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

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

Adventure Summary and Background

As he, his mother, and many others of the village of Southkeep retreated to the shores of the Nyr Dyv, Brenton Arbas stopped the gallop of his horse. He momentarily looked back as the marauding forces of Iuz were overcoming the village. He hoped that his father and brother were safe or if they had returned to the village, that they had sent many fell creatures to the dank pits they came from before they were cut down.

Brenton and his mother sought sanctuary in the Free City of Greyhawk. While he waited there he trained at the Glorious Sanctum of the Archpaladin, Heironeous, and vowed he would return to reclaim the lands of Southkeep under the protectorate of the noble house Arbas. Several years later, now a young man, Brenton left his aged mother in trusting hands within Greyhawk to travel to Furyondy and aid the forces of Lady Katarina in her charge to reclaim the Lands of Holy Shielding. After their success in reclaiming Critwall and without any word of his father, Brenton hoped to claim the head of his noble house and a place of leadership among the Knights of Holy Shielding.

Instead Brenton faces accusations from other nobles; the word traitor is quick on their lips. Led by Count Janek Lardon, a group claims that Brenton's father and older brother helped in an attack upon the retreating Shield Landers between Lardon and Axeport. Until Brenton can refute the claim, his family name remains tainted and his noble rights are denied. If Brenton could clear his name, it would be a boon to him and the Shield Lands, as he is a young man with a promising future.

DM's Introduction

What the other nobles accuse is true. Brenton's father and elder brother, Burryne and Haembrand, left Southkeep three days prior to Iuz's invasion for the village of Gensal to meet with the noble house there. Members of Janek Lardon's family did indeed see Burryne and Haembrand attacking those retreating south of Lardon. Whether these actions were made in exchange for their lives when Gensal fell or if they knew of the invasion (and more importantly how they knew) are questions left unanswered.

Mercenaries were sought earlier this year for an operation to Gensal searching for proof to clear Brenton's father and brother. It took much negotiating on Brenton's (and the Heironean faith's) part to encourage the leaders of the military to authorize such an operation. This was in part due to the reluctance to spare fighting persons for such a mission and the inevitable retaliation that would occur if Iuzite troops discovered the scouting party. The mercenaries that returned from Gensal have recently been debriefed and failed to turn up any evidence supporting either side of the case, much less conclusive evidence that would clear Brenton's family's name.

Adventure Synopsis

The characters are drawn into the mission while observing a hearing for Brenton about the group sent to Gensal which returned with no evidence. If the characters agree to aid Brenton, they are instructed to meet at the Shield Reclaimed, the cathedral of Heironeous, the next day. This gives Brenton time to gain approval for the quest.

At the cathedral, Brenton and another priest of Heironeous detail the Arbas family's case and provide the specifics about the mission. The characters can also meet with a representative of the courts and the noble leading the accusation if they wish.

Once they leave Critwall, the mission takes them on a day and a half's ride east across the reclaimed lands to the South Road Outpost. An encounter with creatures from the fallen lands occurs prior to reaching the outpost. Once they leave the outpost, the PCs must travel quickly and quietly across the enemy lands to Southkeep. The journey between the outpost and Southkeep takes a little over two days. There they find the keep held by troops of Iuz. The PCs could encounter orcs patrolling the village. In the manor house is Haembrand, Brenton's brother, more orc troops and their slaves. After finishing their investigation of the manor, the father, Burryne, returns with a strong force that should encourage the characters leave, and quickly.

As they retreat to the South Road Outpost, they pass a group engaging goblinoids in battle. Upon their return to Critwall, the PCs must inform the judge of what they find.

Introduction

While on some business in the city of Critwall, you encounter a commotion. You move amidst a crowd gathered in the main square of the city. For several minutes, you stand listening to the review of potential new findings in a case. A member of a noble house is trying to clear his family name from accusations of treason. A group has recently returned from the village of Gensal, where they tried to find any evidence that was relevant to the case. After hearing of no new evidence, the judge reviewing the case states, "I can see no reason to reverse the previous decision made by my associates." Those words fall heavily over the young noble's face, and his chin sinks to his chest.

His head rises again and he asks, "If I can assemble a group willing to investigate Southkeep, would another quest be permitted?"

"If you can find such a group, it will be considered," responds the judge. Sun glints off the noble's spotless chainmail as he turns and makes his way through the crowd. He is a young man, likely not past his 25th year, with bright blue eyes and shoulder length blond hair. Following him through the crowd are murmurs about the danger of a quest into the fallen lands to Southkeep and the potential treasures, lost during the retreat nine years ago, that might be reclaimed.

As he reaches the back of the crowd, Brenton stops not far

from you and speaks to a priest of Heironeous. “With the need for soldiers, am I correct that aid from within our faith is still not an option Wilton?”

“Yes, Brenton,” the priest responds. He is an older man with dark skin, thin white hair and a sparse beard. “The knights of the Archpaladin are needed for the defense of the land and cannot be spared for such a mission. However, for one as worthy as you, I am certain heroes within this city can be found who would volunteer for such an honorable quest.”

If one of the characters is a bard, he/she knows the following. Other PCs can find out this information with a successful Gather Information (DC 15) check.

- Brenton is an honored hero of Heironeous from the battles to reclaim Critwall.
- One of Brenton's relatives may have dishonored the family and that is preventing him from claiming and restoring their noble house.
- His father led house Arbas at Southkeep and was also a noted warrior and swordsman.

Brenton (male human Pal3; Diplomacy +5) and the priest, Wilton Garnmet (male Flan Clr2; Diplomacy +3) introduce themselves to and thank any characters who volunteer for the quest. Approval is immediately sought for them to enter the fallen lands. Willing characters are instructed to meet the following morning at the Shield Reclaimed, the cathedral of Heironeous, and be ready to travel into the fallen lands still held by Iuz. If the PCs don't want to help Brenton, then the adventure is over.

Encounter 1: Meeting Brenton

The Shield Reclaimed, the cathedral of Heironeous, is a large and sturdy structure. It is one of the largest buildings in all of Critwall and sits on the eastern edge of the city's main square. It was partially destroyed during the occupation of Critwall and parts have had to be rebuilt. Brightening the sanctuary from its spot atop it is a large dome of colored glass depicting Heironeous as he swings his mighty axe. The entry hall of the cathedral is lined with polished white marble and the armor and weaponry of fallen Knights of Holy Shielding and other followers of the Archpaladin hang from the walls. Beside each there is a small silver plaque engraved with the name of the fallen and the righteous act undertaken when they passed.

An acolyte of Heironeous greets the characters and asks their business. If the PCs mention their appointment, the acolyte leads them to a room not far off the entry hall. Within the room are Brenton and Wilton. As they both greet the characters, a strong presence and confidence can be seen in Brenton that was lacking

during the hearing the previous day.

After greeting the characters and once they are all there, Brenton relates his story.

- He explains how his father and brother were away from Southkeep in Gensal when the invasion came.
- He relates in sharp detail, like it occurred only yesterday, that final image looking back as the hordes of Iuz crested the hill of the family manor.

He then explains the situation he is in due to the false claims. Until his family name is cleared his family's status is in limbo. Also, although he can claim status as a paladin of Heironeous and be a soldier within the armies of the land, he is barred from the Knights of Holy Shielding, due to the blot on his family name. He knows his father and brother could not have done what Count Lardon accuses. Although he is not out to question the Count's integrity, the Count either did not actually see what he claims or misinterpreted what he saw, making his accusations false.

Brenton also describes several items belonging to his father and brother as well as their appearance in case they are being held as slaves (some of those who did not escape the troops of Iuz are now held in servitude).

