

Bad Influences

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

Version 1.0

Round 1

by Greg Amendola

A large number of children have gone missing in recent weeks, most of them from Gensal. Frantic parents are looking for help... Will you step forward and undertake the task of finding the children and the mystery behind their disappearance? A Living Greyhawk adventure for level one characters only.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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.

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

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 1-round Regional adventure, set in the Shieldlands. Characters native to the Shieldlands 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

There is a history of children who have gone missing over the many years of the war against luz and his minions. Some fled in light of certain invasion, while others wandered out too far in search of fun or adventure, and were then captured by an enemy patrol.

Today, with settlers moving to Gensal, children roam the streets unchecked. For children without a home, an orphanage is where many rest their weary heads and can find a warm meal during the day. While those enrolled in the orphanage are given tasks and studies to follow, the children of the commoners of Gensal are often causing much mischief for the city guard, and patrons alike. Much of the petty crime in Gensal is due in part to the older children whom often form small gangs for protection. These gangs also act as families for many orphans and runaways looking for others of their kind.

Children without a family, are treated lower than commoners, who get very little respect from anyone. It is known that children are a large part of the crime that takes place behind closed doors and in the dark alleyways. It is not an uncommon sight to see a city guard drag a youth off to the city jail; in fact, there seem to be a growing number of them there every day...

	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

difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1

Adventure Summary

The adventure starts out in the streets of Gensal in the morning. Alarming screams can be heard from the tents just outside Gensal where a woman wails about her missing son. The screams die down as she is comforted by other parents of missing children from tent town who come to her aid. Cassandra Hordstone relied heavily on her son Arden for everything as they only had each other through these past few years. Arden's father was a soldier in the army of the Shieldlands, killed in battle at Southkeep some years ago. The PCs will begin by asking Cassandra some questions whereby she will ask them to take on the task of locating and bringing back young Arden.

While in Gensal, the party will gather more information on other missing children, including how they disappeared, about how many and how often.

A sentry in the army and current knight commander named Brinion Tudemet (a Knight of Holy Shielding), tells the PC's they can find out more about the missing children of Gensal by visiting the city jail. While they get information on the gangs the children form, very little is known for certain of the circumstances that surround the disappearance of young Arden Hordstone.

With that information in hand, they are told to look elsewhere as the guards have work to do. On the way out of the city jail, several youths are brought in for questioning. As the party leaves, they pick up on a conversation about the Dirt Dwellers gang which operates out of an old run down building near the edge of Gensal where the storm waters run out of town. They speak of the recruiting of other kids and young adults into the gang, telling them about the rewards and freedoms they will receive. After being ushered out, the PCs will make their way over towards the location that was given away to the city guard.

The PCs locate the run down building but the city watch has also just arrived. Both groups enter the Dirt Dwellers lair near the sewers of Gensal. Once in the lair, they discover some of the gang in what appears to be a collapsing greeting chamber. The city guard will attempt to arrest everyone in the room, but several slip past and wander into the PCs. After the city guard clears the room, the party will notice a hidden door in the corner of the second room and ask to stay behind to investigate further. At this point the city guard will exit as they have more gang members to interrogate and can spend no more time on this matter.

The PC's enter a hallway with arrow slits, several traps, and a locked door ahead. Entering

what appears as the main living quarters of the leader of the gang, they notice several kids about rush out of the room and through a hidden passage. They pass through the hidden passage and into a lower holding room, where they encounter the gang leader and his closest friends discussing the recent visit by the City Guard.

After defeating the gang leader, the PC's escort the missing children back including Arden, and release them to their parents who eagerly await their return to Tent Town.

Introduction:

A faint sound can be heard from a distance. As you awaken and your senses begin to sharpen, you wander outside your quarters to see what it is you hear. As you emerge, the sound becomes more familiar to those you have heard before, sometimes even in your sleep. Screams! Coming from nearby!

