

SHL3–06

A Chink in the Armor

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

Version 1.0

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The opportunity to scout Southkeep has presented itself. Will the mission be compromised from within? This is an adventure for heroes of levels 1 through 14 willing to travel undercover to the enemy, itself!

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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Introduction

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 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 rulebooks 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the adventure SH01-03, "In the Name of the Father", it was learned that not all Shield Landers defended their homeland when Iuz attacked. In fact, some turned traitor and worked with Iuz to attack and kill their own country folk, their own friends, and their own family.

Lord Burryne Arbas was such a man. He and his older son turned traitor and as such were spared from Iuz's wrath. Instead, they were rewarded with the continual governance of their ancestral lands of Southkeep. The son was captured and killed as a traitor in SH01-03. Since then, Lord Burryne Arbas duties requires him to report directly to Vayne out of Law's Forge.

Vayne is currently in a feud with one of his subcommanders, the wizard Waquonis. Waquonis has installed his regional commander, General Rehmat, in Southkeep. This feud has reached a fever pitch. Instead of bolstering his troops for both the defense of Southkeep (in case of an improbable attack by the Shield Lands) or training them to fight (for a not-so-improbable attack on the Shield Lands), Waquonis has ordered the forces at Southkeep north to fight against some forces of Vayne. Waquonis believes if he can show Vayne as weak, the Iuzian High Priestess Althea will depose Vayne and make Waquonis the commander of the entire front.

What Waquonis does not know is that he is acting on bad information, information supplied by General Rehmat for the purpose of making Waquonis look bad. Rehmat is hoping to depose Waquonis, just as Waquonis is hoping to depose Vayne.

Since the pathfinders investigated Southkeep two years ago, Waquonis has been busy. He has rebuilt the village and added walls. Further, he has built barracks for his orc hordes. Most importantly, he has collected significant data on the Pathfinders and is training doppelgangers to replace certain Shield Landers...

Adventure Summary

INTRODUCTION. The party is gathered by Lady Katarina herself with an unusual mission. With her is Shelton Half-hand, a cleric of Heironious ("who represents the council"). On a personal level, Shelton does not like Katarina, despite her devotion to Heironious. He feels she is dangerous to the Shield Lands because she puts concerns over the citizens of Tent Town, the merchants, the laborers, the members of the army and worst of all the Pathfinders above those concerns over the Lords and their ancestral lands. He absolutely adores Natan Enerik (despite his being a Pholtite) because of his 'top-down' view that the Lords should be taken care of first, and they will in turn take care of the masses.

The adventurers will be told the Council has decided to re-investigate Southkeep. There are a number of titled lands that would produce a lot of resources if they could be reclaimed. Greycloaks have reported a lot of troop movements recently, but no substantiated knowledge of Southkeep itself exists.

The party is warned that Iuz has many spies between the border and Southkeep, and that it is suspected that Southkeep itself will be dangerous for the forces of good to move about in an open manner. They will be given the same warning that many received last time: "Let nothing follow you back. There is nothing worth risking an attack on the Shield Lands at this time."

The party will be able to look at a map which shows three routes to Southkeep: A swampy set of marshes to the north, an old trade road through the middle, or a barren set of hills through the south. Further, they will be allowed to question a rogue that was recently captured. This is none other than Nevton Khurt, the rogue from SH01-03 In the Name of the Father.

ENCOUNTER ONE: AGAINST THE GNATS. The trade route and the main road will each give clues the party should not go this way: extremely thick insects will bother the party mercilessly. If the party insists on going by those routes, they will be extremely exhausted at the end of their journey. In any event, any route chosen will lead to a point where the party will face the ghost of a long-dead soldier.

ENCOUNTER TWO: THE KEEP AND VILLAGE ON THE BORDERLANDS. The party will eventually arrive at Southkeep. Here they will discover that Southkeep currently has trade underway. Various human and demi-human traders of dubious nature bring supplies in and leave with ill gotten Iuzian gold. As long as the party keeps a low profile, they will be able to investigate nearly any of the establishments in Southkeep. There are ten important rumors and pieces of information the pathfinders need to collect:

1. The enemy is working on fortifying South Keep (See Encounter Two A: The West Wall)
2. Captain Zurek is currently manning South Keep. He is an incompetent (See Encounter Two C: The Splintered Mace, Two D: The Orc Barracks, Two E: The Hobgoblin Barracks, Two G: The Auction Block and Encounter Three, Room I).
3. The number of troops here is greatly diminished. (See Encounter Two C: The Splintered Mace)
4. There is a great amount of merchant activity in South Keep (Just about everywhere).
5. There are strange visitors to South Keep. (See Encounter Two G: The Auction Block, and Two K: The Manor of South Keep).

6. The Iuzians are planning on building siege equipment. (See Encounter Two I: The Old Forest)
7. Some evil Perrenlanders, apparently calling themselves the Dark Wave, are looking at supplying South Keep with three intelligent swords. (See Encounter Two J2: The Tent of the Perrenlanders)
8. The Iuzians are getting extremely good intelligence on the Shield Lands, including the Pathfinders. (See Encounter Three Room J, and Room O)
9. Lord Arbas is concerned over a legend involving the Shield Lands. See Encounter Three Room I)
10. Someone or something is training to impersonate pathfinders. See Encounter Three Room O)

Additional rumors and information both true and false are detailed in throughout the module.

ENCOUNTER THREE: THE ROOM OF HORRORS. Eventually, the party will make their way into the keep. Inside they will discover the subterranean training ground for the doppelgangers and discover a number of notes on various Shield Landers of note. Further, they will discover the diary of Lord Burryne Arbas describing some of his motivations for joining the forces of Iuz. He also lists the curious note: He has been recently troubled by an old legend he thought would have died when the Shield Lands was destroyed, that “the Throne would be restored and all power would thus flow”.

There will also be notes from General Rehmat explaining that he has gone at the orders of Waquonis to fight the forces of Vayne. The notes are suggestive that General Rehmat planned this all along.

The party can leave at any time. However, if in the keep, they will find a secret door in the doppelganger training room that leads to old smuggler caves on the coast of the Nyr Dyv. The caves, are, of course, occupied.

CONCLUSION. The Conclusion takes place after they arrive back in Critwall, where, rather than being thanked for their information, they will be chastised before the Council of Lords, mostly by Shelton Half-hand. This is because the border guards were attacked a day after the party crossed, and “only through divine intervention” was the battle won. He will remind the party they were to bring NOTHING back, a task in which they failed...

Lady Katarina will personally intervene, and thank them for their service to the realm. This gets her an obvious dirty set of glances from the Council who bite their tongues rather than look bad in front of mere Pathfinders. That is until Lord Natan Enerik leaps up and with a hearty grin thanks everyone for their service.

This module is an investigatory adventure. There is very little combat intended except for an encounter at the beginning and two at the end. Party members who are

careful can travel through out Southkeep (although they should not know that) with little difficulty. There is no order to the places they can visit in town. If the party acts truly stupid (Attacks the garrisoned troops, merchants, etc.) they get what they deserve. Because it should be made VERY obvious that overt actions are going to be costly, they will have to watch themselves or face some clearly overwhelming odds.

Note that most of the parties named in Encounter Two are intended on being non-combatants. It would be impractical at best to note each and every detail at every APL for each and every merchant, bartender, soldier, etc. More details are shown in Encounter Two.

Introduction

The past three years have been turbulent for the Shield Lands. There have been major victories, such as restoring the Bridge, retaking Torkeep and Gensal, and even giving the Iuzian army a bloody nose in that whole matter with the Sidhee. However there have been setbacks as well: the mysterious obelisks that have shown up around the region, the assassinations in Bright Sentry and the breach of the borders of Ringla... -oh- best not even to think about that one...

You have been summoned to appear in the chamber of the Council of Lords. You do not remember ever being asked to show here in the past. You make your way through Critwall, and after arriving, are ushered in, along with some other pathfinders.

The party should take the opportunity to introduce themselves.

The Council chambers are in stark contrast to the streets of Critwall. Critwall is in constant rebuilding and repair. The Council room is, well, finished. Rich wood floors, excellent stonework and opulent wall hangings make you wonder just how many people in Tent Town could be fed and clothed with the wealth in this room. Even the Council's table is made with ivory inlay! Your thoughts are interrupted with the approach of footsteps.

You turn to see Lady Katarina as well as a cleric of Heironious!

Ask the party their actions. Knowledge Local or Knowledge Nobility and Royalty (DC 10) will reveal the proper response to meeting any of the council of lords, especially the Lady, is to bow deeply from the waste with hands outstretched, palms forward (probably to reveal there are no weapons in hand).

This encounter should be filled with a great amount of subtlety and innuendo. The cleric is Shelton Half-hand, and he is not a fan of Lady Katarina's view points on how the region should be run. He believes, along with the very influential Natan Enerick, that the needs of the Nobles should be taken care of first. This will allow the Nobles the freedom to take care of their servants and associates well, and the servants and associates will take care of their servants and associates better and so forth, enriching all the Shield Lands. They call this the Flowing Stream theory of governance. Lady Katarina believes the needs of the populace should be taken care of first, and this will benefit everyone.

She is extremely uncomfortable with the wealth in the room, but as Shelton Half-hand will state, the nobles feel the need to have a powerful statement of the success and viability of the Shield Lands when meeting with foreign dignitaries "No one want to parley with a beggar" he will snort...

Lady Katarina is beautiful in plain sort of way. She is about 5 ½ feet tall with long straw colored hair. Her blue eyes match the blue trim of her otherwise white dress and blouse. An intricate gold holy symbol of Heironious attached to an impossibly thin gold band holds her hair place (It is a Phylactery of Faithfulness). Over her blouse she wears a draping cloth of red emblazoned with the black keep symbol of the Shield Lands. Hers has a gold stick border symbolic of her noble house.

Shelton Half-hand is a rugged, not unhandsome, looking man about 5'10" tall. He is wearing white clerical garb with heavy blue trim and emblazoned with the emblem of Heironious. His hair is a muddy brown and he has a neatly trimmed, close-cropped beard (but no mustache). At his waist are a number of parchment tubes and he is never anywhere without his 'board'. His board is a portable writing desk he can balance on his left arm while writing on it with his right. It has an inkwell which can be securely closed while traveling as well as a quill made from, of all things, the pintail feather of a roc! He is constantly writing down notes. His official job is secretary to the Council of Lords.

Shelton HATES Pathfinders and will have open, unabashed contempt for them. Lady Katarina has nothing but love and admiration for the pathfinders, but is infinitely kind and patient, even in the face of Shelton's open hostilities.