Brenton shows the characters a simple silver ring bearing the symbol of a keep (similar to that in the Shield Lands crest) on a two-hued blue-painted background. He says that the symbol is the crest of his family representing their holdings in the wide-open lands near the Nyr Dyv. Both his brother and father wear identical rings.

When Brenton last saw his brother nearly a decade ago, his appearance was very similar to Brenton's own, only with dark hair. Brenton's father is a shorter man and had a neat gray beard. His father wielded a longsword, *Wyrms Claw*, that had been in the family for generations and had an ornate pommel plated in bronze shaped like a scaled neck ending in a dragon's head. His father was a renowned swordsman.

He is desperate for any physical evidence, no matter how trivial, that could help clear his family name. He thanks the characters for undertaking this quest and before they leave he wishes them success and speed in their quest. He also offers a short prayer to Heironeous asking his god to honor the PCs with wisdom and bravery.

Wilton then fills the characters in on other details and offers to answer questions.

- In addition to the exclusion from the Knights of Holy Shielding, until conclusive evidence is found to clear the Arbas family name, Brenton retains a very small amount of his family's land, but loses his family's noble standing and their protectorate over Southkeep.
- The characters will travel to a fortified outpost along the South Road. They should check in before entering the lands held by Iuz and check back in when they return. There have been some problems with unauthorized raids into the fell lands returning followed by humanoids and border guards

ill-prepared to deal with that threat. This mission was difficult to get official approval to undertake, especially after nothing was turned up by the quest to Gensal and the retaliatory attacks by Iuz forces it brought.

- The faith of Heironeous provides the characters with riding horses for the duration of the quest. These are to be returned when the characters arrive back in Critwall because the soldiers of the Archpaladin need them.
- If they leave this afternoon, they should be able to make the South Road Outpost by sundown the following day (one and one-half days of travel).
- The characters should speak to Temgas Clement (Encounter 2), a judge of the Court of Honor, before they leave. He is the judge overseeing the case and could potentially provide more information or answer questions Wilton cannot.
- When they return to Critwall from the mission they should report to Temgas. He wants to hear the accounts of what they found.
- Brenton may not undertake this mission himself. Any evidence he found could be seen as biased because he has a stake in the outcome and may not be impartial.
- Brenton is very wise for his age and would be a valuable leader to the military of the land. Knowing that the mark on his family name limits the role he can play in aiding the Shield Lands weighs as a great burden upon him.

If the characters ask Wilton, he shares the following with them:

- Although he did not know Brenton's relatives personally, the impressions of them he got from others were favorable.
- He can provide the characters with directions to the residence of Count Janek Lardon (Encounter 3), the noble leading the accusations against Brenton.
- The horses are the limit of aid the church can provide on the mission. Resources are very limited due to rebuilding and supporting the defense of the land. In addition, some may cry foul should the faith provide too much aid in the official investigation of one of its members.

Wilton hands one of the characters a letter certifying their business within the fallen lands, thanks them for coming, and wishes them fortune and the "aid of the axe upon their trails" (favor of Heironeous).

Encounter 2: The Court of Honor

The trip from the Shield Reclaimed to the Court of Honor is a short one across the parade grounds and main-square in front of the citadel and the Valorkeep of the Knights of Holy Shielding. The plain stone building housing the courts, like many in Critwall with the exception of military structures, is still in the process of being rebuilt.

As the characters enter the building that houses the courts, a few guards wearing the uniform of the Critwall Watch stop them. Two guards lead the characters down several hallways to the office of Temgas Clement.

Temgas Clement (male Oeridian Clr2; Diplomacy +2, Sense Motive +4) is a middle-aged man with white hair and a neatly kept white beard. He is a kindly man who is not combative but always defends the law. The door to his office is closed. When knocked upon, he calls for the visitor to enter. He greets the characters and offers them the two guest chairs his office holds. The office contains a simple, but good quality desk, a padded chair (used by Temgas), and a small shelf holding some legal texts and Pholtine doctrine. Mounted on the wall is a shield bearing the crescent moon symbol of Pholtus.

Temgas knows the following:

- The accusations against the Arbas family are based on the statement of Count Janek of House Lardon and several other individuals from the village of Lardon. The word of any noble, supported by others' claims, and with no refute from the accused party is proof enough to raise the charges brought against the Arbas family.
- In order to clear the family's name and reinstate the full rights due Brenton, reasonable evidence must be provided to disprove the accusations.

If asked, Temgas can relate the following:

- If the Arbas family name is not cleared of the charges soon a majority of their land, including Southkeep, will either be assigned to a new noble house or divided amongst existing houses. House Lardon and Jakartai own land nearest Southkeep. House Gensal, which was also nearby, is now extinct.
- Although he has briefly met the heads of both families, he does not know either Count Janek Lardon or Count Burryne Arbas well and has no personal opinion of either. He has, however, heard accounts that the Lardon family left the village leaderless during the invasion by Iuz.
- He has met Brenton and finds him to be a sincere and strong young man. He feels for Brenton's predicament, but ultimately the law is more important than his own feelings about the man.
- Based on the details in the accounts of the witnesses, it is not believed that Burryne and Haembrand Arbas were acting under the control of magic. However, if it is proved that they were, it would clear the family's name.
- He is not aware of any prior disagreements between the Lardon and Arbas families.

Encounter 3: The Accuser

The residence of Count Janek Lardon is near the west wall of Critwall. Although many of the buildings here are still being constructed or repaired, more has been rebuilt here than in the majority of the city. The Lardon's residence, which appears to have repairs being done to its roof, is a fair-sized home, though likely not the estate the Count was used to before the invasion by Iuz.

When the characters knock at the door a servant greets them and asks their business with his lord. If the group visiting is neatly dressed and has no visible weapons or armor, they are led to a small sitting room just inside the door, otherwise, they are left standing outside the door while the servant retrieves the count.

Regardless of where the characters are left, after several minutes Count Janek (male human Nob4; Bluff +12, Diplomacy +11, Intimidate +10, Sense Motive +3) comes and asks what specifically they want of him. He is a middle aged and clean-shaven man with short black hair containing a few gray strands. He is not overly polite after being bothered and is a bit impatient about getting back to his work, though he will not divulge what that work may be. He does, however, despite already telling this story "more times than the number of lights in Celestian's sky", share with the characters that:

- As he and the others from Lardon were retreating to Axeport, he observed at a distance two humans, Burryne and Haembrand Arbas, aiding in a humanoid ambush on other Shield Landers fleeing to the south. He identified them by their appearance and family crest that was visible.
- Janek continued his retreat to Axeport and then on to Willip in Furyondy. As soon as he was in contact with other Shield Land nobles, he shared the account with them.
- If accused, Janek denies that his family fled the village of Lardon, leaving it leaderless. He says it is clearly a lie, because others from the village were also present to see Burryne and Haembrand's acts of treason.

After spending a minute or two with the characters, he declares he must get back to work and asks the characters to leave.

Encounter 4: Safe Passage?

The South Road follows along the coast, not far from the Nyr Dyv (the Lake of Unknown Depths) which is occasionally seen to the south. The road was once well-kept but has become rough due to the lack of repair. The reclaimed lands are mostly gently rolling hills with occasional small woods or bog. There are numerous collections of small farms every few miles alongside the road and commoners are seen in small groups working the fields. Although an effort has been made to cultivate the lands to provide some support for Critwall, much of the land still remains

ruined, either scorched from battle and careless humanoid fires or trampled and torn up by the war horses and troops that covered the lands previously.