Encounter One

The party members will most likely rush to the scene to satisfy their curiosity or to determine what is going on or how to help. Once they arrive, each will likely try to find the source of the screaming. At this time let the PC's introduce themselves. Near the edge of Gensal, they find a group of people (approx 5-10) surrounding a woman who is on her knees being comforted by another woman. The PC's will then hear the following:

"Where can he be, my Arden is gone! Oh...where can he be...why, why now?! Who will find him....please someone must help me...please! Please find him, oh I need him back home in my arms..."

The PC's will approach the woman to see if they can find out more about Arden. They will get the following information:

- Her name is Cassandra Hordstone, her only son is Arden
- Arden is 14 years of age, and has brown hair with green eyes.
- They moved into Gensal shortly after it became available for re-settlement..
- She doesn't know why he is gone, he's always been well-minded, following all her requests and instructions.
- He hangs out a lot with other kids his age, and has been seen playing some sort of game near the outer walls of Gensal.

At this point she asks each of the PC's to look for her missing son, she has little or no money to give them, ask each how they respond.

After they have had their chance to speak with Cassandra, she will be ushered back into her tent by her closest of friends. At this point the PC's can speak with commoners of Gensal. Players may use Gather Information or Knowledge: Iuz Metaregion, and they will learn the following:

Common:

- There are fewer guards on watch at night, and the tents have few protections from danger. Anything could happen and go pretty much un-noticed in the darkest of nights.
- Gensal has recently lost a number of children. Some just plain vanish, others have been seen but not heard from, nor do they return home to their parents.
- Soldiers in the Army are treated no better than thieves.

DC10:

- Theft has been running rampant in Gensal or some time now. Especially to newcomers.
- The guards have hauled off several youths recently, presumably to the city jail.
- Arden was a good kid, most would say. He helped his mother in every way, and often helped strangers too.

Encounter Two

Shortly after the PC's gather new knowledge of the recent happenings in Gensal, have them make a Spot Check (DC10), to see the City Watch escorting three youths back into Gensal. Should they fail to notice, have them perform a Listen Check (DC 10), as the Commander commends his troops at the city gate for capturing the wanted vagrants.

"Ahh, great job. I'm very pleased to see we have caught those at fault for the break-in at the slaughter house last night. Bring them in for questioning immediately! Did you find the missing merchandise and goods?"

Guard's response: "Only a few scraps sir, they must be hiding the rest elsewhere as we searched their quarters,"

Commander of the Night Watch: "So be it. Lock them away and then interrogate each one and

squeeze them for information...I want answers!"

The PC's can approach and talk briefly with the Commander of the Night Watch as he comes off his shift. Role-play accordingly. He is very humble, honorable servant of the Army.

The PC's can make the following check: Knowledge Local: IUZ Metaregion (DC10) to determine that the Night Watch Commander is Brinion Tudemet. If anyone is a member in the Standing Army of the Shieldlands, they will know of him, no check needed. If anyone approaches have them roll Diplomacy (DC10), just to speak to the commander. If they role less than the DC he will ask that they go about their business and report any questionable actions to the city guard right away.

DC 10:

- He is Brinion Tudemet, a well trained fighter originally from Torkeep.
- He has been Commander of the Night Watch for the past few months and has grown weary of pathfinders and outsiders. He indicates that both groups cause a lot of needless crimes in, and outside of Gensal. Everything from bar brawls, theft, and sometimes murder. All of which seem to be on the rise as of late.
- If questioned about missing children or those that were just arrested, he says to go to the city jail to find out more. They have documents and writs posted that will answer a lot of their questions.

If pressed for more information, he will summarily blow them off and firmly say he needs to attend to his duties:

"Enough with the questions, I have my duties to attend to! Keep clear of trouble, I don't want to see any of your faces on the wall in my office."

Read the following:

While on the way to the City Jail, you pass a narrow alley where several dark figures move amongst the shadows. Soft whispers can be heard:

"...and we managed to get the key..."

"...but what will we tell Gorsh..."

“they had no idea we were even there...laughter”

...then the figures disappear from sight as they round the corner of a building.