Read or paraphrase the following to the pathfinders:

"I wish to thank you for your attendance, pathfinders", says Lady Katarina with an impossibly friendly smile. "There is too little we know about the enemy's movements, and I and the council believe it is time to act. Are you interested in assisting?"

Lady Katarina will explain that she has a mission for the pathfinders, if they will accept. It is one of such danger, that she decided she needed to ask personally. If the party agrees, she will reveal the following:

- ☛ She was going over the rosters and decided the actions of these particular pathfinders led her to believe they were her best choice.
- ☛ The area known as Southkeep is an unknown. Recent attempts to scry on the area have been unsuccessful.
- ☛ The land is rich farmland and has access to the Nyr Dyv. Further, a couple of noble families have claim to the area, most notably House Lardon.
- ☛ She wants the pathfinders to go to Southkeep and scout it as thoroughly as possible and with great haste. They are to report on their return directly to her.
- ☛ They are not to meet with any other Shield Land forces, including the outpost ten miles out of Critwall. Secrecy is paramount.

Shelton Half-hand will not keep quiet during all of this. He will reveal the following:

- ☛ It is important to know troop strengths if the nobles are to ever reclaim their lands.
- ☛ The lives of the pathfinders are insignificant compared to the rest of the Shield Lands. Their actions must not bring any attention to the Shield Lands.
- ☛ They must not bring anything –or anyone- back with them across the border.
- ☛ This mission is supported by the council and was initiated by Lord Natan Enerick (He will add "A decent man for a Pholtite").
- ☛ Frankly, he does not like pathfinders.

After the meeting, the pathfinders will be told there is a prisoner they may wish to talk to. Ushered in between two guards is a ratty looking woman. She has a very prominent nose and overbite, as well as tiny beady black eyes. Her hair is short, coarse and black as midnight. She is Nevton Khurt. She was a slave during SHLOI-03 In the Name of the Father and may have been rescued by the pathfinders. Shelton Half-hand will inform the party she was arrested recently on horse theft charges. It turns out she has been living in the wilds between Southkeep and the border and may have information for the party.

Unless the party has some method of tricking her or mind reading, she will not reveal anything unless she is pardoned for her information. This will be extremely tricky. The horse (of course) belonged to the Knights of the Holy Shielding and the penalty is supposed to be

death by hanging. However, a Diplomacy Check (DC 16 + APL) will allow the party to pay the damages on her behalf (100 gp as it was a war pony). Followers of Heironeous will receive a +2 circumstance bonus to the check. Additionally, party members who have influence points with any Lords or Ladies of the Shield Lands, or with the Council of Lords, receive an +2 inherent bonus to the check. Finally, if a character has at least five ranks in Knowledge Local they will receive a +2 synergy bonus to this check.

If successful in pardoning her release, Nevton will reveal that the hunter killer groups Iuz uses have been EXTREMELY active in the hills and on the old road, but have avoided the swampy marsh lands to the north. In fact she overheard a patrol say "...got ter get ridda one last night." (It was actually "Got to get rid of one last knight" meaning the ghost of the old knight haunting the swamps). Also, she does not know anything about the current layout of Southkeep and only recalls being stored in a cellar beneath the kitchen when she was a slave.

The party is given an opportunity to look at a map of the area. It shows Southkeep about three days walk from Critwall (about 50 miles). If they go straight along the South Road, they will be able to make it in 2 ½ days but this route is likely to be heavily guarded. The south hills are promising and they run along the Nyr Dyv. On the north side is marsh land. It will probably be slower going (maybe four days).

Encounter One: Against the Gnats

If the party has insisted on going through the hills, or along the road, read the following:

Your journey away from Critwall was initially uneventful. There were no patrols and no workers in the field. It seems likely the power of the Council has given you a diversion for a few hours. However, as you reach the borders of the Shield Lands you note the air becomes thicker with small stinging insects. Without suitable protection, traveling forward (along the road/through the hills) would be maddening at best, and threatening at worst.

A Survival check (DC 10) will reveal the insects are a nasty form of Nyr Dyv mosquito. It is rare for them to be this far east. If the party insists on traveling through the cloud, advise them that after 1 hour of travel, they become fatigued (See DMG page 301). After another two hours of travel, they become exhausted (See DMG page 300). The clouds of insects last for two days. Further, if

they traveled along the road, they will believe they are constantly being watched.

If/when the party decides to move through the marsh, ask them for a marching order and read to them the following:

Your journey away from Critwall was initially uneventful. There were no patrols and no workers in the field. It seems likely the power of the Council has given you a diversion for a few hours. However, as you reach the borders of the Shield Lands you note the air becomes thicker with humidity. Ahead of you lies the marsh land. While there are vast stretches of dry land, the number of rushes and cattails tells you there will hidden pools of water, soft ground, and the possibility of bogs.

The party can move forward as normal. Except for fighting against the marsh itself, the journey is peaceful. The journey through the marsh takes four full days of travel. At the end of each day, ask the party how they are setting up camp, and for watches.

At the end of the second day, regardless of the route, the party will have an encounter late during the first watch of the night. Mayana, a knight from the wars died near here, shot in the back with an arrow from a hobgoblin. She still haunts the area, desiring to get home to her husband Relene.

She travels the area looking for a body to possess so she can go to Critwall and look for her husband. She has possessed a number of orcs and hobgoblins and the like, but when she gets near the Shield Land borders, she keeps getting killed by the Shield Landers (who just think she is an orc or hobgoblin or the like).

If she detects a body with no life-source (such as the body of a mage using a *magic jar* spell) she will try to possess that body first. Otherwise, she always chooses females to possess and if none will go for as fighter-type of a person as possible, settling on a wizard only if forced to.

If seen, she will appear striding over the marshes. However, she prefers to move in ethereally, then use her skill in move silently to attack her (perhaps sleeping) victim. If successful, she will try to escape towards Critwall. If forced to fight, she will use all of her abilities to destroy the party as she sees this as one of her last chances to get home.

Note that at higher levels, she can be extremely deadly as she has the feats Improved Critical, as well as Weapon Focus (battleaxe), Greater Weapon Focus (battleaxe, Improved Disarm, and Improved Sunder.

While she fights she will continually let out an unearthly moan "Rrrreeeeellllleeeennnnnnneee". If a player thinks to ask to use a skill, only a Knowledge Local check

(DC 16 + APL) or Bardic Knowledge check (DC 16 + APL) will allow a character to remember there is a cart maker in Tent Town named Relene who lost his knighted wife in battle about 10 years ago. Using this knowledge could allow the party the opportunity to peacefully resolve this conflict if they can change her demeanor from “unfriendly” to “friendly” with a Diplomacy skill check (DC 25) (by telling her Relene lives and they will bring him stories of her undying love, that sort of thing).

APL 2 (EL 4)

🔥 **Mayana:** hp 18, see Appendix 1.

APL 4 (EL 5)

🔥 **Mayana:** hp 27, see Appendix 1.

APL 6 (EL 7)

🔥 **Mayana:** hp 45, see Appendix 1.

APL 8 (EL 10)

🔥 **Mayana:** hp 72, see Appendix 1.

APL 10 (EL 12)

🔥 **Mayana:** hp 90, see Appendix 1.

APL 12 (EL 14)

🔥 **Mayana:** hp 108, see Appendix 1.

Tactics: She will try to possess a character (as described above) and make her way back to Critwall. She is not adverse to using all of her ghostly as well as physical abilities to defend herself.

After she is defeated, all that is left is her armor, shield and battleaxe.

Treasure:

APLs 2, 4, 6 and 8; Loot (13 gp)

APLs 10 and 12; Loot (152 gp)

The remaining travel time is uneventful, although the DM should intersperse the travel by requiring the party to roll listen and spot checks from time to time.

Encounter Two: The Keep and Village on the Borderlands

When the party gets within a quarter mile of the village, there is a hill on the road overlooking the village. Tailor the description below based on whether the party arrives during the day or the night. Weather each day in Southkeep starts with a sunny morning followed by a cloudy afternoon and then a clear evening.

The village of Southkeep lies before you. It is immediately apparent that much has changed since the prior scouting report. Over looking the village from a hill, you see that what you believed would be a few burned out buildings and a poorly guarded keep are in fact a bustling center of new growth with what appears to be a well staffed keep!

The road leading into the village is in terrible shape. From your position on hill, you can determine the village is bordered on the south by vast farm lands, perhaps stretching away behind it. North of the village you espy an area that appears to be a freshly logged forest. What lies beyond the village is only speculation at this point.

Directly ahead of you is a stone wall blocking off the road. On it you can see a few troops, metal glinting off their weapons.

IT IS CRITICAL THE DM READ THIS SECTION CAREFULLY: Rules for travel and investigations about Southkeep.

Southkeep is a newly thriving out post for the forces of Iuz. Since it was scouted in SH01-03, the decision was made to bolster it with troops. This quickly led to supply line issues and the need for trade. The region, after all, is rich farm land, so food could be harvested by slave troops and the excess shipped or traded out. There are unscrupulous sorts who will trade even with the forces of evil. Most of these ‘merchants’ are nothing more than successful bandits who are pawning their stolen goods for more easily tradable items. None-the-less, it means a steady supply of other raw materials enters Southkeep.

That said, in addition to the primarily orc forces residing here, there are some hobgoblins, humans, half-orcs, goblins and some giant types (ogres, trolls, etc.).

Disguise: Party members may use any of a number of various methods of disguise, including the disguise skill. As long as a passable method of concealing elves, half-elves, dwarves and halflings is made, nobody will question it. Further, elves, half-elves, dwarfs and halflings are, while uncommon, not unheard of as slaves for the other ‘merchants’ visiting Southkeep. Thus, party members that keep their cool and act any reasonable part will be dealt with accordingly. Party members flashing about magic swords, armor, shields, etc. will be looked at as either extremely lucky and successful looters or a threat, again depending on the demeanor of the party.

As a general rule, use the following modifiers to any sense motive checks used against the party. All modifiers are cumulative:

-5: No elves, half-elves, dwarves or halflings in the party (includes disguises or the like):

+5: Holy symbols of good deities openly worn.

+5: Each fight the party gets into (Open fighting is actually common amongst such evil and chaotic forces, but even so, continued brawling by the same group quickly becomes suspicious).

Travel in Southkeep

There are three levels of activity: “Daytime” consisting of approximately noon until 8:00 p.m., “Evening” consisting of approximately 8:00 p.m. until 4:00 a.m., and “Morning” consisting of approximately 4:00 a.m. until noon. During daytime hours, the streets will have modest activity, mostly the slave gangs being marched out to work the fields, etc., or some of the merchants bartering back and forth or trading with some of the locals. Evening is very busy with troop patrols being common as well as all levels of commerce. Morning is very quiet with almost no level of activity except for guards.