Once the characters leave Critwall, they can follow the South Road that leads twenty-five to thirty miles to the outpost where they were instructed to check-in. Occasionally during their travel, they encounter small patrols on foot or horseback. These patrols may stop the characters, checking their business or inquiring if they have experienced any trouble. The patrols are seeking enemy forces that have attempted to make a quick raid on the relatively defenseless farmsteads.

Creatures: As mentioned above, fell creatures from the lands held by Iuz sometimes make their way across the border. As the characters near the South Road Outpost and border, the following encounter occurs. Should the characters wish to avoid the encounter they can outrun all of the creatures on horseback. However, they are leaving these creatures for other patrols or farmers in this area to encounter.

Tier 1 (EL 2)

Skeleton (6): CR 1/3; Medium-Size Undead; HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 Natural); Atks +0/+0 melee (1d4, 2 claws); SQ undead immunities, immunities; AL N; SV Fort +0, Ref +1, Will +2.

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: Undead Immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fort save (see MM for more info). **Immunities**—Immune to cold, no damage from piercing weapons, half damage from slashing weapons.

These are mindless undead abandoned by their master with the final instruction to destroy any living person they see. As such, they do not desert the fight unless compelled by magic to do so. They are dressed as peasants to hide their exact nature from a distance.

Tier 2 (EL 3)

Wolves (3): CR 1; Medium Animal; HD 2d8+4; hp 13 (each); Init +2 (+2 Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 Natural); Atks +3 melee (1d6+1, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Move Silently +4, Spot +4. **Feats:** Weapon Finesse (bite).

The wolves are common in all ways except that they have been slightly tainted by evil dweomers left at the site of a battle. This

taint gives them the compulsion to attack any creature they see. However, they flee if the battle seems doomed to failure.

Tier 3 (EL 6)

Ankheg (3): CR 3; Large Beast (10 ft. long); HD 3d10+9; hp 25 (each); Init 0; Spd 30 ft., burrow 20 ft.; AC 18 (-1 Size, +9 Natural); Atks +6 melee (2d6+7, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Improved Grab, Acid, Spit Acid; SQ Tremor Sense; AL N; SV Fort +6, Ref +3, Will +2.

Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills: Listen +4.

SA: *Improved Grab* (Ex)—If ankheg hits with bite attack, it deals normal damage and attempts to grapple as a free action without provoking an attack of opportunity. Deals automatic damage each round the hold is maintained. If damaged after grabbing its prey, ankheg will retreat down its tunnel at burrowing speed taking its prey with it. *Acid* (Ex)—Each round the ankheg maintains the hold, it does an additional 1d4 acid damage. *Acid Spit* (Ex)—Stream of acid 5 ft high, 5 ft wide, and 30 ft long once every 6 hours. Damage 4d4, Reflex save at DC 14 for half damage. Cannot deal any acid damage during the 6 hours after the attack.

SQ: *Tremor Sense* (Ex)—Ankhegs can automatically detect anything within 60 ft that is in contact with the ground.

These creatures are merely looking for food. If one or more of them are slain, the others attempt to retreat.

Augmented Tier

These encounters are just to show the dangers of the Shield Lands. There is no difference between the augmented tier and tier 3.

Encounter 5: On the Edge

If the characters leave Critwall by late afternoon, travel until dark, and do not get side tracked by anything other than the above encounter, they can reach the South Road Outpost before sunset the following day.

The South Road Outpost lies just off the road on its north side. It appears there are two soldiers atop the small and squat two-story stone tower. There is a wooden stockade attached to it that holds several horses.

As the characters approach, one of the soldiers atop the tower calls down to another two soldiers on the far side of the tower. The duo approaches the road and the group, asking the PCs why they approach. After seeing the letter the characters should have, they let them go about their business. If it is late, they offer to let the characters camp near the post.

There are seventeen soldiers at the outpost. Most of the soldiers have been at this post for several months and are weary of the place. During their time here three Shield Land soldiers have been killed during raids. Although they do not go out of their way to be argumentative and gruff, the usual grind out here sometimes causes them to be less than kind to strangers.

Soldiers assigned here are under the command of Tate Immet (male Oeridian Ftr5). If the characters wish to question any of the soldiers they are directed to him. He is a tall man with a black ill-kept mustache and matching hair. He is a bit more patient and friendly than are his men. If the characters inform him of any previous encounter enroute to the outpost, he thanks them and asks for details so he can record it as an entry in the post's log. He can provide the following information and advice:

- Southkeep is just over two day's ride away (about 40 miles). The manor house for the village is on the highest point in the area and the characters should be able to spot it from several miles away.
- If reports are correct the manor for Southkeep is still standing, but much of the surrounding village is destroyed.
- There have not been any attacks on this outpost or across the border in this area by Iuz's troops recently.
- Most of the enemy forces that have participated in raids or that they have encountered on scouting trips across the border are humanoids, although occasionally there are humans and undead.
- He knows nothing of the rumors of the Arbas family being traitors.

For bards or those who make a Gather Information skill check (DC 15), Tate informs the individual that his men have spotted Rhennee vessels heading east during the last few weeks. Although it is not rare to see Rhennee vessels, it has been more frequent recently.

If the characters stay here overnight, they can notice faint lights in the distance over the fallen lands and hear bizarre noises (roars, howls, etc.) that echo faintly across the open plains to the east.

Encounter 6: Nearing Southkeep

As characters travel across the lands still claimed by Iuz, they occasionally notice clouds of dust rising over the low hills to the north, indicating troop movements. Large areas of torn-up soil appear from time to time along the road; scars left by many booted feet or shod hooves. As before, the terrain is primarily gently rolling hills with occasional small woods and bogs. The open areas are marked by sporadic burnt-out farmsteads. As the characters approach within several miles of Southkeep, these farmsteads become more frequent.

Atop a hill a few miles away is a large manor house set off against the sky. Surrounding the hill appears to be the remains of a vil-

lage. On the near side of the village to the north, is a small stand of trees. The rest of the surrounding terrain looks like former farmland.

Should the characters arrive at night, Luna is near full in the cloudless sky. This provides the characters with light enough to see moderately well and causes the manor and hill to cast an eerie shadow over the land before them. There is a 50% chance that a light is on in the manor, but from this distance the characters are unable to discern where.

The small wood to the northwest is uninhabited. It could serve as a place for the characters to keep their horses or to camp.

Development: If the characters do not take simple precautions to prevent being noticed on their approach to the village or while in the area, they could draw the attention of the patrolling orcs within the village (Encounter 7). Below are some examples of what causes the orcs to attempt an ambush, but the DM is free to decide other actions that warrant the orcs preparing for the characters.

- Approaching near the village on horseback.
- Approaching the village at night with a torch or lantern.
- Making a great deal of noise near the village.
- Camping near the village in the open.
- Camping in the wood mentioned above and not limiting any campfire to a very small size.

Encounter 7: The Village

Around the base of the hill on which the manor sits are the remains of the village. Although most structures have been burnt to their stone foundations or lie in rubble, a few of the buildings, though damaged, still stand. Extending from the village are what were once fields that provided for the village. They are now overgrown with various grasses.

As mentioned in the previous encounter, if the characters arrive during the night, Luna provides the characters with light enough to see moderately well but leaves the western portion of the village in shadow. No lights are seen within the village. There is a 50% chance that a light is on in the left window (master bedroom) on the south side of the upper floor of the manor.

The ruined buildings in the village have a stone foundation that rises some two feet up from the ground. The upper section of the buildings were constructed of wood and thatch. What remains in most cases is part of the stone foundation. Anyone with the Profession (farmer) skill notices that small areas of the fields are still cultivated.