APL 2, EL 3

Greython: CN, Human, Rogue 2, (See Appendix)

Hirdkirk: CN, Human, Rogue 1, (See Appendix)

Development: The two rouges have recently finished a night of gathering important information for their leader and do not want to be disturbed. As the party approaches, they will go into hiding, roll their hide checks, and give the PC's a Spot Check. If the party closes into their ranks, they will do a fighting retreat so they can deliver their information.

Tactics: The Rouges will fire from range with their crossbows and then wait in hiding if the party approaches. They will flank the more powerful fighter-type in the party first and then attempt to fight and flee. If they are defeated, these two do not appear in the final battle in the Dirt Dwellers underground hold.

If the PC's choose to pursue the shadowy figures, they should lose them in the back alleyways of Gensal. All spot/track checks are useless as the area is reasonably well-traveled each day by local folk. If they are damaged or killed in this battle, remove them from the final battle.

Encounter Three

As you approach the City Jail, you are greeted by two guards at the doors. “Who goes there, what business have you at the City Jail?”

Let the PC's respond. They must submit all names and a reason for entering before the guard will let them pass.

Reasons they will accept:

- Reporting a crime
- Report information on a crime
- Assist in solving a crime
- Sent here by instructions of the Night Watch Commander
- Would like to turn themselves in for a crime...
- OR...Looking for information on a prisoner.

“Alright then, move along. Be sure to sign in at the clerk's desk with your name, rank if you have one, and state your business here.”

The heavy double doors open into a small greeting chamber with two benches along the walls and a large desk ahead of you. On the walls you notice drawings of fellow Shieldlanders wanted for crimes of all natures. Have the PC's make a spot check (DC10). If successful they notice the three following writs buried under many more recent postings:

Wanted by the Council: Colin of Longspear

Wanted by the Council: Kalden

Wanted for Murder: Gorsheval The Quick

A guard walks through the door behind the desk and pulls a ledger out...

“Write yer names here, rank (scans group with disgust), and business here. If you cannot write, have someone else write it for ya”

The guard then spits into a bucket at the side of the desk (act out).

As the PC's begin to explain the purpose for being here, they hear a loud scream from just behind the door

“Don't mind that, just a little interrogation technique we like to call spill yer guts or else. Would you like to see how we handle vagrants and thieves around here?”

The PC's have a choice, they can stay in the lobby or enter the interrogation room to watch and listen to an interrogation.

If they decide to stay, have them make a Listen Check (DC10) to hear what is said in the interrogation room. If they enter, no Listen check will be required. Allow the PC's to make a Spot Check (DC10) to conclude this was one of the prisoners captured this morning. Read bold text below.

Prisoner: Trayden Turboltus, CN Human Rogue 1

From his broken sentence and ramblings, they can hear the following whether in the room or listening from the lobby with a successful Listen check:

“...but we were given orders to raid the...”

**“we move through the sewers, day and night”
“entrances are all over, but the entrance into the underground caverns is well hidden near the outer wall where the sewage exits the city”
“there are a lot of others down there, many my age...or younger”
“that’s all I know.....”**

The guard performing the interrogation speaks: “Who are these people, why have you interrupted my interrogation?!”

You see the prisoner forcefully removed from the room and place back in his cell.

“That’s enough of a show for now, we better leave so they can interrogate the next prisoner, a real tough guy from the sounds of it...” says the jail clerk. If the PC’s ask for the jail clerk’s name, he goes by Eugart.

Back in the lobby, the PC’s should look for information on Arden Hordstone, if he’s in custody perhaps...

If asked the City Clerk will reveal the following:

- Many of the arrested are younger adults or children, mostly due to theft
- There are no records of an Arden Hordstone being held at the jail at this time.
- From the sounds of the interrogation, there are many more of these young thieves running unchecked within the city’s walls.

At this point he has nothing else to offer other than another leer over the party to see if he recognizes any of them on the wanted writs he has posted on the walls.

Encounter Four

As you exit, so does a small contingency of city guards. They look well armed and ready for a fight. As they pass you by you hear several of them grumbling about their assignment...

Have the PC’s perform a Listen Check (DC10) to hear the following:

“I just cleaned my armor and now we have to go down there...!”