At any time during the daytime and evening, there is constant activity. A squad of orcs may march up and down the streets, a goblin runner with news may be jogging across the village, a merchant with cart of goods may be rolling down the road, and so on. During the morning hours, there is almost no activity except for the guards on the wall, and an additional set of guards (see the statistics for the guards on the wall: Encounter 2 A, below) patrolling the perimeter of the village.

The village is trusting to the hunter killer groups patrolling the area between the Shield Lands and Southkeep for its real protection. It’s just a fluke the party managed to avoid such patrols on the way in!

Note that the inhabitants of the village do not take care of their buildings or possessions. They are generally Chaotic Evil, after all. Feel free to describe the buildings as being poorly maintained, with trash everywhere. The tavern, for example, is filthy, while the auction block area is a muddy mess.

Almost all of the NPCs being presented in this section of the module are not intended for the party to fight. It is always possible for the party to get into unintended brawls, although the party may not know that.

It is important to emphasize the feeling of constantly being watched, regardless of where the party is, or what the party is doing, to discourage random fights. This is because: if the party begins running about mindlessly slaughtering orcs and hobgoblins, or is caught stealing and looting, or is revealed as pathfinders, the inhabitants of the Keep will be immediately roused. This could spell the doom of the pathfinders and as such they need to be able to understand they are in a dangerous situation. Rash decisions will be dealt with harshly. See K, below, for the reactions of the inhabitants of the keep. To further

emphasize the dangers, any NPC will be able to tell the party the Keep is not safe, even to loyal subjects of Iuz, at least not while the captain is in there.

Finally, unless specifically mentioned, EVERYONE detects as evil.

Unnamed Buildings

There are a number of buildings that are not named on the map. These are burned out hulks that have yet to be renovated. Approximately 25% of them are inhabited by 2d6 orcs or 1D10 hobgoblins. The party is free to use any unoccupied houses as they see fit.

A. The West Wall

It is quickly obvious that new construction has started on walling in the bulk of Southkeep. So far, only three stretches of wall have been completed. Knowledge Architecture and Engineering (DC 20) will reveal the work has the distinct feel of the sort of stone work used in Critwall’s reconstruction and repair projects.

The wall itself is currently three 50’ spans of stone, 15’ high. The middle span has a pair of iron gates that opens outward set into it. These gates are ALWAYS closed. Anyone familiar with travel in the area would automatically know that no travel is to occur in or out of this gate. Further, Survival (DC 15) will reveal for a character with Tracking that no recent travel has occurred in the area west of the gate and there are no drag marks to indicated the gates have opened.

Each span is capped with a small turreted area. At the outermost ends, a five foot pile of stones has been gathered (the first delivery of stone for further work). On the inside of the wall, on either side of the gate, are wooden ladders leading up to the wall top.

The wall is manned, Morning, Daytime, or Evening by 12 orcs armed with heavy crossbows. There are 4 for each section, and in each section, one will have a horn to use in case of danger. One long blast will rouse most of Southkeep. Party members approaching from this side will definitely be challenged.

A clever party may learn the following: The guards think guarding this wall is pretty stupid because the scouts should report any serious troop movements and the hunter-killer groups should catch any spies.

➤ **Orcs (12):** hps 6 each. *See Monster Manual pg 203.*

B. The Fields of Pain

This area is five parcels of land being worked by slaves. There are approximately 50 slaves here during Evening hours. They are accompanied by five orc guards and are divided up 10 slaves and one guard per parcel of land. To do their work, the slaves carry simple farm implements

(hoes, etc.) and have access to four oxen with plows. The guards carry whips, a horn to use in case of danger, light crossbows, and each has a 'war dog' (essential a riding dog that is war trained. *See Monster Manual page 272.*) The type of crops they are raising varies from field to field. All are used for grain.

The slaves are used where needed. Currently, there is work to be done in the fields. However, they are also used working on the wall, repairing roads, building new structures, etc. *See E. Slave Barns* for more information.

The slaves will not speak if approached. The guards will be very suspicious of anyone coming near them but will be receptive if the party seems impressed by the work they are able to get out of their charges.

A clever party will get the orc guards to reveal one bit of useful information: The new hobgoblin war cry is "Victory for Vayne". They overheard it while walking the slaves past a squad of training hobgoblins. They think it's pretty stupid because all victories are ultimately for the glory of Iuz.

🐉 **Orcs (5):** hps 6 each. *See Monster Manual pg 203.*

🐉 **War Dogs (Riding Dogs) (5):** hps 13 each. *See Monster Manual pg 272.*

C. The Splintered Mace

The Splintered Mace is a squat wooden building, approximately 25' wide by 35' deep. It rests on the old masonry foundations of the old homestead that used to be here (before the war). The exterior is washed with an almost black stain. A new, but still ramshackle looking, chimney sprouts out of the rear of the building and belches smoke into the sky.

The building has a single wooden door in the front flanked by two windows, and single window on the east and west sides. Inside the door are four tables and 13 chairs (plus standing room for four more at the bar). A massive (5' x 10') iron stove sits in the north-west corner of the room. In the north-east corner stands the bar. A door leading out of the tavern is directly behind the bar. Further, there is a cellar door to the basement also behind the bar. The basement only contains miscellaneous food stuffs and some casks of drink (mostly ale).

The food menu is pretty limited, usually a sturdy stew and some hard bread. The ale is surprisingly passable and is served out of leather mugs.

On the wall behind the bar, at the point marked A, is the reason for the name of the tavern. The skull of a human hangs on the wall. Beneath it, resting on a ledge is a heavy-looking mace, the handle busted in three places. This is the skull and mace of the cleric Olesguard. Olesguard was a cleric of St. Cuthbert who was visiting Southkeep at the time of the invasion. He bravely fought,

buying time for the refugees to flee, before his mace was sundered by none other than Count Burryne Arbas himself. If the skull is somehow retrieved and returned to a church of St. Cuthbert, the character doing so will receive the effects of an Atonement spell. Further, the shattered mace is described in the treasure summary. At any given time there is no more than 20 gold pieces on the premises (kept in an old boot behind the bar).

Treasure:

APL All: old skull and a splintered mace.

The bar is tended by its owner, Rankel Snapbite, an orc and patrons are waited on by two goblins, Spit and Grizzle. Rankle will claim he will not part with the skull or mace at any price, but for 500 gold in cash or trade he will give up the skull, and for 1000 gold in cash or trade he will give up the mace.

🐉 **Rankel Snapbite:** Male orc Ftr 4.

🐉 **Spit:** Female goblin Rog 2.

🐉 **Grizzle:** Male goblin Rog 1.

During Morning hours, the bar will be unoccupied although the doors are locked. Open Locks (DC 30).

During Daytime hours, Rankel, Spit and Grizzle will be here, working, along with six customers: two orcs, a hobgoblin, and three humans.

During Evening hours, Rankel, Spit and Grizzle will be here, working, along with 12 customers: four orcs, two hobgoblins, and six humans.

There are plenty of rumors to learn in the tavern.

The orcs know the following rumors:

- 🐉 Vayne and Waquonis hate each other.
- 🐉 The ogre guard at the keep loves the stew and ale from The Splintered Mace.
- 🐉 The slaves are getting over-worked. The concern is that some may just drop dead; meaning that new raids and trades for fresh workers will be necessary.
- 🐉 Captain Zurek is a notoriously incompetent commander. No one can figure out why he was left in charge although he is one of the most dangerous fighters in the army.

The hobgoblins know the following rumors:

- 🐉 Some weird looking (even for humans) visited the keep recently.
- 🐉 High Priestess Althea, who is pretty powerful, is extremely angry at both Vayne and Waquonis. (This rumor is ONLY available if the party has learned the hobgoblin war cry "Victory for Vayne!")
- 🐉 Anyone caught in the keep would be surely slaughtered.

- ☛ Captain Zurek is a notoriously incompetent commander. No one can figure out why he was left in charge although he is rumored to have personally assisted in the capture of a Gold Dragon (Gildor Arkanix) about six months ago.

The humans know the following rumors:

- ☛ The number of troops at Southkeep is very small compared to what they would normally see. (This rumor is ONLY available if the party has learned that Iuz is using troops to guard caravans of unnamed supplies to Dorakka).
- ☛ If you can trade in slaves, you can make a huge profit with Iuz, right now.
- ☛ The City of Greyhawk is a great place to trade goods received here.
- ☛ Critwall is tough to trade at both because of all the laws the Shield Landers have, as well as the danger of getting past the Iuzian patrols.

D. Orc Barracks

There are five long buildings. Each is made of wood and stands 25' wide by 50' long. Inside of each is a number of floor mats, as well as some equipment pegs. Inside of each is room for 60 orcs. These are the rank and file troops.

During the daytime, the orcs will have to work on the drills. They will be seen outside working on sword play, axe work, shield training, etc. During the evening, they have limited free time, and up to a third will go into the village to walk around, visit the auction, etc.

While here, the party will have a hard time getting much information out of the orcs. It will take a Diplomacy Check (DC 10 + APL) to make the orcs comfortable enough to talk.

- ☛ Tomorrow evening, probably at 4:00, there will be a big inspection. EVERYONE from the keep will come down to inspect the Orcs and Hobgoblins. That is why they are training so hard.
- ☛ The ogre Hefter really likes stew.

E. Slave Barns

These are two squat buildings, 25' wide by 30' long. Inside of each is held, chained to posts, 25 slaves (a total of 50). The slaves break down as being 40 humans, 5 dwarves, 3 halflings and 2 elves. The slaves have been so beaten down and have been used so many times for magical experiments that they have almost no ability to effectively communicate. Their lot in life is now to labor and to suffer. There are five slaves each alignment except 5 extra humans are neutral.

Next to the Slave Barns is a 10' wide by 15' long house containing 5 Orc guards (See Field of Pain, above).

The slaves have no apparent useful information. They are definitely not interested in escaping because they truly believe they will be caught and punished. However, if treated with actual kindness, they will reveal that one of their numbers was taken from them to the merchant's quarters (for what purpose they do not know). He was a dwarf who claimed he was of noble blood. They only knew his name as Ruddy.

F. Stables

The stables look to be cobbled together from whatever bits could be salvaged from the burned out wreckage of the village. The stables have three walls: two 15' walls and one back wall 40' long. Inside are kept the guard dogs (See Fields of Pain, above) as well 10 dire wolves trained as riding mounts. The animals are penned in and fed scraps by the orcs. It is clear that any serious cavalry would not be housed here.