If the characters arrive during the day, after observing for several minutes they spot humans moving in a group amongst the buildings in the village or the tall grass near the edge of the village. The humans are shackled in a chain gang by the legs (Open

Lock, DC 20). They are led by one of the orcs from the village into the fields every day. See Encounter 8: The Manor for more details on the human slaves.

All buildings whether ruined or still standing within the village have been looted. However, one site of note within the village is the former small church of Heironeous. Although the church was defaced and then ruined, anyone with a means to detect it can notice the aura of good left by the holy ground. The village's stable has also been rebuilt and looks to have been recently in use. It is stocked with meal for a couple horses although there are currently no horses here.

Creatures: In one of the still-standing buildings, 150 yards from the manor, an orc patrol is carelessly watching the village. If it is day time one of the non-classed orcs is watching the slaves. They have not seen real combat in a long time and attack any characters they see. Should the tide of the battle go against them, they attempt to retreat to the manor's calling out to the others as they near it.

The PCs may attempt to sneak past the orc patrol. This requires each character trying to pass to make two successful Move Silently checks, one to get to the mid-point of the village near where the orcs are and another to make it the remainder of the way. Should any character fail the check, that character and anyone else within a 20-yard radius of that character need to make a Hide check to avoid being seen.

Tier 1 (EL 3)

Orcs (4): CR 1/2; Medium-Size Humanoid; HD 1d8; hp 4 (each); Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit. x3], great axe), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness.

Equipment: Great ax, javelin, scale mail, coins (see Treasure Summary for amount).

Tier 2 (EL 4)

Orcs (4): use stats given above.

Halk the Armbreaker, Male Orc Ftr2: CR 2; Medium Humanoid; HD 2d10+4; hp 24; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Atks +6 melee (1d12+3 [crit. x3], great ax), +0 ranged (1d6+3, javelin); SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +5, Ref +0, Will +1.

Str 17, Dex 10, Con 14, Int 9, Wis 12, Cha 9.

Skills: Listen +4, Spot +3, Climb +5. **Feats:** Alertness, Weapon Focus (great axe), Combat Reflex, Endurance.

Equipment: Great ax, javelin, scale mail, coins (see Treasure Summary for amount).

Tier 3 (EL 6)

Orcs (8): Use stats given above.

Halk the Armbreaker, Male Orc Ftr2: use stats given above.

Augmented Tier (EL 7)

For the augmented tier, as tier 3, but increase the number of standard orcs to 16.

Tactics: As mentioned earlier, if given the opportunity the orcs attack when it is most advantageous to do so. If the characters create a situation where the orcs in this encounter notice the PCs approach, they set an ambush for the characters. If the characters flee from the orcs and take refuge in the woods near the village, the orcs hunt down the characters.

Development: This battle may create a degree of noise or action that may draw the attention of the orcs inside the adventure.

If the characters rescue the slaves from the village, the individuals in the manor have a chance of noticing they are missing. There is a 50% chance hourly that their disappearance is noticed (80% if there are still orcs patrolling the village).

Encounter 8: The Manor

Atop the hill stands the manor of the Arbas family. It is a stone structure. Despite some heavy damage on one side, most of the structure still stands. There is a patch of burnt ground and masonry rubble on the west side of the manor. Some pieces of the manor's stonework litter that side of the hill.

Southkeep is primarily used as a watch point along the South Road. Given its height above the surrounding countryside the manor is a perfect lookout for eastward movement near the road or along the shore in the Nyr Dyv. As such, there is very little of value kept here. The slaves and the bit of crops they collect are merely to help provide some of the food for the troops here.

The rubble on the manor's west side is from the tower that formerly stood there. The ground amongst the rubble is charred and a hole, formerly from the privy, leads to a cesspool below.

A sturdy wooden double door on the manor's south side serves as its primary entrance. Though slightly weathered, the symbol of a keep on a two-hued blue-painted background appears at eye level split in the center by the seam between the two doors. This entrance is guarded by two orcs. Should anyone attack, they immediately call a warning.

At the rear (north side) of the manor is a locked entrance (Open Lock, DC 28) leading to the kitchen and two entrances on the west side, which once led to the tower, have been walled off. On the second floor there are many windows as well as two holes in the west wall facing the exterior, which open to were the tower

once stood.

Locations on the first floor of the manor were once a sitting room, a dining room, a kitchen, a pantry, and a servants' quarters. Currently the dining room, kitchen, and the pantry are used for their intended purpose. The sitting room and one of the servants' quarters now serve as barracks. The barracks are very simply furnished, containing several sleeping mats, and crates to hold possessions, which are empty unless troops are present. When troops leave the room most of their possessions go with them, the exception being extra-clothes and crude dice. One of the servants' rooms and a closet now hold spare weapons.

A cellar below the pantry is used as the holding cell for the slaves. If they are not outside the manor, they are kept here. A rough wood ladder in the kitchen leads to the cellar via a trap door. The ladder is removed from the trap door once the slaves are in the cellar.

The upstairs rooms were originally guests' sleeping quarters that now also serve as barracks. Like the barracks on the first level, these rooms are fairly empty. However, each has two javelins placed by the windows ready to be used during an attack on the manor. The former master bedroom is also on the second story. Although it is more furnished than the barracks this room is plain and functional. There is a quiver of arrows next to the window in this room.

Most things of value have been taken from the manor and most rooms are Spartan. Items of note within the manor include:

- In the main entry hall, next to the doors leading to the dining room, is what looks like a family portrait that has been partially defaced. Intact is the image of two men, one younger than the other, (Burryne and Haembrand) standing toward the back of the scene depicted in the painting; if someone examines the painting very closely (Search, DC 12) they discern that the defaced portion contains a woman and child seated before the two men. They boy's features though not very clear could very well be (and are) those of a young Brenton.
- Within the kitchen and pantry area are some simple, plain crockery and utensils for eating and various food items. The master bedroom upstairs is still fairly well outfitted. There is an ornate bed, good quality bedding, and several outfits of quality merchant clothing in a functional, but not overly elaborate dresser. This is the room where either Burryne or Haembrand typically stay.

Creatures and NPCs: Regardless of when the characters enter the manor, two orcs always are guarding the front door. During the day, the two other orcs (and Kretil in tiers 2-3) are asleep. Haembrand is found in the Dining Room.

At night, the other orcs are asleep. In tiers 2-3, Kretil will be found in the dining room. If no light is present in the master bedroom, Haembrand is asleep. Otherwise he is awake and is 50% likely to be in either the dining room with Kretil or the master bedroom.

All troops here fight aggressively to defend their home. Should the characters successfully defeat a majority of them, the remainder reluctantly surrenders. However, as long as Haembrand or Kretil are alive and the number of troops is nearly equal to the characters (i.e. Haembrand and an orc remain and so do three characters), they continue to fight.

Tier 1 (EL 4)

Haembrand, male human Ftr2: Medium-Size Humanoid; HD 2d10; hp 19; Init +6 (+2 Dex, Improved Initiative); Spd 20 ft.; AC 17 (+6 banded mail, +1 Dex); Atks +6 melee (1d10+3 [crit. 19-20], heavy flail), +5 ranged (1d8 [crit. x3], longbow); SA Point Blank Shot; AL NE; SV Fort +3, Ref +0, Will +0.

Str 16, Dex 15, Con 10, Int 11, Wis 12, Cha 9.

Skills: Handle Animal +3, Ride +6, Sense Motive +2, Speak (orc), Spot +2, Swim +4. **Feats:** Improved Initiative, Point Blank Shot, Toughness, Weapon Focus (longbow).

Equipment: heavy flail, longbow, arrows, banded mail, ring with Arbas family crest, key to small chest in master bedroom.