“This is the second time I’ve been in the sewers in a week. It’s smells awful down there!”

“I thought we had that labyrinth cleared out weeks ago...”

You can ad-lib more here if you like to add more flavor to the city guards...

If the PC’s fail the Listen Check, they can follow the guards as they don’t appear to be trying to disguise where they are going.

As you watch the guards hurry along, they come to a stop and surround a drainage grate in the ground. You see them lift the cover off and enter one-by-one. You hear what sounds like cussing as they disappear out of sight.

The PC’s may follow or continue on to the sewer entrance near the outside wall where the prisoner indicated. It matters not, proceed to Encounter Five and read the description.

Encounter Five

No matter which entrance point they choose to enter the sewers, read the following:

As you enter the sewers you hear voices and see lights ahead. Perhaps it’s the City Guard, or some more ruffians from the gang that call this place home.

The smell isn’t as terrible as you might think as these tunnels mostly move recently fallen rain away from town now. These hallways may have had another purpose in another time, but no clues to their history are readily available. The walls are of dark earth, some vines are visible as well and some large buried stones.

You travel for about 50 feet through the narrow corridor, and come to a grate in the floor of the tunnel leading down. (drops down into area 1 on map). The area where the grates lies, there is no running water nearby; in fact it seems to be high ground. Looking around, you can see footprints in the soft earth...but then you hear more voices, much louder this time.

“Halt! Stop where you are! You are hereby under arrest by order of, Brinion Tudemet

Commander of the Night Watch of Gensal, for crimes against the fair people of Gensal. Do you surrender?!"

Have the PC's make a Listen Check (DC10) to see if they catch the response. If they make the check, read the following in a young adult's voice:

"We surrender, please don't hurt us...we meant no harm."

Guards: **"I see we found some more of the missing goods from the slaughter house, and what have we here?"**

If the PC's failed their Listen Check, they most likely will descend into area 1 through the grate. In any case, they will be afforded a Spot Check (DC10) to see that several young thieves have escaped and are coming in their direction. As these are young children, they are not adversaries for the purposes of this module. For all the PC's know, one of them might be Arden Hordstone.

Let the PC's decide what to do but do not allow them to attack the oncoming group of thieves. Arden is not among this group of kids. They can Search or Spot (DC10) to verify Arden is not among them. If asked, the kids will say they know who Arden is. Have the PC's perform a Diplomacy Check (DC10) to get more information. If successful on the check, the kids will tell them where he is without bargaining for their freedom. If the check fails, the kids say they have to be released if they tell them his location.

If the PC's capture the vagrants (who are easy to capture), and hand them over to the Guards in the next room, read the description from **AREA 1, Encounter Six:** and then the following:

Sergeant: **"What have we here, more restless vagrants looking to steal another day? Thank you pathfinders for turning them over to us, I believe we have that we have come for this day."**

With that, the Guards escort the vagrants out of the tunnels and back to the city jail.

Go to Encounter Six.

If the PC's release the young vagrants from Area 1, read the following:

"Who are you and what is your business here? Disarm yourselves immediately or I shall

place you under arrest! I will need each of your names..."

As they voice their names and remove their weapons, they can see the Guard Leader remove a book and page through it as if looking for something...

Have the PC's perform an Spot Check (DC10). If they succeed, they recall seeing similar writings on the wall at the city jail, the "wanted" writs of course.

"Alright then, you all seem to check out fine, what is your business here again?"

The PC's should indicate that they are on a mission to locate Arden Hordstone, a missing young man from Gensal. If they do, the guard will allow them to check their captives.

"Ah yes, we got a report about a missing young lad by that name this morning. Feel free to look around here, but it appears we've rounded up all the gang members at this time" With that, all of the City Guard has now left the area.

Encounter Six

The PC's may perform a search to reveal a poorly disguised secret door in the room.