G. Auction Block

This area consists of a 60' x 60' square section of earth with a small wood building on the north, west and east sides. The road in and out of town runs along the south side. During the morning, there is no activity from any of the buildings or the square. During the daytime, there will be a half-dozen orcs and another half-dozen merchants milling about. Further, the three buildings will be open. During the evening, there will be a dozen orcs, half a dozen hobgoblins, and a dozen merchants milling about. Further, the three buildings will be open and an auction of goods will be underway...

The three buildings are actually trade houses. In the west building, an orc scribe will write down the nature of goods to be placed on that night's auction while his assistants will run the bills of lading over to the north building. The north building is dedicated to the auction staff and bookkeeping, while the east building handles post-auction transactions (making sure goods are paid for, etc.). Each building will 2 orc guards in addition to 3-4 orcs performing their duties described above. The auctioneer is a one-eyed orc named Grask. Grask is known for his quip that he has a 'good eye' for a bargain during auctions.

The auctions that occur while the party is here will be for standard items of less than 500 gold value out of the PHB Tables 7-3, 7-5, 7-6, and 7-8 (except for spellcasting). Players can bid, but will find the items are PHB values.

Chatting with the other merchants during the daytime will reveal:

- ☛ There is always a need for slaves by the Iuzians.
- ☛ Iuz is using troops to guard caravans of unnamed supplies to Dorakaa

Chatting with the other merchants during the evening hours will reveal:

- ☛ Sometimes a member of a merchant troop will go missing for a day or two, then return.
- ☛ Further, there are strangers going in and out of the keep, recently, strangers who only travel when they are heavily robbed.
- ☛ General Rehmat typically commands South Keep, as Lord Arbas is away on 'other duties'.
- ☛ Finally, anyone caught in the keep would surely be slaughtered.

☛ **Grask:** Male orc Rog 6

H. Hobgoblin Barracks

There are three long buildings. Each is made of wood and stands 25' wide by 50' long. Inside of each are a number of floor mats, as well as some equipment pegs. Inside of each is room for 60 hobgoblins.

During the daytime, the hobgoblins will have to work on the drills. They will be seen outside working on sword play, axe work, shield training, etc. During the evening, they have limited free time, and up to a third will go into the village to walk around, visit the auction, etc.

While here, the party will have a hard time getting much information out of the hobgoblins. It will take a Diplomacy Check (DC 14 + APL) to make the hobgoblins comfortable enough to talk.

- ☛ Tomorrow evening there will be a big inspection. It will probably be around 4:00. EVERYONE from the keep will come down to inspect the Orcs and Hobgoblins. That is why they are training so hard.
- ☛ There is a password that is needed to get in and out of the keep.
- ☛ Waquonis and Vayne are now openly fighting. This is bad for morale as it is keeping the army from doing what they were born and raised to do: Conquer!
- ☛ Lord Arbas and General Remat are both away from South Keep at the moment, leaving the troops under the command of Captain Zurek.
- ☛ Anyone caught in the keep would surely be slaughtered.

I. The Old Forest

This hilly region North West of town is filled with great old oaks, birch and pine. It is in the process of being logged, as needed. Currently, about an acre of the land has been cut down.

Living in the forest is a young wood elf druid, Ging, and his animal companion, Scoots, a squirrel. Ging is Neutral Good and feels absolutely terrible that he has almost no ability to save the forest. Still, he does what he can to slow down the logging and to give healing to trees as best he can.

If convinced the party means no ill, Ging will give the party what shelter and aid he can. He knows the following rumors:

- ☛ The current plan is to harvest as much lumber as possible for siege equipment.
- ☛ Stone is being brought in from the north. It is a lot of work and expensive, but apparently the orders are to wall in the entire town.
- ☛ There are MANY hunter killer groups of Iuzians searching for Shield Landers between here and Critwall. It must be a miracle if the party made it here this far.

☛ **Ging:** Male wood elf Drd 5

☛ **Scoots:** Female squirrel animal companion (use Rat statistics)

J. Merchants Camping Area

This area is a jumble of activity. If chaos has a definition, this merchant area is it. Tents of varying shapes and sizes dot the entire region. There are 30 of them here at this time. Scattered among the tents are over 60 wagons, each with a varying amount of guards.

The ground is pounded hard, with grooves leading on and off the road where numerous wagons have moved incredible amounts of cargo. Almost no vegetation is available, and apparently water and food for the animals must be brought in. There are three roads out: One to the west (which leads into town), one to the east (which leads to parts unknown), and one to the south, which leads to the Nyr Dyv.

In the center of the eastern side of the merchant area is a large pen walled in with three-foot high timbers. This is the arena, and during the daytime, the merchants will pit all manners of beasts and humanoids against each other with a wide variety of wagers being available. See J 3, below.

While here, the party can purchase any of the items shown for the Auction, above. Further, the party will have an easy time getting all sorts of information out of

the merchants. Polite conversation will quickly reveal the following:

- There is typically a brisk trade in slaves here. Although right now, there are none for sale, either by the Iuzians or by the merchants.
- There is a lot of profit in unusual items of power. However, these items come up rarely and go for large sums when offered.
- The Iuzians are stockpiling food. Some of the merchants have made a good sum of coin by selling food stuffs.
- The Iuzians are hauling dirt around the country side for no apparent reason. However, anyone asking too much about it tends to disappear.
- The arena is a lot of fun! The merchants will bring in all manner of beasts to fight, and sometimes some slaves get tossed in, as well.
- The merchants are from all over: There are traders from the Bandit Kingdoms, Furyondy, the Free City of Greyhawk, even Critwall, peddling their wares here.
- There are a couple of merchants actively buying or selling right now: There are a couple of shady sorts from Dyvers, as well as some nasty looking sorts from Perrenland.
- No one gets into the keep without an appointment. Anyone caught in the keep unauthorized would surely be slaughtered.

J 1. The Tents of the Dyvers.

There are two sturdy, clean tents, each about 5' by 10', with no apparent wagons or other cargo nearby. These tents are occupied by a pair of merchants from the Free City of Dyvers. Their names are Kalix and Mogok and they are looking for unusual tomes to purchase. They have a number of clients that will pay nearly any price for unusual books, scrolls, tomes, and the like. Kalix is a weedy looking human of indeterminate origin. She has very tangled corn silk hair and has a perpetual grin attached to her face. When she speaks, it is always with a bit of a whisper. Mogok is a dour looking half-elf with thick bales of red hair on his head, and his beard and moustache are unkempt as well. He always seems to talk with a nervous tick, as if he is expecting something to jump out at him. Kalix is Neutral while Mogok is Chaotic Neutral.

Both are very interested in purchasing old tomes. Any party member can sell to the two of them any books they have on them at 75% of the full gold piece value. Any books sold must be ones that were obtained in a previous adventure and not ones created through any

magic item creation or purchased from a meta-organization.

If pressed with a successful Diplomacy Check (DC 18), they will reveal they do have one duplicate scroll available for sale. The spell and cost varies based on the party's APL:

APL 2, 4 or 6: *Familiar Pocket (Tome and Blood)* 150 gold,

APL 8, 10 or 12: *Bottle of Smoke (Masters of the Wild)* 700 gold,

Since they do not read magical script (a blatant lie), the party will just have to chance as to what it is. The scroll is old and heavily water stained. It is legible, but only barely so. They will NOT allow the party to examine it so closely as that the actual spell can be revealed although who could use the type of scroll (Sorcerer or Wizard for *familiar pocket*, and druid or ranger for *bottle of smoke*) will be discernable. This will allow characters possessing this scroll to have access to the spell in question.

If the party has learned that if you can trade in slaves, you can make a huge profit with Iuz, right now, they will also learn there are even darker trades available here. If interested, the party should seek out the Perrenlanders...

J 2. The Tent of the Perrenlanders

This is a massive 15' by 15' tent, died to nearly a midnight black. Careful inspection of the tent will reveal a clever stitching pattern: All the stitching looks like the waves of the sea. Inside are 5 humans. All of them are dressed in simple black-dyed cotton shirts and pants. All of them have shaved their heads bald and have an intricate tattoo of seemingly random symbols inked in dark blue on their scalps.

Shipper Quickwater is a jumpy man about 26 years old. He is a touch over weight and stands about six feet tall. His eyes are always searching his environment.

Angeni Tinker is a quiet, observant woman about 30 years old. Her black eyebrows are very narrow and pinched over her round nose. She almost looks owl-like.

Krasen is a woman, standing about five feet tall, and a very stern negotiator. She is quick to point out flaws in the arguments of others and absolutely has to be right. Her hands constantly shake as she talks (possibly a sign of inward nervousness).

Zepper Brassring is a low speaking man. He seems much taller than his actual 5'11". This is probably because he is thin as a rail. He is the most rational of the group. Even Krasen will listen to him.

Delver is a squat man who must have a bit of orc somewhere in his family genes. He has incredibly bad

breath and typically has a bit of vegetables in a pouch to gnaw on. He does not like dogs but will not say why.

The Perrenlanders are actually members of the Dark Wave, a trading group. They are all lawful evil and are trained to work in a group. They will instinctively work to surround anyone they are trading with. Each of them talks with just a slight mumble, as if they are chewing on something.

In actuality, the 'something' is a packet containing a poison called "Blackwing". Blackwing is made from the blood of an outsider and must be ingested to work. It carries a Fort save of DC 20 for 3D6 initial Intelligence damage and 3D6 secondary Intelligence damage. Anyone who's intelligence is reduced to zero from this poison goes into convulsions and dies 3D6 rounds later. Blackwing is useless as an additive to food or drink as it has a thick oily odor that cannot be masked by any known culinary techniques. If captured, a member of the Dark Wave will instantly bite down on the poison packet, bursting it. They do not carry extra packets and will not sell their packets at any price.

However, chatting with them will reveal the following:

- They are specifically looking to trade in evil aligned magical items.
- Currently, they are looking at supplying the Iuzian forces at South Keep with three intelligent evil swords they located on the borders of the Sea of Dust. However, they need to strike up a good deal with the leaders in the keep before they are willing to transport the swords here.
- The swords are named Anger, Fury and Hate and have special powers against cavalry, devotees of good gods, and arcane casters.
- They will buy just about any magic item the party wants to sell them (at ½ of book value).
- They =do= happen to have one magic item they can sell for 500 gold. It is an ivory ring intricately carved with thousands of itty bitty sparrows. The ring radiates strong transmutation magic. For the remainder of the adventure, it will act as a Ring of Featherfall. However, it is, in fact a cursed Ring of Clumsiness. Once placed on a finger, it can only be removed with a *remove curse* cast by an arcane spell caster of at least 16th level (640 gold if such a caster can be found).
- They are not crazy enough to go into the keep without an invitation. To do so would surely mean being slaughtered.