Orcs (4): CR 1/2; Medium-Size Humanoid; HD 1d8; hp 4 (each); Init +0; Spd 20 ft (scale mail); AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit. x3], great ax), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness.

Equipment: Great ax, javelin, scale mail, coins (see Treasure Summary for amount).

Tier 2 (EL5)

Haembrand, male human Ftr2: use stats above.

Kretil, female orc Adp2: CR 1; Medium-Size Humanoid; HD Adp 2d6; hp 10; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +2 melee (1d8, heavy mace); SA spells; SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +2, Ref +2, Will +6.

Str 11, Dex 14, Con 10, Int 7, Wis 16, Cha 10.

Skills: Concentration +2, Listen +7, Spot +6; **Feats:** Alertness, Weapon Focus (heavy mace).

Spells prepared (3/2): o—*cure minor wounds, guidance, ghost sound*; 1st—*burning hands, protection from good*.

Equipment: heavy mace, coins (see Treasure Summary for amount).

Orcs (4): use stats above.

Tier 3 (EL 7)

Haembrand, male human Ftr3: CR 3; Medium-Size Humanoid; HD 3d10; hp 25; Init +6 (+2 Dex, Improved Initiative); Spd 20; AC 17 (+6 banded mail, +1 Dex); Atks +8 melee (1d10+3 [crit. 19-20], heavy flail), +6 ranged (1d8 [crit. x3],

longbow); SA Point Blank Shot; AL NE; SV Fort +3, Ref +1, Will +1.

Str 16, Dex 15, Con 10, Int 11, Wis 12, Cha 9.

Skills: Handle Animal +3, Ride +6, Sense Motive +3 Speak (orc), Spot +3, Swim +4; **Feats:** Improved Initiative, Point Blank Shot Toughness, Weapon Focus (heavy flail), Weapon Focus (longbow).

Equipment: heavy flail, longbow, arrows, banded mail, ring with Arbas family crest, key to small chest in master bedroom.

Kretil, female orc Adp3: CR 2; Medium Humanoid; HD 3d6; hp 17; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +2 melee (1d8, heavy mace); SA spells; SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +3, Ref +3, Will +6.

Str 11, Dex 14, Con 10, Int 7, Wis 16, Cha 10.

Skills: Concentration +3, Listen +7, Spot +6. **Feats:** Alertness, Toughness, Weapon Focus (heavy mace).

Spells prepared (3/3): o—*cure minor wounds, guidance, ghost sound*; 1st—*burning hands, cause fear, protection from good*.

Equipment: heavy mace, coins (see Treasure Summary for amount).

Orcs (8): use stats above.

Augmented Tier (EL 9)

Use stats in tier 3, but the number of orcs increases to 16.

Slaves

There are a total of eight slaves here:

- Rolen (male human Com2; Handle Animal +3, Spot +2),
- Lorell (female human Com1; Spot +3),
- Teboor (male human War1; Ride +2),
- Antria (female human Com1; Spot +2)
- Jenmier (female human Com2; Handle Animal +6, Spot +2)

were all residents of Southkeep prior to the invasion by Iuz.

Both

- Werton (male human Com1) from Eastfork and
- Pommel (male human Com1; Spot +2) from Documald

were caught while fleeing south during the invasion.

The last slave is Newton Khurt. She is originally from the Hold of Stonefist (now Stonehold). She had a price on her head for horse theft in those cold lands and fled into Tenh when Stonehold occupied that country. Fearing someone had tracked her to there, she fled west and made it to the Shield Lands (at that point entirely under the Old One's sway) before being caught. Although she does not risk her own neck to help the characters, she is more than happy to be rescued by them.

Newton Khurt, female Flan Rog3: CR 3; Medium Humanoid; HD 3d6+6; hp 20; Init 3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +2 melee (unarmed), +5 ranged (unarmed); SA Rog sneak attack +2d6; SQ Evasion, uncanny dodge; AL CN; SV Fort +4, Ref +6, Will +2.

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

Skills: Balance +4, Bluff +6, Climb +2, Disable Device +2, Escape Artist +5, Gather Information +3, Handle Animal +4, Hide +6, Listen +5, Move Silently +7, Open Lock +6, Pick Pocket +4, Ride +5, Search +1, Spot +7, Sense Motive +3. **Feats:** Alertness, Combat Reflexes, Dodge.

SQ: *Rogue evasion*—when spell allows Ref save for 1/2 dmg, Nevton takes no dmg on successful save and full dmg on failed save.

Equipment: Poor clothing.

If the PCs give a slave a weapon, he or she will carry it. However, should anyone but Teboor or Nevton be forced into battle, they attempt to flee. Nevton will fight, unless she feels that she is either being used as fodder, or the odds of the battle are overwhelming. All the slaves are malnourished and fatigued (cannot run or charge, suffers an effective penalty of -2 to Strength and Dexterity on all checks) until they eat well and rest for a full eight hours.

The slaves don't know a great deal about the situation in the lands lost to Iuz, however:

- They all can identify Burryne and Haembrand Arbas as their captors.
- There are over a dozen troops, including Burryne, who left Southkeep over a week ago. Although she is uncertain, Jenmier thought she heard they were going to Axeport. If that is the case they could return soon.
- Other than Burryne and Haembrand (and the slaves), the only other humans that have been here in the past several months are occasional Rhennee bargemen bringing goods.

If anyone is a bard or makes a Gather Information skill check (DC 15), they are told that:

- The humanoids have told Burryne and Haembrand about a collection of farms that no humanoids go near. Although the slaves are not sure where it is, something powerful supposedly kills anyone that goes approaching the farms.
- Over a year ago, a powerful wizard visited Southkeep for several days.

Tactics: If fighting that alerts the troops located in the manor occurs in the village, some with range weapons (and Kretil, the orc adept at tiers 2-3) take positions in the windows of the upper floor of the manor. They fire at any characters not engaging in melee. Also, at least two orcs ready an ambush for anyone trying to enter the manor.

Treasure:

32 spare javelins (twelve in spare weapons rooms, twenty by windows)

Six spare great axes in weapons rooms

Five dozen spare arrows (three dozen in weapons rooms, two dozen in master bedroom)

Four bottles of Furryondian Emerald Pale wine in pantry

Food in the pantry equivalent to 20 weeks of trail rations

Good quality bedding in master bedroom

Quality merchant clothing in master bedroom

A small locked (Open Locks, DC 30) wooden chest in the master bedroom's dresser holds coins (see Treasure Summary for details) and a *potion of healing*. Haembrand holds the key that opens it.

Partially defaced family portrait

Development: Should the two orc guards at the front door come under attack, they call a warning alerting the remaining residents of the manor.

If Haembrand is captured alive, he refuses to give the PCs any useful information. At first he only responds to the character's questions by insulting them in orcish. This will only change if the PCs attempt to question him in orcish. If they do so he refuses to speak at all, and will not do so until his trial in Critwall. The orcs only speak very broken common, and even if they are interrogated in orcish, they are just as ignorant about the goings on in the area as the slaves are, they insist that they "are feed so we fight; that's all we know."

Encounter 9: Reinforcements

This encounter occurs once the characters finish investigating the manor. One character, either outside or by one of the eastern windows, notices a group approaching:

On the road to the east is a group approaching. They are still at a distance and despite the dust they are raising, it is possible to see that it appears that their leader is mounted. Two others in the group appear to be giants, they are as tall on foot as the rider is on his mount.

This group is the Southkeep troops who were on patrol. It includes Southkeep's leader, Brenton's father, Burryne. When the PCs spot this group, they have time to leave quickly before Burryne's patrol reaches the village.