Descriptions for the Dirt Dwellers headquarters:

AREA 1: You stand in a small entrance chamber with a collapsed wall. The earth here is very damp and cold. The room has a small ladder at the base of the grate, and no light source. There is a single, shabby wooden door in the eastern wall

AREA 2: (Area where PC's meet the City Guards). You enter a 15x15 chamber has also suffered some cave-in as well, nothing recent though. In this room there are lighted torches providing poor lighting, but enough to see a door in the north wall. The ceiling appears to be braced with timbers to reduce the cave-ins, but are mostly rotted and look to provide very little strength to keep the ceiling intact. Also you find several thatch beds and a small ring of stones making a small fire pit in the center of the room. By the looks of it, the previous

occupants were just about to have some lunch (meat from the slaughter-house).

The PC's can perform a search check (DC15) to find the secret door in the corner of the room.

AREA 3: You see a small side room appears to be a hallway the just dead-ends into a wall of hard rock. It seems the space is being used for storage as there as piles of wood in here and some empty sacks that look like they were just thrown about here and there...

AREA 4: This passage goes north 20 feet and then west 20 feet. There are arrow slits on the north wall. It ends in a locked door.

Pit Trap(s): CR 2 each; mechanical; location trigger; manual reset; Reflex save avoids (DC20) 10 ft drop, d6 damage; Search (DC20); Disable Device (DC20).

At this point the PC's can attempt to unlock the door, listen at the door, or perhaps make an arrow slit opening larger as the earth here is soft enough to dig.

The door is a (DC15) to pick the lock. Failure triggers the following trap:

Fusillade of Darts Trap: CR 1; mechanical; location trigger; manual reset; +10 ranged (1d4+1); multiple targets, d4 darts to target in 2 adjacent squares; Search (DC 22); Disable Device (DC 20).

A Listen Check (DC10) will reveal two voices behind the doors if they are able to pick the lock, but no clear words can be heard. This check can/should also be performed from AREA 6 if they attempt to enter through that area.

Encounter Seven

AREA 5: Inside are two young vagrants, whom upon the PC's entrance, escape through a secret door in the eastern wall. Have them make a Spot Check (DC10) to spot this happening.

This larger chamber, which is 20x20, is noticeably warmer than the others before. Looking around, you see a wooden bed against the far wall, a chest beside it. In the far corner, the room juts out with smooth grey stone. The room is well lit by torches. Also in the room are some documents spread across the bed, and several burning in the fire pit.

Some excerpts from the documents read as follows upon their recovery:

"...and after I have recruited more of these, young, homeless, futureless cretins, I shall then be able to create enough havoc so as to provide ample opportunity to execute my plans, and escape this rat-hole a wealthy man"
"...these kids are working better than I thought they would. So easy to persuade, so easy to recruit, so easy to mold to my will."

"In two weeks time, preparations should be complete. We know his schedule, his routes, and now have two stable boys on the inside ready for the signal. Ohhh, how I can hardly wait to see the look on his face!"

That is all the PC's find as the other documents seem to contain useless information or are spoiled by water and dirt. With a simple Search Check (DC10), they will spot the secret door in the eastern wall where the two vagrants escaped through.

AREA 6: This hallway was built to provide a defense against intruders. It appears it hasn't been used or kept up in decades. A deteriorated door resides in the western wall. Arrow slits provide a narrow view of the secret hallway you entered through earlier...

AREA 7: This small secret room is very dark and has an opening in the bottom of the eastern wall.

AREA 8: This room is currently occupied by Gorsheval The Quick and his two top apprentices(If they survived Encounter 2). They are discussing the recent raid and how it affects their upcoming plans. As the PC's approach, have them make Move Silent and Hide Checks before entering. This room has no light, and Gorsheval is ready for intruders since they were just warned someone was in his chambers above.

APL 2 EL6

Gorsheval The Quick: CE, Human, Rogue 3 (See Appendix)

Greython: CE, Human, Rogue 2, (See Appendix)

Hirdkirk: CE, Human, Rogue 1, (See Appendix)

Tactics: Gorsheval will make Listen and Spot checks to determine if someone is coming. If he makes a successful check, he and his apprentices will hide in shadows behind the rubble in the room. They will work as a team to eliminate any intruders. If Gorsheval can, he will attempt to escape when the opportunity comes as he is a spineless snake and would rather flee to steal another day than die for his crimes. If he is captured, the party may roll an Intimidate Check (DC13) to gain information about his plans.

- He wants to get even with a previous partner who sold him out and put him into poverty
- They were attempting to loot a pay wagon from Critwall to Gensal several months ago. He was captured while his partner escaped.
- He indicates the letters on his bed are part of his private journal that several youths were supposed to destroy.

Once the encounter is complete, read the following room description :

This room also shows signs of cave-ins, much like those above. The room extends 20 feet forward and then turns south into another 10x20 chamber. As you round the corner and enter the other room, there is enough light to see a lot of young pale faces, staring at you in bewilderment and confusion. Some look like they are at the edge of panicking not knowing if they are about to die.

As you explain your intentions and comfort the children, several of the oldest children approach from the distant corner.

In a youth's voice and said quickly:

"dear sir...we are so thankful to see you, we wanted to leave but they wouldn't let us... We only came here because we were promised we would find a lot of new friends and given a silver piece when we arrived last night. A lot of the others have been here much longer, but so many disappear or the rumor is they get arrested. We thought this would be fun, meet new friends, find things to do...we were supposed to go through some sort of initiation tomorrow I guess. I miss my family a lot and want to leave.

This sentiment is amplified by many of the other kids and young adults in the room. Many of them begin to rise from the large areas of thatch that serve as beds for them. Many of them are showing signs of fatigue or illness. You look about the room and spot Arden Hordstone amongst the group of youths just getting ready to leave. You approach him and indicate that you are here on behalf of his mother and are to escort him directly home.

Conclusion

You have successfully found Arden Hordstone in the underground hold of the Dirt Dwellers. Upon his return home, you are happy to discover that many other children have returned home as well. As you leave the small formation of tents, where Arden and his mother live, you are praised as heroes, and showered with thanks from the common-folk of Gensal.

Experience Point Summary

Encounter Two

Defeating Greython & Hirdkirk, APL2 (90 xp).

Encounter Six

Defeating the Pit Traps, APL2 (50 xp).

Defeating the Fusillade of Darts Trap, APL2 (50xp).

Encounter Seven

Defeating Gorsheval The Quick, APL2 210xp

Story Award

Saving Arden Hordstone
APL2 50xp

Total possible experience:
APL2 450xp

Treasure Summary

Total Possible Treasure

APL 2: L: 0 gp; C: 400 gp; M: 0 gp - Total: 400 gp

Appendix

Greythorn: CN, male human; Rog; CR 2; Medium; HD 2d6; hp 12; Init +6 (+2dex, +4 Imp Init); Spd 30 ft.; AC 16 (touch 12, flat-footed 12) [Leather +2, Shield +2, Dex +2]; BA/G 0/1; Atk +2 dagger [d4+1, piercing or slashing), 19-20, x2] Face/Reach 5ft./5ft; SA-Sneak Attack d6; SQ Trapfinding; AL-N; SV Fort +1, Ref +4, Will +0; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 12.

Skills: Bluff +7, Tumble +9, Spot +5, Sense Motive +2, Hide +8, Move Silently +8, Listen +3. Feats: Improved Initiative,

Possessions: Leather Armor, Dagger, 50gp.

Physical Description: Dark robes and dark leather armor.

Hirdkirk: CN, male human; Rog; CR 1; Medium; HD 1d6; hp 7; Init +6 (+2dex, +4 Imp Init); Spd 30 ft.; AC 16 (touch 12, flat-footed 12) [Leather +2, Shield +2, Dex +2]; BA/G 0/1; Atk +2 dagger [d4+1, piercing or slashing), 19-20, x2] Face/Reach 5ft./5ft; SA-Sneak Attack d6; SQ Trapfinding; AL-N; SV Fort +1, Ref +4, Will +0; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 12.

Skills: Bluff +7, Tumble +7, Spot +3, Sense Motive +2, Hide +7, Move Silently +7, Listen +3. Feats: Improved Initiative,

Possessions: Leather Armor, Dagger, 50gp.

Physical Description: Dark robes and dark leather armor.