➤ **Shipper Quickwater:** Male human Mnk/Wiz 3/3

➤ **Angeni Tinker:** Female human Rog/Wiz 2/2

➤ **Krasen:** Female human Mnk/Wiz 2/5

➤ **Zepper Brassring:** Male human Rog/Wiz 6/5

➤ **Delver:** Male human Rog/Wiz 1/1

J 3 The Arena

The arena is a low (three foot high) fence of thick logs built in a thirty foot wide circle. Looking over the edge will reveal a fifteen foot deep crater in the earth. On the north side of the crater is a ten foot tall cave, shrouded in darkness. On the south side of the arena (outside of the crater) is a coiled up rope ladder, apparently for going in and out.

There is usually little, if any activity near here. However, during the daytime, just before evening on the first day the party is in town, a crowd will gather to watch some fights and place some bets. Read the following to the party:

You can feel an excitement building in the air. Many of the merchants are now moving over to the fenced in area, and leaning over the edge to look within. As you get nearer, you overhear the merchants placing bets with each other. One merchant, in particular, seems to be in charge.

The merchant 'in charge' is Zepper Brassring (see J 2, above). He and his group captured a pair of hideous monsters, which are now secured within the cave. They are going to bet on whether the monsters will win, or lose. Part of the fun is no one else knows what the monsters are! For the first round, a scrawny fellow from the Bandit Kingdoms named Ygbi will volunteer to go fight. The odds are 1:1 (For every gold bet, the winner will get one gold) and the maximum bet limit is (50 x APL). He will scramble down the rope ladder, and then, after a bell rings, a monster will come rushing out of the cave. It is an immense gray wolf, as big as a horse! Even though the wolf gets in a few good bites, Ygbi manages to get a cruel looking saber under its throat and kills it.

For the second fight, two orcs come forward with a thoroughly beat up dwarf. His hair and beard looks as though it has been yanked out of his face in clumps. Bruises and cuts cover his entire body, and he is naked except for some filthy rags. However, there are two distinguishing marks: First, his eyes reveal a real fire in them. It is clear he has not been broken. Second, he has a tattoo on his forearm. Any party member who makes a Knowledge History, Local, or Nobility and Royalty (DC 8 + APL) or a Bardic Knowledge Check (Common – DC 10) will recognize the tattoo as belonging to House Bladehone. In fact, this is none other than Anvil Bladehone, oldest son of Count Garridon Bladehone. It is believed that Anvil was lost to the enemy at Law's Forge.

In fact he was captured and used as a slave until he ended up here.

If asked Zepper Brassring will allow the party to try to 'win' the dwarf's freedom by fighting whatever the mystery monster is remaining in the pit. No preparatory spells are allowed, but the entire party can fight. If they win, the dwarf is theirs. If they lose they will be dead, and their possessions will become the property of the Black Wave.

The party descends on the rope ladder (or by other means) and must stay on the south side of the pit. Zepper will blow a whistle and the hideous beast will emerge. When it does, it is initiative! The beasts that Zepper and his band captured are truly disgusting oozes. The oozes will seep forward to attack to the cheers of the crowd above! NOTE: Party members CANNOT bet on themselves or their companions. If pressed, Zepper will merely say it is an ancient rule of arena battles called the "Rule of Petrose".

Party members that escape or flee will be ridiculed and word will spread they are "soft". This will make the DC for any charisma based skills increase by 4 for the duration of the characters' time in the village.

APL 2 (EL 4)

Grey Ooze: Hp 31. See *Monster Manual* page 202.

APL 4 (EL 6)

Grey Ooze (2): Hp 31, 31. See *Monster Manual* page 202.

APL 6 (EL 8)

Ochre Jelly (1): Hp 69. See *Monster Manual* page 202.

Black Pudding (1): hp 130. See *Monster Manual* page 201.

APL 8 (EL 10)

Black Pudding (3): hp 120, 115, 110. See *Monster Manual* page 201.

APL 10 (EL 12)

Elder Black Pudding: hp 290. See *Monster Manual* page 201.

APL 12 (EL 14)

Elder Black Pudding (2): hp 290, 290. See *Monster Manual* page 201.

Tactics: These oozes will sludge forward to mindlessly attack anything they can. If the party fights too close to the edge of the walls, a random spectator or two might get dragged in to their doom (for flavor in the battle).

Treasure: None. They are oozes.

Anvil Bladehome: Male dwarf ftr 3

Anvil will be completely mute, by choice. He has taken a vow of silence that he will only break when he sees his family (or their graves) again. He will follow the party faithfully during the rest of the adventure.

K. The Manor of Southkeep (Outside)

Southkeep was originally used by the Iuzians as a watch point over the South Road. Because of its height, it was an excellent choice for a lookout for both movements near the road or along the shores of the Nyr Dyv. However, since it was scouted by Pathfinders two years ago, it has changed in function. It is now a fully functioning military center training an armed force capable of containing just about anything the Shield Lands may want to throw at it.

The manor stands approximately 40' tall, and is 50' wide by 50' deep. Its stones are a deep rose color, which, when catching the rising or setting sun, take on a blood red look. The front entrance to the manor is a pair of 5' wide double-doors. Each is made of thick black iron. The doors themselves have been cast to look like the giant teeth of some beast. There are no windows on the ground level, but set into the second story are rectangular windows: three to a side and covered with iron bars.

Iron Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Locked DC 28.

Iron Bars (on windows): 1 in. thick; hardness 10, hp 45, AC 5; Break DC 26.

At the start of Daytime, the Master of Spells (See Below) casts an Alarm spell on the doors. The spell's password is "Iuz Eternal" spoken in orc.

There is always a guard present. During daytime and evening, it is Hefter, an ogre. During morning hours, specters haunt the gate, fading away with the morning sun. It is not intended the party attack either guard although anything is possible. Hefter is extremely bored and is willing to talk (in fact he is a complete gossip), while the Specters have been ordered only to 'scare off' anyone tampering with the door while the keep sleeps.

Hefter is not at the top of his game. He is extremely bored, and, as long as none of his masters are watching, will be a bit too happy to chat about all manner of useless things: the nature of a good broadsword, shoes, the lack of suitable ogresses in the area, etc. If he is brought a mug of ale and a bowl of stew from the Splintered Mace (see above), and is treated respectfully as shown by a Diplomacy check (DC 12 + APL), he will reveal even more:

- There have been strange visitors to the keep recently, visitors that make even Hefter a bit afraid.
- The password to the doors is "Iuz Eternal" spoken in orc. He is proud of it because "*The Master of Spells asked me what I thought would be a good'un*".
- Going into the keep without being asked is complete suicide. Nobody is supposed to be in there without express permission, and the inhabitants are truly powerful.

👉 **Hefter:** Male ogre Barb 4

👉 **Specters (2):** hp 45, 45

L. The Storage Yards.

There are two piles here. One is a massive pile of lumber, obviously being logged from the forest. The other is piles and piles of crates of food. Attached to one of the piles is a note stating: "Build me a Silo before I get back. G.R." Note this location is very near to the barracks and anyone messing with these stock piles will undoubtedly be spotted.

Encounter Three: The Room of Horrors

Any of the inhabitants of the keep are trained to instantly raise the alarm if they detect anyone who does not belong here. Therefore, except as detailed below, there is no practical way to get into the keep.

If the party (or a party member) is detected within the keep and an alarm is raised, give the party (or party member) exactly 1 minute to act (10 rounds). If they are still spotted, read the following box text (which can be adapted to the exact situation):

You bravely attempted to penetrate the secrets of the keep. Unfortunately, your best efforts were for naught as the Old One's followers have detected your presence. The inhabitants of the keep are now determined to bring you down...

In such a situation, throw everything in the module against the party, layering on more and more of the inhabitants of the village and keep as news of the invaders spreads. If the party can make it out of town, pursuit will stop after the party has fled two miles (because the inhabitants won't know exactly what is going on and will fear a trick). At that point, it should be obvious that re-scouting will be futile.

The party does have an opportunity to scout the keep for exactly one hour and ten minutes. On the second day they are in South Keep, at precisely 4:00 p.m., the inhabitants of the keep will leave and go to inspect the

orc and hobgoblin troops. The procession will begin with the six hobgoblin guards, then follow up with the

Captain and the Master of Spells. At the rear will be the Spy Master and the High Priest followed closely by the remaining hobgoblin guards. At this point in time, Hefter will actually step away from his spot as guard to watch the procession go down the hill. This will give the party the chance to break in. They can go through any of the windows (but they will have to get through the iron bars) or they can go through the front door (in which case they will probably need the password).

To be perfectly clear: During the inspection, each and every one of the following inhabitants of the keep leaves as part of the above described procession.

The rooms of the keep are immaculate compared to the areas outside. Even so, everything is still unkempt. Mud has been tracked in, and the walls show random signs of damage.

A. The Guard Room.

This room contains a round table, a keg of Iuzian ale, and three bunk beds. At the foot of each bunk bed is a chest (unlocked) containing two different sets of guard uniforms. This room typically contains six hobgoblin elite fighters. Their job is to march visiting dignitaries in and out of the keep and to the various rooms. They are dressed in rusty black studded leathers and carry glaives in addition to a morning star and a small iron shield. Each of them carries a horn at their side which they are to blow at the first sign of danger.

👉 **Hobgoblin Guards (6):** Male hobgoblins Ftr 6

B. Store Room.

This store room is for most of the general essentials needed in the keep. There are shelves filled with bed rolls and pillows, cloaks and boots. There are numerous boxes and crates containing Iuzian religions icons, blank scrolls, inks, ropes, backpacks. Also crammed in here are extra chairs and wedged in over everything is a dining room table. If magic is detected, there will be the emanation of magic from the back corner of the room. Otherwise, a Search check (DC 18 + APL) is required to find a crumpled up sack.

At APLs 2 and 4, inside will be a potion of cure light wounds. At APLs 6 and 8, inside will be a potion of Tongues. At APLs 10 and 12, inside will be an Elemental Gem (water).