Creatures and NPCs: The group is returning from Axeport and all except Burryne are on foot. If the characters are still in the manor when the group arrives or the characters approach the group to attack, Burryne stays out of weapon and spell range and orders the ogres and orcs to attack. The humanoids fight to the death under Burryne's command. Burryne's other actions are found under the Tactics section of this encounter.

Tier all (EL 10)

Burryne Arbas, male human Ftr6/Bkg3: CR 9; Medium-Size Humanoid; HD 9d10+9; hp 67; Init +4 (Improved Initiative); Spd

20 ft.; AC 21 (+9 full plate, +2 large steel shield); Atks +14/+9 melee (1d8+6 [crit. 19-20], longsword +2), +9/+4 ranged (1d8 [crit. x3], longbow); SA Command Undead, Smite Good +3 melee, +3 damage; SQ Detect Good, Aura of Despair; AL NE; SV Fort +12, Ref +6, Will +7.

Str 15, Dex 10, Con 12, Int 10, Wis 12, Cha 16.

Skills: Ride +7, Hide +3, Handle Animal +5, Diplomacy +5, Spot +2, Intimidate +4, Knowledge (religion) +4, Heal +3, Speak (orc). **Feats:** Blind-fighting, Cleave, Endurance, Improved Initiative, Leadership, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

SQ: *Aura of Despair* (Su)—Enemies within 10 ft receive a –2 morale penalty to saving throws; *Detect Good* (Sp)—At will can detect good as a spell-like ability. This ability duplicates the effects of the spell *detect good*.

Equipment: longsword (*Wyrms Claw*) +2, +1 full plate, large steel shield (crest of Arbas upon it), longbow, twenty arrows, ring with Arbas family crest.

Spells prepared (2): 1st—*change self*, *obscuring mist*.

Ogre (2): CR 2; Large-Size Giant; HD 4d8+8; hp 26 (each); Init –1 (–1 Dex); Spd 30 ft.; AC 16 (–1 Size, –1 Dex, +5 Natural, +3 Hide); Atks +8 melee (2d6+7, huge great club), +1 ranged (2d6+7, huge long spear); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. **Feats:** Weapon Focus (Great Club).

Equipment: great club

Orcs (12): CR 1/2; Medium-Size Humanoid; HD 1d8; hp 4 (each); Init +0; Spd 20 ft (scale mail); AC 14 (+4 scale mail); Atks +2 melee (1d12+3(x3), great axe), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +2, Ref +0, Will –1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness.

Equipment: Great axe, javelin, scale mail.

Tactics: Should all of the humanoids fall and the characters begin to close on Burryne, he calls out a challenge to them.

“I, Burryne Arbas, Lord of Southkeep, call a challenge to you. I am a man of honor and have shown such by not intervening to this point, giving you fair odds for success. I request the same honor from you. If you have integrity, may a single one of you come forth to meet my challenge with arms.”

If one character rides forth, Burryne readies his sword for mounted combat. Otherwise if multiple characters ride toward him, Burryne calls them dishonorable cowards and attempts to flee to the east.

Development: If the characters decide to flee, only the ogres and orcs pursue. The characters are able to outdistance the group, even with slaves in tow.

If the characters are able to take Burryne alive, he does not provide them with any useful answers to any of their questions. However, he does try to keep a conversation running with the characters. He asks questions about the situation in Critwall and other things related to the Shield Lands, attempting to distract the characters from questioning. At the same time he is weighing his options for escape. He will save his spells for this eventuality, using them to their best effect. Since Burryne has been accused of treason, the law of the land states that he must be brought to trial. He is still a noble so the PC cannot take his arms and weapons unless they wish to become outlaws themselves. If they choose this unfortunate course of action, they will eventually be caught, imprisoned for one year (mark off the appropriate time slots on the character's log), and will not be allowed to keep the weapons, armor, shield, or ring. This occurs even if the PCs (by some miracle, or by some trickery) kill Burryne. Brenton hears a distorted story about the turn of events at his family's manor, and organizes a quest to bring the adventures he entrusted that later turned brigand (the PCs) in for justice. These items are not certified, and cannot be kept by the PCs.

Encounter 10: Back to the Border

As the characters near the South Road Outpost they come across the following:

The clanging of metal and deep shouts rise over a low hill. Just beyond the low rise a battle is taking place between a group of humans, some who appear to be soldiers of the Shield Lands, and a group of goblinoids. With the goblinoids are several ugly creatures that are about twice the height of a man. Although the humans are outnumbered, they seem to be holding their own against the monsters.

The battle consists of several members of the Shield Lands army along with several mercenaries against a group of hobgoblins and ogres. Several humanoids and a couple of the humans have already fallen.

The mercenaries are a group of vigilantes that entered the fallen lands to slay humanoids. When they fled they were chased by a group of hobgoblins that caught them when their retreat was cut off by the ogres. Because the battle was within sight of a spotter atop the South Road Outpost, several troops were dispatched to aid in the fight.

If the characters participate in the battle, at its conclusion they are told by the soldiers to move on to the outpost. The soldiers want to get everyone to the relative safety of the outpost in case more savage humanoid attacks follow this one. They quickly

check over the humanoid bodies and dispose of them. If the characters volunteer to help heal injured soldiers or mercenaries, they see that most of the humans have been injured. The two mercenaries and the soldier that fell during the battle are severely wounded, but can be stabilized and should recover given time.

If the characters pass the outpost, the soldiers there want to see the letter they carry. After granting them passage into the fallen lands. They can fill the guards in on the situation at Southkeep and rest for awhile near the outpost if they wish.

If the characters remain at the outpost after the battle with the hobgoblins and Ogres, they see the soldiers harshly reprimand the mercenaries for drawing the hobgoblins into the reclaimed lands.

The five mercenaries:

- Trammel (male human Rgr3; Wilderness Lore +6),
- Whisten (female Oeridian Sor2),
- Dethdrin (female Flan Clr4; Heal +4),
- Henlor Dewblade (male elf Rog1/Ftr1; Bluff +2, Innuendo +3), and
- Brinkter (male human Ftr3; Intimidate +2)

make camp near the outpost and stay until the next day, hoping their two wounded comrades will have recovered enough to travel. If the characters spent time with the mercenaries before leaving, any character who is a bard or anyone who makes a Gather Information skill check (DC 20), can pick up a rumor from them. The mercenaries stumbled across an obelisk of dark stone about a dozen miles southwest of where Gensal used to be. They fled after encountering some living dead.

Creatures: The characters may avoid this encounter by simply riding on to the outpost, which is only a few hundred yards away. The hobgoblins are focused on retaliating for the deaths caused by the vigilantes and are in the fight until the end. The ogres were more than happy to join the fight, but if the battle turns against them and they think they can escape they do so. The characters can break from the fight without being pursued.

The creatures below represent what the characters must face. The soldiers and mercenaries defeat the remainder, a dozen more hobgoblins and two more ogres.

Tier 1 (EL 3)

Hobgoblins (4): CR 1/2; Medium-Size Humanoid; HD 1d8+1; hp 5 (each); Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +0 melee (1d8, [crit. 19-20], longsword), +1 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will 0.

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

Skills: Hide +1, Listen +4, Move Silently +3, Spot +4. **Feats:** Alertness.

Equipment: Longsword, javelin, studded leather.

Tier 2 (EL 5)

D **Hobgoblins** (8): Use stats above.

Tier 3 (EL 7)

D **Hobgoblins** (8): use stats above

d **Ogre** (2): CR 2; Large-Size Giant; HD 4d8+8; hp 26; Init -1 (-1 Dex); Spd 30; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +8 melee (2d6+7, huge great club), +1 ranged (2d6+7, huge long spear); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. **Feats:** Weapon Focus (Great Club).

Equipment: great club

Conclusion

When the characters return to Critwall they are directed to meet with Temgas Clement. Any prisoners the PCs return with are led to jail. Each character meets separately with Temgas and is asked to provide their account of what happened and what was found on the mission. The slaves all report to him that Burryne and Haembrand have held them as slaves for several years.

Based on the characters' accounts of the mission and any physical evidence they return, several different scenarios can occur. If the characters bring back Haembrand, Burryne, or any physical evidence to corroborate their accounts of the Arbas family's guilt, a hearing is set to remove all noble rights from the Arbas family.

If Burryne and/or Haembrand are present at the hearing, Brenton is visibly shaken once he sees his father and/or brother in manacles or finds out they are guilty. At the end of the hearing Burryne and/or Haembrand are sentenced to death, but before they are carted off they taunt Brenton, calling him "weak" and accusing him of "choosing the cowardly, and easy path." After the death sentence is placed, they shout objections calling all those present pitiful heretics and make threats that foretell of further destruction in the Shield Lands as retribution for their death(s) and the cowardly acts of the leaders.

If the characters report no findings or only accounts that Burryne and Haembrand are guilty, a hearing is held and the PCs are required to testify. Brenton is cautioned that if further proof does not clear the family name soon, his family's noble rights will be forfeited.

If the characters return with reports that the Arbas family is innocent and as a result the family name should be cleared, they are questioned closely. A hearing is held where the characters are required to testify. If their accounts are compelling, another quest may be authorized with other heroes to find further proof.

If the characters return physical evidence, they may try to

make it fit accounts that the Arbas family is innocent. This is nearly impossible to do if the characters returned with the slaves, as they all insist that Burryne and Haembrand have held them for several years. If the characters are able to align all their stories and make the physical evidence seem to point to the family's innocence, a hearing is held. The characters need to relate their accounts. This leads to other hearings, not requiring the characters, which eventually clear Brenton's family name. If the characters choose to clear the family's name, it is not considered an evil act unless it clears Burryne and Haembrand of their action(s) and sentence(s) as well. However, clearing the family name despite seeing evidence to the contrary causes a paladin to forfeit the benefits of their class and become a normal fighter. Record such an event on the log sheet, and the PC is an ex-paladin as describe on p. 43 of the *Player's Handbook*.

Should a character be caught blatantly lying to Temgas or any other judge, they are charged with perjury. This should only occur if their untruths are very apparent (providing a radically different account from every other character, denying obvious evidence, etc.). The sentence for perjury is a stiff fine (75% of the value of all a character's possessions, holdings, and valuables).

Regardless of the outcome, unless a character is extremely disrespectful of the court or is caught clearly lying, both Temgas and Wilton thank them for their duty to the faith of Heironeous and the nation as a whole. If the characters rescued the slaves, the court also publicly recognizes them at the hearing for their bravery.

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 Four: Safe Passage?

Defeat/drive off the creatures. 50 xp

Encounter Five: On the Edge

Informing the outpost of the events of encounter four 25 xp

Encounter Seven: The Village

Defeat or sneak past orc patrol 50 xp

Encounter Eight: The Manor

Find evidence of Arbas family betrayal 100 xp

Rescue slaves 100 xp

Kill or capture Haembrand 25 xp

Encounter Ten: Back to the Border

Helping to defeat the humanoids 50 xp

Informing the outpost of the situation at Southkeep 25 xp

Conclusion

Report back to the courts 50 xp

Total experience for objectives 475 xp

Discretionary roleplaying award 0-25 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:

The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically.

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

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

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

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

Encounter Seven: The Village

Standard Items

- Great axe (10 gp, 20 lb., steel, common): Heavily used, but fair condition great axe.
 - Tier 1 (40 gp total)
 - Tier 2 (50 gp total)
 - Tier 3 (90 gp total)
- Javelin (5 sp, 2 lb., wood shaft with steel heads, common): Heavily used, but fair condition javelin.
 - Tier 1 (20 sp total)
 - Tier 2 (25 sp total)
 - Tier 3 (45 sp total)
- Scale mail (10 gp, 30 lb., steel, common): Heavily used, dirty and foul smelling scale mail. Anyone using this item receives a -2 Cha penalty on any related interaction checks
 - Tier 1 (40 gp total)
 - Tier 2 (50 gp total)
 - Tier 3 (90 gp total)
- 4 gp, 26 sp, 28 cp in coins divided amongst the humanoids.

Encounter Eight: The Manor

Standard Items

- 36 javelins (5 sp, 2 lb., wood shaft with steel heads, common): Used, but good condition javelin. (18 gp total)
- Ten great axes (10 gp, 20 lb., steel, common): Used, but good condition great axe. (100 gp total)
- 80 arrows (5 sp/per 20, 3 lb./per 20, wood shaft with steel heads, common): Normal arrows. (20 sp total)
- Four suits of scale mail (10 gp, 30 lb., steel, common): Heavily used, dirty and foul smelling scale mail. Anyone

using this item receives a –2 Cha penalty on any related interaction checks. (40 gp total)

- Four bottles of Furyondian emerald pale wine (8 gp, *, glass bottle, rare): A bottle of high quality wine from ingredients grown in Furyondy. (32 gp total)
- 20 weeks of trail rations (25 cp/day, 1 lb./day, foodstuffs, common): Common trail rations. (35 gp total)
- Good quality bedding (5 gp, 4 lb., cotton, uncommon): Well made, dyed (green) cotton bedding. (5 gp total)
- Five outfits of quality merchant clothing (3 gp, 6 lbs., cotton, uncommon): Five outfits of a fairly simple style but good quality material. (15 gp total)
- A small, wooden chest (45 gp, 3 lbs., Roanwood, uncommon): A small (1 ft. x 8 in. x 5 in.), ornately carved Roanwood chest with a good quality lock (DC 30).
- 67 gp, 18 sp in coins in the wooden chest.
- Partially defaced family portrait (no value, 10 lb., canvas with a wooden frame, rare): Arbas family portrait that has been partially defaced. Intact is the image of Burryne and •
- Haembrand standing at the back of the painting. The defaced portion contains a woman and Brenton seated before the two men.
- Heavy flail (7 gp, 20 lb., steel, common): Common heavy flail.
- Longbow (37 gp, 3 lb., wood, common): The wood of the bow is carved with images of leaves.
- Banded mail (125 gp, 35 lb., steel, common): Common banded mail.
- Ring with Arbas family crest (12 gp, *, silver, rare): A simple silver ring bearing the symbol of a keep (similar to that in the Shield Lands crest) on a two-hued blue painted back ground. This ring is taken from the characters at the end of the adventure. Either it is used as evidence by the courts or it is kept by Brenton.
- Heavy mace (6 gp, 12 lb., steel, common): Common heavy mace.
Tier 2 (6 gp total)
Tier 3 (6 gp total)
- 16 gp, 33 sp, 15 cp in coins divided amongst the humanoids.

Magic Items

- A *potion of healing* (25 gp, 1 lbs., liquid in metal vial, rare): This potion acts as a *cure light wounds* (1st-level; 1d8+1 points of healing) when fully consumed.

Encounter Nine: Reinforcements

Standard Items

- Large steel shield (10 gp, 15 lb., steel, common): A large steel shield bearing the symbol of a keep (similar to that in the Shield Lands crest) on a two-hued blue-painted back ground. This item is taken from the characters at the end of the event. Either it is taken by the courts as evidence or it is reclaimed by Brenton.