Treasure

APL 2 to 4 *Potion of Cure Light Wounds* (4 gp)

APL 6 to 8 *Potion of Tongues* (54 gp)

APL 10 to 12 *Elemental Gem (Water)* (187 gp)

C. Armory.

This room is stacked with all kinds of swords and armor. There are 30 sets of long swords, 30 sets of short swords, 30 morning stars and 45 daggers. There are also 6 sets of chainmail, and 12 chain shirts. Also included are 24 suits of studded leather armor. All the weapons and armor are medium sized, but worthless in the Shield Lands because of their prominently being stamped with the mark of Iuz.

D. Guest Weapons.

When visitors are admitted, the guards will strip them of their weapons and deposit them in this room during their stay. The room is currently empty, although there are six weapon racks in here.

E. Kitchen.

This room has a large preparation table, and stacks of pots, pans and utensils. There is a large cast iron wood stove against the north wall. Bags of vegetables hang from the ceiling, easily in reach. There is no kitchen staff. Usually the Master of Spells just summons some Unseen Servants to make some meals, or the inhabitants will just make what they want. If special guests are coming, slaves will be brought in to run the kitchen under the eyes of the Spy Master (who happens to be a world-class chef!).

There is a trap door in the floor beneath the table. It is not hidden, so it is easily noticeable on a Search check (DC 10). Note that elves and half-elves may automatically detect it just being near it.

F. Pantry.

This area contains all sorts of food stuffs. Salted meats are carefully stored inhere, as are all manner of standard cooking needs (flour, etc.).

G. War Room.

This used to be a dining room. Some of the cheerful colors from before the war are still on the walls. Now, though, the beautiful dining room table has been hacked and cut hundreds of times. The walls are covered with numerous maps and orders of battle. The table itself has a 4' by 6' map of the Shield Lands, as it now stands. Rolled up, it would weigh about fifty pounds. It includes Critwall, Torkeep, and Gensal. It does NOT include Ringland or the Sidhee forest. The map is on the tanned hide of some fell beast (a successful Knowledge Planar Check (DC 15) will reveal it to be the hide of a Nalfashnee). The map has a number of pieces on it, apparently armies. The scary thing is just how accurate the armies for the Shield Lands are.

H. Master of Spells.

The Master of Spells has no name. He has accepted his title as his only identification. He appears as a scarecrow of a man, with black beady eyes and the thinnest wisp of a beard bristling from his chin. His eyebrows are thick and white while his head is long since bald. His skin is a road map of veins and liver warts. He dresses in rust red robes and carries a dagger at his belt. He is incredibly paranoid of anyone discovering his secrets, so he keeps all of his spell books and scrolls in his Heward's Handy Haversack. His familiar was an imp named Greely, but Greely died a few years ago. Now Greely remains his master's loyal familiar, but as a ghost. Finally, the Master of Spells carries a wand of Summon Monster VII (his favorite possession).

This room is filled with all sorts of alchemical geegaws and widgets. Taken as a whole, it is a masterwork Alchemist Lab. Currently, the master of Spells is experimenting with making weapons out of new substances. He has found a lump of unrefined iron which sits on one of his tables. It weighs fifteen pounds. It could be used to manufacture one hand weapon or fifty arrows out of cold iron.

There is simple cot against one wall. It has filthy bed sheets on it.

☛ **The Master of Spells:** Human male Wiz 14.

I. Captain's Room.

This is the room of Captain Zurek. It is Spartan and empty of any signs of personality. There is a heavy four poster bed in the room, and at the foot of it is a simple chest containing some changes of clothes and toiletries.

There two books resting on the bed:

The first is the notebook of General Remat (Zurek isn't supposed to have it, but while the General is away, decided to read it) sitting on the bed. It mostly described Remat's desire to rise in the ranks of the Iuzian army, even if it means sowing dissent between Waquonis and Vayne. The most recent note is General Rehmat explaining that he has gone, at the orders of Waquonis, to fight the forces of Vayne. The notes are written to suggest General Rehmat is playing one party off against the other.

The second is the diary of Lord Arbas. He describes his family as weak. Notes from nearly 15 years ago show his impatience and utter hatred for Holmer Walworth, former Knight Commander of the Shield Lands. He suggests he might never have joined Iuz had Holmer sided with him on a dispute with some neighboring nobles.. He also lists the curious note: He has been recently troubled by an old legend he thought would have died when the Shield Lands was destroyed, that "the

Throne would be restored and all power would thus flow”.

Captain Zurek is a bull of a human being. He stands nearly 7 feet tall and weighs almost 300 pounds, all of it solid muscle. He wears rust colored field plate and can wield a great sword with only one hand! His thick brown hair hangs like a lion's mane around his head and his equally thick beard and mustache billow out from his face. His eyes are tiny observant specks of cruelty buried deep beneath his brow.

🐉 **Captain Zurek:** Human male Ftr/Brb 11/3

J. Spy Master's Room.

This room is dark. No candles sit in here nor does light come in from the window (which is covered with thick canvas curtains). This room is very different from all others in that it is immaculately clean and tidy. The cot in the corner is precisely made and there is a 10' long bookshelf mysteriously empty except for four thick books (each about 10 pounds). On the desk is another book, closed, with ink nearby. The books are bound in heavy oak with thick leather bindings and are crammed with details on various members of the Shield Lands. The four books are entitled: Clergy, Administration, Trade, and Order of Battle. The open book is entitled Pathfinders and contains detailed information about members of the pathfinders. Any given character has a (50% +4% per level of the character) chance of being included. The notations will include major actions, mannerisms, as well as a fairly detailed sketch of the character. The final notation will be based on the character's level:

Level 1-3: Mostly Harmless

Level 4-6: Promising

Level 7-9: Potential Threat

Level 10-12: Threat

Level 13+: Dangerous

The ink in the books contains a contact poison (Theogren adds the poison to the inkwell as needed, and keeps the poison powder on her person). Anyone reading one of these books (such as flipping through to see if they are listed) will be subject to the trap unless specific precautions are taken.

🐉 **Contact poison trap:** CR 1; mechanical; touch trigger; automatic reset; special bypass (wear gloves, use something to turn the pages, etc.); Atk N/A; poison (Pixie Sleep Arrow Poison; Fort Save [DC 13] resists, sleep for 1 hour); Search (DC 15); Disable Device (automatic).

The Spy Master's name is Theogren Blackraven. He is really a She. She dresses as a man to fool everyone and is a master – er – mistress of disguise. Typically, she appears with thinning black hair, pulled back in a tight ponytail. Her thin lips are quick to smile and her eyes flash with darkly with great intelligence. Just looking at her makes one think “This is a quick, dangerous person.” She typically wears shiny black studded leather armor.

🐉 **Theogren Blackraven:** Spy Master: Female Human Rog/Asn 11/5

K. Upper Guard Room.

This room contains a round table, a keg of Iuzian ale, and three bunk beds. At the foot of each bunk bed is a chest (unlocked) containing two different sets of guard uniforms. This room typically contains six hobgoblin elite fighters. Their job is to be ready to assist against any trouble that might arise. They are dressed in rusty black studded leathers and carry glaives in addition to a morning star and a small iron shield. Each of them carries a horn at their side which they are to blow at the first sign of danger.

🐉 **Hobgoblin Guards (6):** Male hobgoblins Ftr 6

L. Upper Guard Room.

This room contains a round table, a keg of Iuzian ale, and three bunk beds. At the foot of each bunk bed is a chest (unlocked) containing two different sets of guard uniforms. This room typically contains six hobgoblin elite fighters. Their job is to be ready to assist against any trouble that might arise. They are dressed in rusty black studded leathers and carry glaives in addition to a morning star and a small iron shield. Each of them carries a horn at their side which they are to blow at the first sign of danger.

🐉 **Hobgoblin Guards (6):** Male hobgoblins Ftr 6

M. Room of the High Cleric of Iuz.

This room is filled with all sorts of weird looking trinkets: bits of bone, shattered skulls, odd looking rocks, etc. However the main feature is giant mural of the Iuzian unholy symbol painted on the ceiling. There is a sturdy cot in the room with well used but clean bedding.

The High Cleric of Iuz is named Zizziz. He is a bald, overweight, bent over old man who could be a double for his patron deity's avatar. He has a deep evil presence and his eyes burn with a perpetual hatred for everything. His only goal in life is to serve his master. He wears heavy robes which cover his breastplate.

🐉 **Zizziz:** Human male Clr 14.

N. Chapel to Iuz.

Zizziz has converted this room to a temporary chapel to Iuz. An altar sits on the far side of the room and is caked with the blood of sacrifices. There is also a rolled up scroll leaning against the wall. It is a map of the village with a black circle covering a number of the current hovels. In the center of the circle it reads “church goes here”.

O. Doppelganger Training Room.

The trap door in the kitchen leads to this room. There is a sturdy wooden ladder leading down to here. Players of SHLo1-03 will remember this as the room the slaves were originally stored in.

This room is 30' x 30'. The walls are rough hewn stone. Its original purpose was probably a root cellar or a wine cellar. The floor is covered with compacted dirt.

There are torch sconces on each wall, none of which is currently lit. There is also a wide table on the east wall, covered with notes. These notes appear nearly identical to the ones in the book entitled “Pathfinders” in the Spy Master’s room (See Encounter Three, Room J, above).

A lucky or persistent character will find with a successful Search check (DC 22 + APL) a sheet of paper written in common mixed in with the notes on pathfinders. It reads: “Thank you for undertaking this mission on behalf of Iuz the Evil, our Master. Use your abilities as best you can to remain a productive member of the Shield Lands until you are called upon. Send any information you receive along the usual lines.” The note is unsigned, but there are handwritten notes in the margins reading “SH – Definitely. CoL – Not Likely. LT – Difficult. Pathfinder list to be worked out.”

On the floor is a wide (15' across) circle drawn into the dirt. This is a training ground for doppelgangers employed by the Iuzians for infiltration. Each day, the Master of Spells cast 5 programmed illusion spells down here. Currently, there are 6 spells left waiting to be triggered. If a character walks into the circle with one of the note sheets detailing a pathfinder, a *programmed illusion* will start of that particular pathfinder. The pathfinder will speak “My name is [Fill in name of the pathfinder]. I serve the Shield Lands of my own will.” After that, the image will last for 16 more rounds stating phrases like “May the Axe grow great!”, “Lord Torkeep, may I suggest we send out a scouting party.”, “Arvid, these sausages are so spicy.”, and “I would like to see Lady Katarina, please.” After that the image will fade away.

There are numerous footprints on the floor. It is difficult to tell so many different footprints apart. Yet, a successful Survival check (DC 20 + APL) by someone with tracking will reveal that in addition to the various

booted and sandaled feet that have been down here, some of the footprints seem ‘in flux’. Specifically, some of the tracks appear to be partly barefoot and partly booted, etc. If such tracks are pointed out, a character may make a Knowledge Nature check (DC 18 + APL) to determine these may be the tracks of doppelgangers.

There is a secret door on the south passage that will automatically be found by an elf, half-elf, dwarf, rogue or ranger. Otherwise, it will require a Search check (DC 10) to discover. Amazingly, none of the Iuzians know it exists. It leads to the smuggler tunnels detailed in the Conclusion.

After the party has spent time investigating the room, have the party make listen checks. Regardless of what they roll, have the highest two or three characters hear some activity from up above. After they make a successful Listen check (DC 10), read the party the following:

*From above, you hear heavy footsteps and a deep booming voice say “Master of Spells, are you SURE we have intruders? Why didn’t any of your wards go off?” After a brief pause, there is a hacking response “Well *cough-wheeze* I don’t know for sure, but I have a feeling. *cough* I am never wrong in my feelings.” There is another voice, almost kind, saying “Well, let’s lock the entrance and have the guard start a full search of the keep. We will know soon enough!” Another, cranky voice, speaks “I will prepare some divinations. I’m sure Mighty Iuz will let me soon see the truth of this!” Clearly the inhabitants of the keep have come back early. How you will get out of here is clear: If you go back up to the kitchen, they will be hauling your bodies away. There must be another solution...*

Again, it is undoubtedly the doom of the party if they emerge back into the kitchen, or are caught outside the kitchen. It is impossible to guess at every action every party will undertake. However, in order to trigger this encounter, the party should be given every opportunity to make it into the Doppelganger training room and then find the secret door.

Conclusion: Escape from Them

There are really only two ways out of South Keep. If the party is somehow outside and wants to leave, they will have to trek back through the marsh lands to Critwall. The trip will be uneventful, but they will definitely believe they are being followed.

The other route is through the old smuggler’s tunnels leading out of the doppelganger training room

(See Encounter Three, Room O, above). If the party goes through this secret door, read the following to them:

The tunnels you find yourself in are pitch black and cramped being only five foot wide and about 8 feet tall. However, they are of worked stone, making you wonder who created these passages and why. As you travel along the main route, you pass by a number of off shoots, but decide not to explore them – both because the air seems stale in those directions, and also because you are unsure if you are being followed from the keep. After a couple of hours, you find yourself hearing the pounding of the surf. Also, the tunnel begins to get light. Ahead of you is a cave, approximately 40' across. On the other side, overgrown by shrubbery, is an exit. Through it you can see glimpses of the Nyr Dyv.

The cave is about 15' tall and roughly circular. There are a number of rotting chests against one wall. This was an old smuggler's den before the war. Smugglers used this to trade with Lord Arbas (who has since decided to keep it secret from his new masters "just in case"). Unfortunately for the pathfinders, some of the smugglers died here, and as Iuz exerted his influence on the land, his very evil (albeit unintentionally) raised them as undead. They now will exert their undead revenge on anyone who disturbs their treasure.

If the party comes within five feet of the rotted treasure chests, the undead will seep from the walls of the cave (or force their way out of the dirt of the cave floor in the case of the three skeletons) to attack. Spells such as *detect undead* or *detect evil* will reveal them. They will not be silent, but will instead prattle on in a spooky, raspy voice "Give us gold, goooollllllldddd for our gooooodssss... We wants our goooollllldddd....."

APL 2 (EL 4)

☛ **Skeleton (Human Warrior) (3):** hp 6 each. See *Monster Manual* page 226.

☛ **Wight:** hp 30. See *Monster Manual* page 255.

APL 4 (EL 6)

☛ **Wight:** hp 30. See *Monster Manual* page 255.

☛ **Wraith:** hp 32. See *Monster Manual* page 258.

APL 6 (EL 8)

☛ **Wraiths (3):** hp 34, 32, 30. See *Monster Manual* page 258.

APL 8 (EL 10)

☛ **Wraith (2):** hp 32 each. See *Monster Manual* page 258.

☛ **Spectre (2):** hp 45 each. See *Monster Manual* page 232.

APL 10 (EL 12)

☛ **Specters (6):** hp 49, 47, 45, 45, 43, 41. See *Monster Manual* page 232.

APL 12 (EL 14)

☛ **Dread Wraiths (3):** hp 108, 104, 100. See *Monster Manual* page 258.

Tactics: The undead are truly out to protect their treasure. They will attack with great hatred for the living as long as any of the party is in the cave, targeting those characters closest to their treasure.

Note that depending on the time of day, removing the shrubbery in front of the cave may force the undead to the periphery of the room (as daylight streams in). Also, the undead will not pursue fleeing party members more than 30' outside of the cave (which is a rocky beach area up and down the shore) but will instead seep back into the walls of the cave.

The rotted treasure chests contain some empty worn leather bags, as well as an intricately carved golden harp and a mummified hand.

At APL 2 and higher, the mummified hand is a Hand of the Mage (See DMG page 258). At APL 8 and higher, the harp is a Harp of Charming (See DMG page 258). At lower APLs the harp is worthless gold painted wood.

Treasure:

APL All *Hand of the Mage* (15 gp)

APL 8 to 10: *Harp of Charming* (104 gp)

After defeating the undead, or if the party escapes back through the marshlands, read the following:

Your trip back to Critwall was uneventful, although you were certain you were being watched. Upon your return, you were met again in the chamber of the Council of Lords by Shelton Halfhand who demanded your report. Any attempts to speak with the Lady Katarina were denied. After you gave your report, Shelton advises you "You were warned not to bring anyone, or thing, back with you, or to reveal your presence in South Keep. Despite this, you gave yourself away! Only yesterday, our border was attacked by troops from South Keep. It was only through the bravery of the army and divine intervention brought down by yours truly that the enemy was defeated. I place this blame squarely on your shoulders!"

Allow the party a chance to react and defend themselves (verbally). After they have done so, continue on:

Shelton Halfhand listens to your arguments and then, raises his hand to speak: "I'm afraid your arguments fall on deaf ears. Your actions cannot be justified, not this time. The Council will hear of this, and if I have my way, you will ALL be spending time in the jail."

At that point the door to the chamber opens and Lady Katarina enters. She is followed by a sturdy dwarf wearing immaculately clean mithral chainmail. With a smile, Lady Katarina offers "Well, then, I suppose we will have to offer a differing point of view, Honored Halfhand." Shelton fumes at the sight of her, barely able to keep his calm. She goes on "I will, of course, enjoy hearing your full report, but may I introduce to you Count Garridan Bladehome of Law's Forge. He would like to sit in and hear of your findings as well."

The dwarf looks gruffly at Shelton Halfhand, staring at him sternly until the cleric looks as nervous as a human could get. "Uh, I will wait outside", mutters Shelton and leaves.

If the party has any word of the dwarf's son, he will be delighted to hear it. If they return with his son, he will actually shake with joy and embrace his son with a mighty bear hug. He will then not be able to stop shaking the pathfinder's hands. Other wise, he will merely listen to their report with Lady Katarina.

After the final report, read the following:

The Lady stands and says "I cannot thank you enough. We, the Shield Lands, are in your eternal debt. Based on your information, I believe the time has come to regain South Keep. Thank you. For your efforts, I would like to give you a gift." With that, she removes the holy symbol of Heironious from her hair. "Here is a token of my thanks. May it always help you to find your path." With that, she and Bladehome take their leave. As you leave the building, you cannot help but feel there will be real changes in the Shield Land. Changes you will help to make.

Treasure

APL All *Phylactery of Faithfulness* (83 gp)

The End

The author would like to thank Matt Maddy of the Dyvers Triad for information on matters concerning that region, and would like to also thank Bruce Paris of the Perrenland Triad for an overwhelming amount of information on both matters concerning that region, as well as the excellent background information on the Dark Wave.

Experience Point Summary

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

Encounter One

Defeating Mayana

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Two

Defeating the monster in the pit (J3)

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Conclusion

Defeating the undead smugglers

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Story Award and Roleplaying

Objective(s) met: For each of the ten rumors recovered (see the Adventure Summary), the party gets 1/10th of the experience listed below.

APL2 90 xp

APL4 135 xp

APL6 180 xp

APL8 225 xp

APL10 270

APL12 315

Total Possible Experience:

APL2 420 xp

APL4 645 xp

APL6 870 xp

APL8 1125 xp

APL10 1350 xp

APL 12 1575 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 2 to 8: L: 13 gp;

APL 10 to 12: L: 152 gp.

Encounter Two: J3

APL 2: C: 100 gp;

APL 4: C: 200 gp;

APL 6: C: 300 gp;

APL 8: C: 400 gp;

APL 10: C: 500 gp;

APL 12: C: 600 gp;

Encounter Three: B

APL 2 to 4: M: 4

APL 6 to 8: M: 54

APL 10 to 12: M: 187

Conclusion: Smuggler’s Cave

APL 2 to 6: M: 15

APL 8 to 12: M: 119

Conclusion: Lady Katarina

APL All: 83

Total Possible Treasure

APL 2: L: 13 gp; C: 100 gp; M: 102 gp - Total: 215 gp

APL 4: L: 13 gp; C: 200 gp; M: 102 gp - Total: 315 gp

APL 6: L: 13 gp; C: 300 gp; M: 152 gp - Total: 465 gp

APL 8: L: 13 gp; C: 400 gp; M: 256 gp - Total: 669 gp

APL 10: L: 152 gp; C: 500 gp; M: 389 gp - Total: 1041 gp

APL 12: L: 152 gp; C: 600 gp; M: 389 gp - Total: 1141 gp

Special

☛ **The Skull of Cleric Olesguard:** If a cleric or paladin of St. Cuthbert returns this to the church at Critwall, they will receive the benefits of an *Atonement* spell. Write across this text when the benefit is redeemed.

☛ **The Splintered Mace:** The Splintered Mace is the mace of the Cleric Olesguard. It was shattered in a battle with Lord Arbas. If taken to the temple of St. Cuthbert in Critwall, it can be repaired and returned to the adventurer who brought it to them. It will have no further powers. However, if the adventurer is a cleric or paladin of St. Cuthbert, and promises to always tithe 20% of the gold they receive each adventure, the weapon becomes a +1 Axiomatic medium sized heavy mace. The character must continue tithing even if the mace is no longer desired or is lost, until the sum of 18,312 gold pieces has been tithed. If the character ceases tithing before then, they lose their ability to be a paladin or cleric of St. Cuthbert. The Splintered Mace can not be sold.

☛ **Ring of Clumsiness – Cursed:** You have purchased an ivory ring intricately carved with thousands of itty bitty sparrows. It is, in fact a cursed Ring of Clumsiness. Once placed on a finger, it can only be removed with a *remove curse* cast by an arcane spell caster of at least 16th level (who will charge 640 gold) if such a caster can be found. There is no cost for this item. Instead, if you bought it, show the 500 gp you spent as “coin spent”.

Items for the Adventure Record

Item Access

APL 2-4:

Hand of the Mage (Adventure, DMG)
Phylactery of Faithfulness (Adventure, DMG)
Ring of Clumsiness (Cursed, DMG)
Scroll of Familiar Pocket (Adventure, Tome and Blood)
Splintered Mace (Adventure, See Above)

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

Potion of Tongues (Adventure, DMG)

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

Harp of Charming (Adventure, DMG)
Scroll of Bottle of Smoke (Adventure, Masters of the Wild)

APL 10-12: (All of APLs 2-8 plus the following)

Elemental Gem (Water) (Adventure, DMG)

Appendix 1: NPC & Monster Stats

APL 2 (EL 4)

☛ **Mayana:** Female ghost Ftr 2; CR 4, Medium undead (Incorporeal); HD 2D12; Hps 18; Init + 2; Spd fly 30 ft. (perfect); AC 20 (touch 14, flat footed 16) [[+2 dex, +5 chainmail, +1 light wooden shield, +2 deflection]]; BA/G +2/+4; Full Atk +4 melee (no damage, incorporeal touch) +5 melee (1d8 +2, battle axe); Special Attacks Malevolence (Will DC 17) (Su), Manifestation (Su), SQ Darkvision 60', incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Handle Animal +7, Knowledge Local +3, Move Silent +1, Ride +7, Spot +3. Cleave, Power Attack, Skill Focus (move silent), Weapon focus (battleaxe).

APL 4 (EL 5)

☛ **Mayana:** Female ghost Ftr 3; CR 5, Medium undead (Incorporeal); HD 3D12; Hps 27; Init + 2; Spd fly 30 ft. (perfect); AC 20 (touch 14, flat footed 16) [[+2 dex, +5 chainmail, +1 light wooden shield, +2 deflection]]; BA/G +3/+5; Full Atk +5 melee (no damage, incorporeal touch) +6 melee (1d8 +2, battle axe); Special Attacks Malevolence (Will DC 17) (Su), Manifestation (Su), Telekinesis (Su), SQ Darkvision 60', incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +3, Ref +3, Will +2; Str 15, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Handle Animal +8, Knowledge Local +3, Move Silent +4, Ride +8, Spot +3. Cleave, Power Attack, Skill Focus (move silent), Stealthy, Weapon focus (battleaxe).

APL 6 (EL 7)

☛ **Mayana:** Female ghost Ftr 5; CR 7, Medium undead (Incorporeal); HD 5D12; Hps 45; Init + 2; Spd fly 30 ft. (perfect); AC 20 (touch 14, flat footed 16) [[+2 dex, +5 chainmail, +1 light wooden shield, +2 deflection]]; BA/G +5/+7; Full Atk +7 melee (no damage, incorporeal touch) +9 melee (1d8 +3, battle axe); Special Attacks Horrific Appearance (Fort DC 14)(Su), Malevolence (Will DC 17)(Su), Manifestation, Telekinesis (Su), SQ Darkvision 60', incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +5 Ref +4 Will +3 Str 16, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Handle Animal +10, Knowledge Local +3, Move Silent +5, Ride +10, Spot +4. Cleave, Combat Expertise, Power Attack, Skill Focus (move silent), Stealthy, Weapon focus (battleaxe).

APL 8 (EL 10)

☛ **Mayana:** Female ghost Ftr 8; CR 10, Medium undead (Incorporeal); HD 8D12; Hps 72; Init + 2; Spd fly 30 ft. (perfect); AC 20 (touch 14, flat footed 16) [[+2 dex, +5 chainmail, +1 light wooden shield, +2 deflection]]; BA/G +8/+10; Full Atk +11/+6 melee (no damage, incorporeal touch) +12/+7 melee (1d8 +5, battle axe); Special Attacks Horrific Appearance (Fort DC 16)(Su), Malevolence (Will DC 17)(Su), Manifestation, Telekinesis (Su), SQ Darkvision 60', incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +6 Ref +4 Will +3 Str 16, Dex 14, Con -, Int 13, Wis 12, Cha 15.

Skills and Feats: Handle Animal +13, Knowledge Local +3, Move Silent +6, Ride +13, Spot +6. Cleave, Combat Expertise, Improved Disarm, Power Attack, Skill Focus (move silent), Stealthy, Weapon focus (battleaxe), Weapon Specialization (battleaxe).

APL 10 (EL 12)

☛ **Mayana:** Female ghost Ftr 10; CR 12, Medium undead (Incorporeal); HD 10D12; Hps 90; Init + 2; Spd fly 30 ft. (perfect); AC 23 (touch 14, flat footed 16) [[+1 dex, +8 masterwork full plate, +2 masterwork heavy steel shield, +2 deflection]]; BA/G +10/+13; Full Atk +13/+8 melee (no damage, incorporeal touch) +14/+9 melee (1d8 +5, battle axe); Special Attacks Horrific Appearance (Fort DC 17)(Su), Malevolence (Will DC 17)(Su), Manifestation, Telekinesis (Su), SQ Darkvision 60', incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +7 Ref +5 Will +4 Str 16, Dex 14, Con -, Int 13, Wis 12, Cha 15.

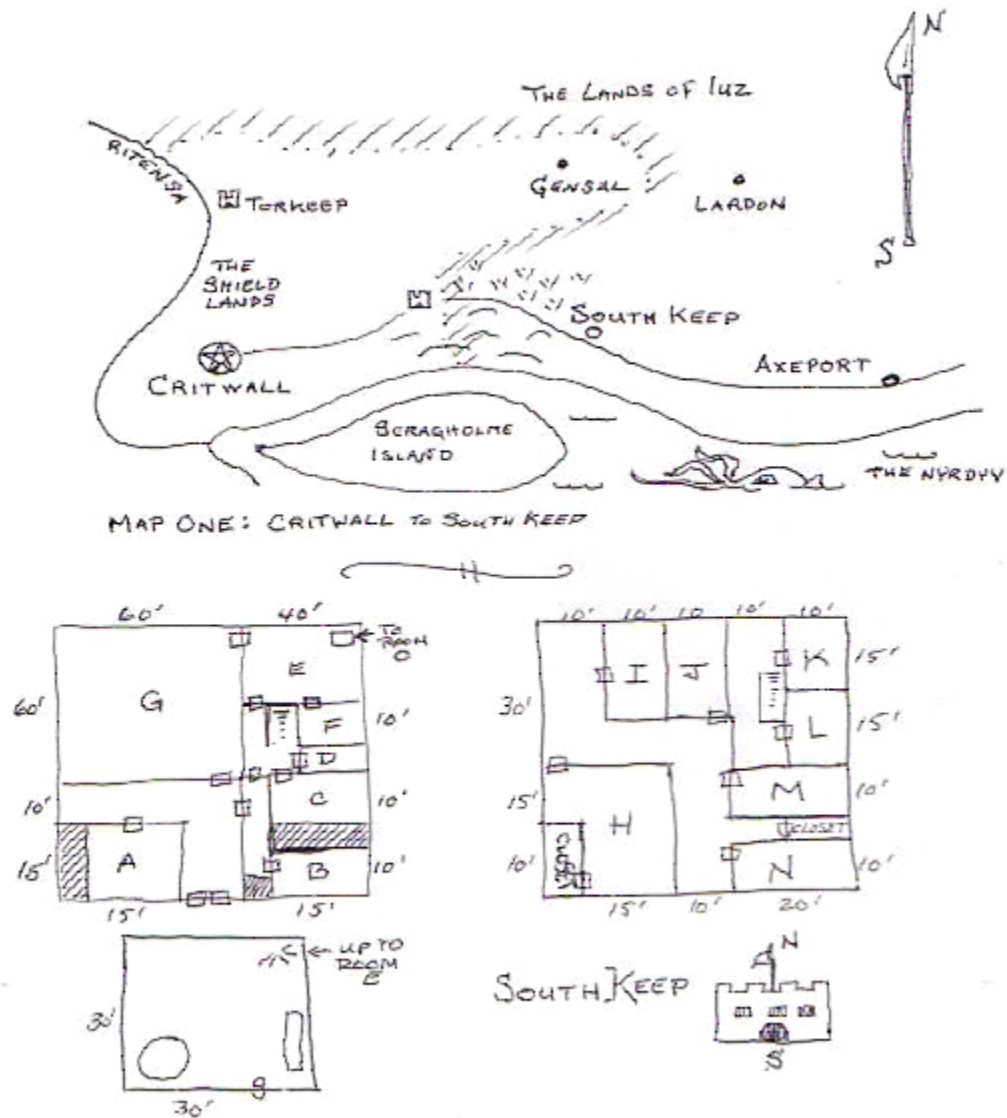
Skills and Feats: Handle Animal +15, Knowledge Local +3, Move Silent +7, Ride +15, Spot +7. Cleave, Combat Expertise, Improved Critical, Improved Disarm, Improved Sunder, Power Attack, Skill Focus (move silent), Stealthy, Weapon focus (battleaxe), Weapon Specialization (battleaxe).

APL 12 (EL 14)

☛ **Mayana:** Female ghost Ftr 12; CR 14, Medium undead (Incorporeal); HD 12D12; Hps 108; Init + 2; Spd fly 30 ft. (perfect); AC 23 (touch 14, flat footed 16) [[+1 dex, +8 masterwork full plate, +2 masterwork heavy steel shield, +2 deflection]]; BA/G +12/+15; Full Atk +15/+10/+5 melee (no damage, incorporeal touch) +16/+10/+5 melee (1d8 +7, battle axe); Special Attacks Horrific Appearance (Fort DC 19)(Su), Malevolence (Will DC 18)(Su), Manifestation, Telekinesis (Su), SQ Darkvision 60', incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +7 Ref +5 Will +4 Str 16, Dex 14, Con -, Int 13, Wis 12, Cha 16.

Skills and Feats: Handle Animal +17, Knowledge Local +3, Move Silent +8, Ride +17, Spot +8. Cleave, Combat Expertise, Greater Weapon focus (battleaxe), Improved Critical, Improved Disarm, Improved Sunder, Power Attack, Skill Focus (move silent), Stealthy, Weapon focus (battleaxe), Weapon Specialization (battleaxe).

Maps 1 and 3 (Area map and map of the Keep)



Map 2 (South Keep)