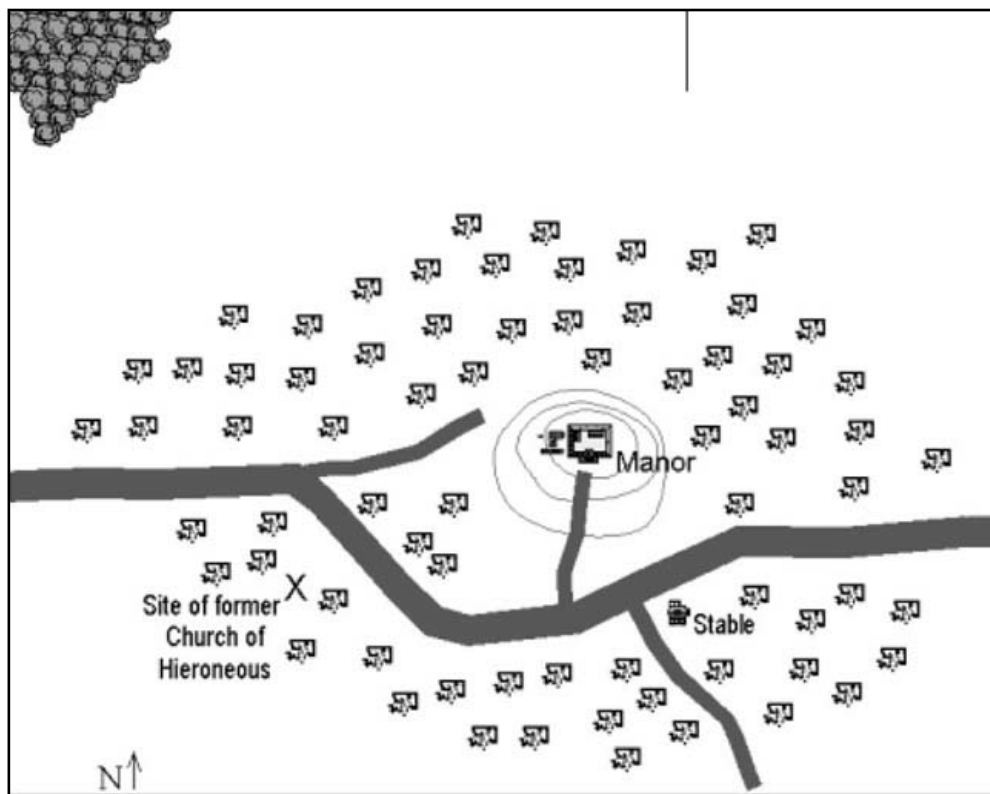
- Longbow (37 gp, 3 lb., wood, common): The wood of the bow is carved with images of cresting waves.
- Twenty arrows (5 sp/per 20, 3 lb./per 20, wood shaft with steel heads, common): Normal arrows. (5 sp total)
- Ring with Arbas family crest (12 gp, *, silver, rare): A simple silver ring bearing the symbol of a keep (similar to that in the Shield Lands crest) on a two-hued blue painted back ground. This item is taken from the characters at the end of the event. Either it is taken by the courts as evidence or it is reclaimed by Brenton.
- Eight great axes (10 gp, 20 lb., steel, common): Used, but good condition great axe. (80 gp total)
- Eight javelins (5 sp, 2 lb., wood shaft with steel heads, common): Used, but good condition javelin. (4 gp total)
- Eight suits of scale mail (10 gp, 30 lb., steel, common): Heavily used dirty and foul smelling scale mail. Anyone using this item receives a –2 Cha penalty on any related interaction checks. (80 gp total)

Map 1: Critwall to Southkeep Area Map

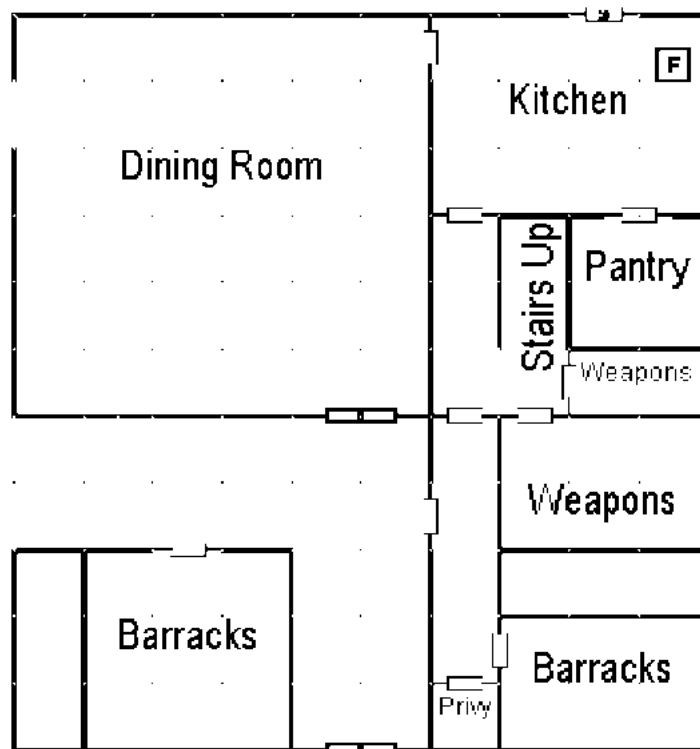


One Hex = 20 miles

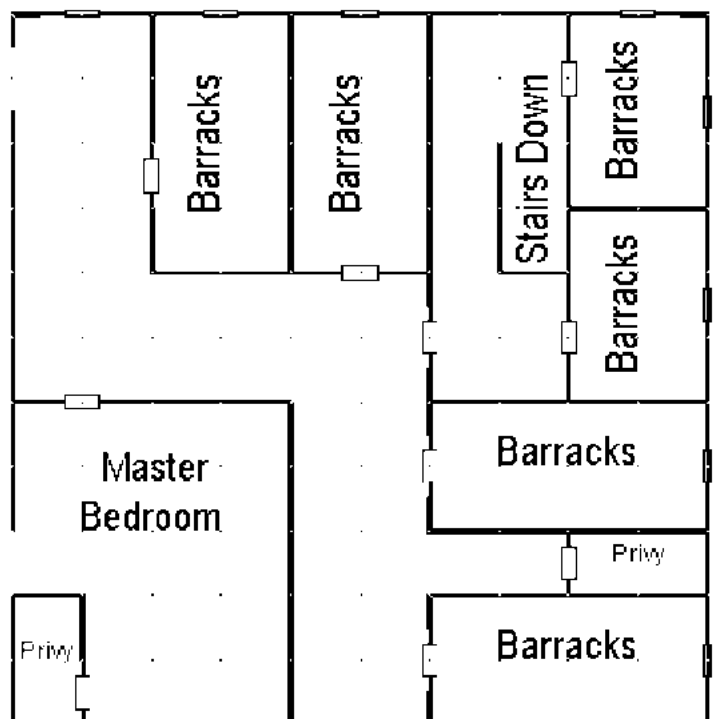
Map 2: The Former Village of Southkeep



Map 3: Southkeep Manor, ground level



Map 4: Southkeep Manor, upper level



Critical Events Summary

Did the characters free the slaves?			Y/N
Did the characters free Nevton Khurt?			Y/N
Did the characters capture/kill Halk the Armbreaker?	No	Captured	Killed
Did the characters capture/kill Kretil?	No	Captured	Killed
Did the characters kill or capture Haembrand Arbas?	No	Captured	Killed
Did the characters kill or capture Burryne Arbas?	No	Captured	Killed
What was the result of the characters' investigations?			
Found Innocent	No evidence either way		Found Guilty
List any characters who lost their paladinhood:			

List any characters who were fined for perjury:

List any other events of note: