

SHL5—Intro1



THE ONLY GOOD ORC...

An Introductory One–Round D&D[®] LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1.0

By Al Schmidt

The only good orc...is a dead orc, they say. Welcome to the Shield Lands where we make sure every orc is a good orc.
An Introductory module for 1st-level PCs, set in the Shield Lands.

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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For questions specific to this document please e-mail the Shield Lands Point of Contact at poc@shieldlands.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of

an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the

PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

- Determine the character level for each of the PCs participating in the adventure.
- If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- 1 Enlist a sixth player.
- 2 Advise characters to buy riding dogs to help protect them, and fight for them.

NOTE: This LIVING GREYHAWK adventure is designed for mid and higher-level characters. Since characters below 6th level are unlikely to have the skills and resources necessary to complete this adventure, players using lower-level characters should be advised that they are participating at great risk. This is not an adventure for beginning characters!

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure set in the Hold of the Sea Princes. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

For five long years, the Shield Lands has fought the War of Reclamation. Slowly the people have returned to the land. Some refugees squatting on fertile land, others stubborn individuals that have endured incredible hardships to keep what they had. Either way these people look to the Pathfinders for protection, but aren't shy about meting out their own justice when opportunity presents itself.

Lord Torkeep recently sent two groups of Pathfinders out on missions. The first group, the party, was sent out across the Iuzian border to scout the way for the second group to make sure they would enter the evil lands undetected. The exact nature of the second group is undisclosed, but secrecy is of the utmost importance. The adventure begins as the first group is returning from their mission, the second unit safely on their way.

Meanwhile, there is a spy in the border village of Sullet, a collection of what should be abandoned farm houses. Sullet is located on the outskirts of the border of the Reclaimed Lands, between Gensal and Torkeep, a halfday's hike from Torkeep. The spy is attempting to meet with his contact, the werewolf Charlfang the night adventure begins. Failing that, he'll meet with his alternate contact, a shadow, and pass on information about the movements of the Pathfinder patrols.

ADVENTURE SUMMARY

While returning from an advance patrol mission, the party is attacked as they camp at the border of the Shield Lands. At first it seems to be just a simple orc raiding party, but the insignia they carry suggests they belong to a specialized unit.

The next morning they continue their return towards Torkeep. As they approach a small collection of mostly abandoned farmhouses that calls itself Sullet, they see the residents about to hang an orc in knight's armor. Intervening on behalf of the orc, they discover he is a Furyondian paladin of St. Cuthbert and that he fought with a pair of werewolves the previous evening. He killed one and drove the other off, but not before seeing his squire, Leyhar, killed and suffering grievous wounds himself. He has been stabbed with a poison dagger and suffers from a variety of other bites.

They investigate further by examining the scene of the orc/werewolf battle and conclude that Moog the Orc is telling the truth. They find his magic silver longsword, which they hold onto since he is too weak to use it. They also discover that the surviving werewolf fled into Sullet. A discrete search proves futile.

With sundown approaching and the villagers worried about a lurking werewolf the party accepts the hospitality of village elder Brenigan. He notes that Hurley the hog farmer wasn't at the attempted hangin' this morning and asks that the party check on him after dinner.

The visit with Hurley proves informative. Already suspicious because of his absence earlier today, they are inquisitive about how he got his limp. Not believing his story that his boar gored him when he got careless the previous evening while slopping the hogs, the questioning gets more intense. Hurley realizing the jig is

up shifts into a hybrid form and attempts to murder the party. When he fails, the party discovers that he has been a spy for Iuz for the past year, reporting merchant, troop, and Pathfinder movements each month. His journal notes his fight with Moog the Orc, a secret Pathfinder mission, and a backup rendezvous plan with an alternate contact.

The party creeps back to the hanging tree where Hurley was to meet his alternate contact. They discover a shadow waiting in the branches. Once discovered, it attacks them. Draining strength from those armed with Moog's magic and silvered weapons (the sword and the dagger). Eventually they defeat the shadow. Having eliminated a spy and preserved the secrecy of a special mission, the party returns to Torkeep with Moog who recovers and continues on his own private mission.

INTRODUCTION

The party is returning from a boring advanced patrol, having made sure the path was clear for another group of Pathfinders on a special mission. They are an uninterrupted days ride from Torkeep, their base of operations.

ENCOUNTER ONE: INITIATIVE LOST

Initiative!...Initiative is what it takes to get the best assignments. One has to think fast, and volunteer quickly to get the real gems. Otherwise one ends up on routine scouting assignments. The Liberator Squad was just a bit faster. So they get to go on the "super secret raid" into Iuzian territory, while you and your companions get the pleasure of scouting the way and patrolling their entry point.

Well, at least this uneventful mission is over. They crossed into Iuzian territory this morning. After a brief rendezvous, they thanked you and proceeded on their way. Now you're within a half days ride of the border, and will be back in Torkeep by tomorrow night if all goes well.

Crickets keep you company now, in the twilight time just before the first watch, while a foul smelling breeze carries the stench of the Old One's lands through your camp and into the Shield Lands. As the sun sets in the west, Luna rises large and full in the east. The celestial bodies, like you and the Liberators passing each other with minimal comment. The sun's task is done and the moon's is just beginning. A crescent of Celene the Handmaiden joins her mistress in the sky.

It is time for the watches to be set. The players should go ahead and introduce their characters to each other. They have been on border patrol for the last couple of days, scouting for anything that might upset a special mission into enemy territory. It has been completely uneventful and the covert operation is under way by a group of experienced Pathfinders. Alas, the glory of that mission will go to someone else, the role of this group was strictly secondary support.

Determine who is on which watch. Also determine if the party has a campfire and/or the ranges of vision.

Early in the first watch four orcs and a werewolf in wolf form are crossing the border and pass near the party's camp.

Much of how this encounter plays out will depend on the visibility of the camp.

APL2 (EL3)

➤ **Orcs (5):** hp 5 each; see *Monster Manual* pg 203.

➤ **Charlfang - Noncombatant Werewolf in wolf form(1):** hp 20; see *Monster Manual* pg 175.

Tactics: The werewolf in wolf form will *run* away from the encounter as its first action. It is 60 feet behind the last orc, so it is probable the party will never know it was there. The werewolf is on a special mission of its own and will not risk getting involved in combat.

The orcs on the other hand will do their best to kill the party.

Treasure: The orcs have pouches of a few coins each, but are well equipped with cruel but well made falchions and high quality studded leather armor.

APL Intro: L: 250; C: 30; M: 0

Development: If the PCs have a campfire, the orcs will separate from the wolf which will circle widely around the camp and continue on its way into the Shield Lands. The orcs will sneak up on the camp and attack. Those on watch can make a Listen check (DC15) and a Spot check (DC15), if they can see in the dim lighting. Those that succeed will avoid surprise and be aware the orcs are 60 feet away. Sleeping characters and those that fail their spot and listen checks are surprised by the orcs which charge into the camp.

If the party has no campfire, the orcs must make a Spot check of (DC15) unless the entire party is hidden in which case use the appropriate opposed Hide DC. The party's chance for surprise is as described above. Also, in this case those that are awake and can see far enough might see the wolf Spot check (DC21) or hear it run away with a Listen check (DC21).

The orcs were on an escort mission, guarding Charlfang to the border. They do not know what

Charlfang's mission is, but they perform this mission monthly. They escort him to the border and then he continues deeper into Shield Land territory. Of course, they won't volunteer this info, but may be compelled to share it in certain circumstances.

Should the party follow the orcs' tracks back towards Iuzian lands, Survival check (DC14 or DC20 at night) for someone with the track feat, they may make an additional survival check (DC16 or DC22 at night) to find the wolf's tracks. They will eventually lose the wolf's tracks but may follow it long enough to know that it is going into the Shield Lands.

ENCOUNTER TWO: HANGIN' OUT BY THE OLD BLACK WALNUT

The sun is high in the sky as you come around the hill to the first of the border villages. Well, village is pretty generous. Even hamlet would be too grand a description for the dust speck collection of farm houses before you. Half of them have been burned to the ground, and half of the rest of them are abandoned. The rest of the tenants should have packed up and headed for somewhere safer. But, one has to admire the tenacity and stubbornness of the Shield Landers, risking life and family for the independence granted them by eking out their own existence. The war has not treated them well. Shield Land armies that marched through here practically stripped the land bare. Iuzian armies were worse.

There seems to be a gathering up the hillside, under the lone leafless black walnut tree. A crowd of what must be the entire population of Sullet have gathered around a mounted knight.

Spots checks will quickly indicate to the party that things are not all on the up and up.

- Spot check (DC 5): The helmetless knight is an orc dressed in enameled full plate sitting upon a plate barded chestnut colored heavy warhorse.
- Spot check (DC 10): The orcish knight has a noose around his neck. The other end of the rope is tied to a stout branch of the black walnut tree. Additionally a Knowledge Religion check (DC10 for non Cuthbertians, automatic if a follower of St. Cuthbert.) will reveal the armorial markings are of the Order of St. Cuthbert.
- Spot check (DC 15): The orcish knight's hands are tied behind his back and his scabbard is empty.

Additionally he appears to be wounded and unconscious.

Upon approaching closer, a Heal check (DC 15) will confirm that the orc is unconscious from his stab wounds, but is stable (-2 hp). Additionally the flesh around the wound is blackened from poison.

The crowd of peasants watch your group suspiciously when they first see outsiders approaching.

Assuming some or all the characters approach:

Some of the peasants think they recognize some of you as Shield Landers and relax slightly. A grizzled old Oeridian man hails you as you approach, announcing "We caught ourselves an orcish spy. You're just in time for the hangin'."

By asking the crowd or the old man the party can Gather Information (DC 10). Upon success they will learn that early this morning they caught this orc riding into town. He came from the deeper in the Shield Lands and was heading out towards Iuz <spit!> had he not been captured. Since it looked like he had been in a battle, a couple of the villagers wandered back down the road to see if there were any injured to tend to. They found two dead bodies. A young boy wearing chain armor and a naked man. Well, they knew exactly what happened. Last night this orc attacked a paladin of St. Cuthbert and his squire. Obviously, the orc killed them and took the knight's armor and horse. There is absolutely no doubt of this. All the villagers agree.

The villagers aren't shy about their hatred of orcs. Brenigan, the old Oeridian man, lost his daughter in an orc raid. His wife was killed as well. Others have experienced the brutality of the Iuz's orcish minions as well. They all agree, the only good orc is a dead orc. The only thing that has delayed the orc's execution so far is the debate of whether he should be conscious when they stretch his neck. Half-orcs will be the target of unkind comments and any party member wishing to spare the orc will be looked on with suspicion, obviously an Iuzian sympathizer. Anyone that thinks this orc is really a knight of St. Cuthbert is either a fool or drunk, and probably both.

However the party are recognized as Pathfinders and given some respect as the law in these parts. Amid much disappointment, the party can convince the villagers to turn the orc over to the party's custody with an Intimidate (DC15) or Diplomacy check (DC15). A 10 for either of these rolls is sufficient to convince the mob to allow the party to wake the orc up for questioning. Magical healing is probably necessary to revive the orc.

Successful questioning of the orc may allow the players another Diplomacy (DC10) or Intimidate check (DC10) to take custody of the orc.

🗡️ **Human Commoners (15):** hp 3 each; AC 10, Atk +0 melee (1d3, pitchfork)

Development: If it comes to violence to save the orc, the villager's morale will break if more than three of them are disabled. Excessive force may reflect poorly on characters of good alignment.

ENCOUNTER THREE: MOOG THE DREAMER

One way or another the party is likely to have a conversation with the orc. He is well spoken for an orc and has a noticeable Furyondian accent.

Described below are typical questions and answers that come up between Moog and the PCs. Read or paraphrase the following:

Who are you?

"I am Sir Moog Gutsplitter, paladin of the cudgel."

You are not. You're a dirty filthy murdering orc and we're going to hang you!

"Your eyes are blinded by hate. If you truly believe I am evil, then destroy me for that reason. Not because I'm different. I am not evil, but if I can not convince you of that, then my mission is doomed to fail anyways."

Why are you in the Shield Lands?

"I am on a mission into the land of Iuz <spit>. I travel from Furyondy and the best route to my destination dictated that I travel through the Shield Lands."

What is your mission in Iuz?

"I go to visit the tribe of my father. To show them the error of acting as valueless pawns for the Old One <spit>, to show them the righteous path of the cudgel. From there I will travel to tribe after tribe of my kin and show them the true path."

Are you crazy?! You'll be killed!

"Some say I'm a dreamer. Perhaps they are right, but it is a cause I'm willing to martyr myself for. I have seen the path to enlightenment, and I can not leave my brethren in the dark."

How can we help you? Do you want us to come with?

"You can help by freeing me from these unaccountably hostile villagers and finding me a place to regain my strength. The mission is a personal one, and too dangerous for you to

accompany me on. However there is still work to do here. You could help with that."

What is going on here? What happened to you?

"Last night Leyhar, my squire, and I were traveling on the road, when we came upon evil. Two monstrous wolves meeting at a crossroads. Before we could launch our attack they shifted, becoming half men/half wolves. It was a vicious fight. While I fought with and slew one, the other killed my young squire. It stabbed me with a dagger it had carried on a collar and I felt my strength sapped from me. It fled before my fury, but as the battle ended, fatigue overcame me and the wound of that foul blade sapped the rest of my strength. I blacked out and the next thing I recall is waking before you. My steed must have carried me along the road to this village."

Why were you traveling at night.

"My eyes, they are sensitive to the light so I prefer to travel in darkness."

🗡️ **Sir Moog Gutsplitter:** Male orc Bar1/Pal3; hp 42 fully healed, -2 initially; STR 18 normally, 4 currently; see Appendix One.

Moog is very weak. The dagger the werewolf attacked him with was coated with a very strong poison. Moog failed both of his saves, taking first 1d6 Str and then 2d6 of Str damage. With the wounds he suffered, the ending of his rage very nearly killed him. Miraculously, he stabilized on his own. The ability damage will probably require a lesser restoration or a more powerful magic to heal. It is not expected that the participants in an intro adventure will have access to such curatives. He will be able to talk to the party if they heal at least 2hp, but will be unable to do anything else.

Any of the villagers who overhear mention of a werewolf running loose in will be very concerned. If the party seems more interested in taking Moog back to Torkeep, or just returning there for whatever the reason, the villagers will take it badly, calling them cowards. Moog will also suggest that the evil must be dealt with. The party will pass the crossroads of Encounter 5 on their way back to Torkeep, but if they go past it the adventure is over.

A villager, Hans, took Moog's +1 silver dagger. A Spot check (DC10) will spot the man who took it. Should the Spot fail a Gather Information (DC10) will identify the villager. Diplomacy (DC10) or Intimidate (DC10) will get the villager to turn over the dagger. He just took it "to disarm the orc before it could slash them all to pieces."

If his full plate armor is removed a Heal check (DC15) will confirm that he was poisoned and the effects.

He also had a +1 silver long sword, but it is missing.

ENCOUNTER FOUR: ASKING AROUND THE TOWN, PART ONE

Chances are the party will ask a few questions of the town's people. Here are some likely questions and responses:

Who saw the orc first?

Polly Mae, a weathered woman in her late 30's says "I saw him first thing this morning when I unshuttered my windows to let the sunlight in. He was just sitting there on his horse looking all ferocious. I screamed and slammed the shutters before he could see me."

Who defeated the orc?

"Hans Antor did! Charged the brute with his pitch fork and knocked him right out of the saddle."

Did you Hans?

"Err, ahh, yes. Yes! Well sort of. Not really. Ah, no. I came running when I heard Polly scream. But he was already sitting there slumped in the saddle unconscious. Blood slowly oozing from his wounds."

Has anybody heard howling or seen anything strange?

"Sure, we've heard howling. Usually in the distance. There are wolves, wargs and worse that roam these lands. We haven't seen much though. At night we lock our doors and shutters and don't go out."

ENCOUNTER FIVE: SCENE OF THE CRIME

Eventually the party should make their way to where the villagers said they saw the bodies, and Moog claims to have fought the evil wolf-men.

It takes an hour to reach it. The villagers insist on sending a cart with the party so they can bring back the bodies for cremation. (Burying used to be the commonly accepted practice prior to the Iuzian invasion, but burying now seems to be an assurance that you'll see your loved ones again. Cremation is insisted upon by all involved.)

True to everyone's word there are two bodies here. One a naked middle aged man with many scars. A Heal check (DC15) shows he was hacked/stabbed to death. The other body is a human boy, about 15 years old. He is wearing chain mail bearing armorial decorations. A Religion check (DC10) identifies them as being of St.

Cuthbert. A Heal check (DC15) on the boy reveals that he was bitten to death. The dead man is Charlfang the werewolf, though the villages assume he is really the knight that the Moog the Orc killed.

A Spot check (DC10) will find an *everburning torch* that Leyhar the squire dropped when the fight began, Moog's +1 silver longsword, as well as his helmet that he flung off as he watched the second werewolf kill his squire.

A Survival check (DC11) by someone with track will find an interesting set of tracks. In addition to all the obvious footprints of the party and the tracks of the villager who looked for injured people, they find a few others.

- One set is that of a heavy warhorse and a human on foot approaching from the direction of Torkeep. (This is Moog and his squire.)
- A set of ambling hoof prints heading toward town. (Moog's horse carried him to town after the fight.)
- A set of animal paw (wolf) prints coming from the south. These are the paw prints of Charlfang, the werewolf that Moog killed, of course their owner is now the dead naked human man.
- Last, but not least, a set of wolf prints coming from and returning to the village. These are the prints of the spy living in the village.

The prints of the dead werewolf can be followed with difficulty back into Iuzian lands, eventually passing within a few hundred feet of the party's campsite of the night before. The trail does eventually get lost and is of no further value.

The second set of wolf prints lead to the edge of town after which they get lost in all the various prints of the townsfolk and everyone else.

ENCOUNTER SIX: ASKING AROUND TOWN, PART TWO

When the party returns to town, they'll probably have some suspicions and need to ask some more questions.

Have you seen any one sneaking out at night?

"Not usually, when night falls, we close up our shutters tight and go to bed. Nothing good wanders these lands at night".

Not usually? How about last night or the previous full moon?

"Can't say much about the previous full moon, but last night as I closed up my shutters, I noticed lantern light shining from ol' Brenigan's shack. Might be he noticed something."

By now it is late afternoon, Brenigan will welcome the party when they come to visit him. He can't offer much

more than any of the other villagers. If they want, they're welcome to stay in his barn, and he'll share some stew with them. He'll even throw in a little ham given that these are special guests. He isn't excited about Moog joining them, but he'll tolerate him at the party's request. If the party needed somewhere to dump Moog earlier, Brenigan will have volunteered his barn then as well.

Brenigan, did you have a lantern lit last night after sundown?

"Sure I lit a lantern at sunset. Hurley was over, and we were sharing a couple shots of spirits. Hurley distills it himself. Want some?"

It is a potent moonshine that burns all the way down. A Fortitude Save (DC10) is required to keep from choking at first sip.

"Hurley, left shortly after sundown and I turned in after that. Early to bed early to rise, ya know."

"Ya know though," says Brenigan with some further thought, "Hurley wasn't at the hangin' today. That's odd, I would 'ave thought he'd like a good hangin'."

If the party doesn't decide to investigate Hurley on their own, Brenigan will ask them to check on him.

"After dinner would ya mind checking on Hurley. Just to make sure he is okay? It's a short walk over there, and I'm sure he made it okay, but what with the orc and this talk of werewolves, I'd appreciate it."

ENCOUNTER SEVEN: HOGGING THE GLORY

It is only a couple of hundred yards to Hurley's. The stench of the wallow assails your nostrils. A vicious looking old boar eyes the party warily as they approach, grunting menacingly when they pass near the pen.

A small shack, a dilapidated barn, and an old smokehouse comprise the Hurley "estate". Other than the boar nothing else is stirring. Smoke drifts lazily out of the chimney of the shack.

The boar is rather ill tempered, but harmless unless someone enters the pen with it. Then it will snort and charge immediately without needing any other provocation. Hurley is likely to hear any combat with the boar and stick his head out of a windows to see what the ruckus is.

APL Intro (EL2)

🐾 **Boar:** hp25 See Monster Manual, pg 270.

Hurley is inside the shack. He is a middle age Oeridian man who walks with a limp. The shack is locked up. Hurley, much like any of the villagers will be suspicious of anyone that comes knocking on his door at night. He'll have a heavy cross bow handy, and will load it at the first sign of anything out of the ordinary. He will be extra suspicious of adventurers that come knocking on his door since it probably indicates that his cover has been blown. Still, he'll try to play it cool and bluff his way past things.

If the party knocks, he'll first load the crossbow and open the shutters to the kitchen window where he'll aim at the party and demand to know what they want? If they provide an answer that makes him think he can bluff his way through things, he'll lower the crossbow and converse with them.

Likely questions are:

Did you share a drink with Brenegan last night?

"Yeah. I just opened a new bottle this evening, still a little green, but I can share a round of shots."

What did you do after that?

"I came home and slopped the hogs."

Why weren't you at the hangin' this morning?

"Didn't know it was goin' on. I tested out another bottle last night after I got home, and wasn't up to getting a worm this morning."

Why are you limping?

"Must have had too much of the 'shine at Brenigan's, I got careless slopping the hogs. The ol' boar caught me in the pen and slashed up my leg something fierce. That's why last night was such a drinking binge, I just kept drinking until the pain was numbed."

Can we look at the wound/heal the wound?

"No, no that's okay. Just a scratch."

Do you often sleep in/ drink too much?

"Sometimes. It's a hard life out here and there ain't much to do after the sun goes down but to drink."

If the party gets a chance to look at the wound, which Hurley won't allow willingly a Heal Check (DC15) will show that it was made by a slashing weapon, not a boar's tusk. It isn't a deep cut. He will be thankful and appreciative ("have another round of drinks") if they cure it.

If it comes to violence, Hurley will assume the form of a hybrid wolf-man at the earliest opportunity. If they

are breaking in, he'll assume hybrid form and then ready his crossbow if he has time. He'll draw his dagger after he shoots the crossbow. A spot check (DC10) will allow the party to notice that the blade is covered with a sticky green goo. An alchemy check (DC10) will identify the goo as poison. After one successful stab with the dagger, Hurley will commence to use his natural werewolf attacks.

APL2 (EL3)

☛ **Hurley:** Male werewolf: hp 20 (18 currently); Atk +3 melee (1d4+1 poison dagger), *See Monster Manual*, pg 175.

Poison Dagger: Injury, Fortitude DC 12, initial damage 1d6 Str, secondary damage none. The save DC is Constitution based. The poison weakens from being exposed to air and having been used once. It is only potent enough for one successful stab wound. After that Hurley will start biting.

If the party searches Hurley's shack, they'll find it doesn't contain much. The bedroom area contains some bloody dressings he used on his wounded leg. Other contents included some basic staples, several bottles of moonshine, basic furniture, and a very weather hutch which is locked. Open Locks Check (DC15) will allow access. Inside is a quill, some ink, a journal, a vial of poison, and a bag of coins and gems. The journal contains notes for the past year on:

- Merchant caravans.
- Shield Land troop movements.
- Pathfinder patrols and other activities.
- A calendar noting the occurrence of a full moon.

Most recently noted is:

- The party's passage through town a couple of days ago.
- The passage of the other Pathfinder group yesterday. Most damning of all is a description of the last night's rendezvous being interrupted by a knight of St. Cuthbert and the contact being killed.
- Also a note that he'll have to meet the secondary contact tonight under the old black walnut tree.

The barn is relatively empty. It contains a bunch of hay, a corn bin, a couple of sows, some piglets, and in one corner a still.

The smokehouse contains some curing hams.

Treasure: The hutch contains a bag of gems and coins as well as a vial of poison.

APL Intro: L: 250; C: 2170; M: 0

ENCOUNTER EIGHT: THE OLD BLACK WALNUT

If the party found the journal, they'll probably come to the old black walnut tree. If they haven't hopefully they'll notice Hurley creeping up to it at midnight. If they don't then the adventure is probably over. Hurley will report the other Pathfinders' mission to his contact and things will go badly for them, but otherwise things will return to normal in Sullet.

If they haven't already dealt with Hurley he'll come sneaking up here. He'll be in human form, but will change into hybrid form at the first sign of trouble.

A Spot check (DC18) will reveal:

As you peer into the branches of the old black walnut tree, you see some leaves fluttering in the evening breeze. Realizing the dead tree should have no leaves you look closer. A black shadowy shape drifts stealthily among the branches.

APL2 (EL3)

☛ **Shadow:** 19 hp; *see Monster Manual*, pg 221.

The shadow will hide until it believes it has been spotted. It will then attack the characters, seeking to disable those who can harm it. Since it is incorporeal, it is likely only the characters using Moog's weapons and spellcasters will be able to harm it. If the fight starts to go poorly for it, it'll leave.

If Hurley is present, he'll try to tell the shadow about the knight and the other group of Pathfinders. Once the shadows know this it'll try to get away carrying the news to his master.

CONCLUSION

If the shadow gets away with knowledge of the Pathfinder unit and their secret mission it'll report back to its master and the unit will be lost. They are eventually seen again as a suicide squad of undead sent against Torkeep.

Otherwise, once Hurley is dealt with and the shadow killed or driven off the party is free to return to Torkeep with Moog. Moog will rest and recover there before he departs on his own mission into Iuzian territory. He'll thank the party and wish them well in their future endeavors. Lord Torkeep will also be pleased with the party if they succeeded in catching the spy and saving the other group of Pathfinders by preventing word of their mission from leaking to the enemy. He'll show his pleasure both by praising the party and by

bestowing a *cure disease* on anyone afflicted by lycanthrope.

The End

Experience Point Summary

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

Encounter One

Experience objective

APL2 90 XP

Encounter Seven

APL2 150 XP

Encounter Eight

APL2 90 XP

Story Award

Objective(s) met:

APL2 90 XP

Total possible experience:

APL2 450 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.

Encounter One: Introduction

APL Intro: L: 250; C: 30; M: 0

Encounter Seven: Introduction

APL Intro: L: 250; C: 2170; M: 0

Total Possible Treasure

APL A: L: 500 gp; C: 2200 gp; M: 0 gp - Total: 2700 gp

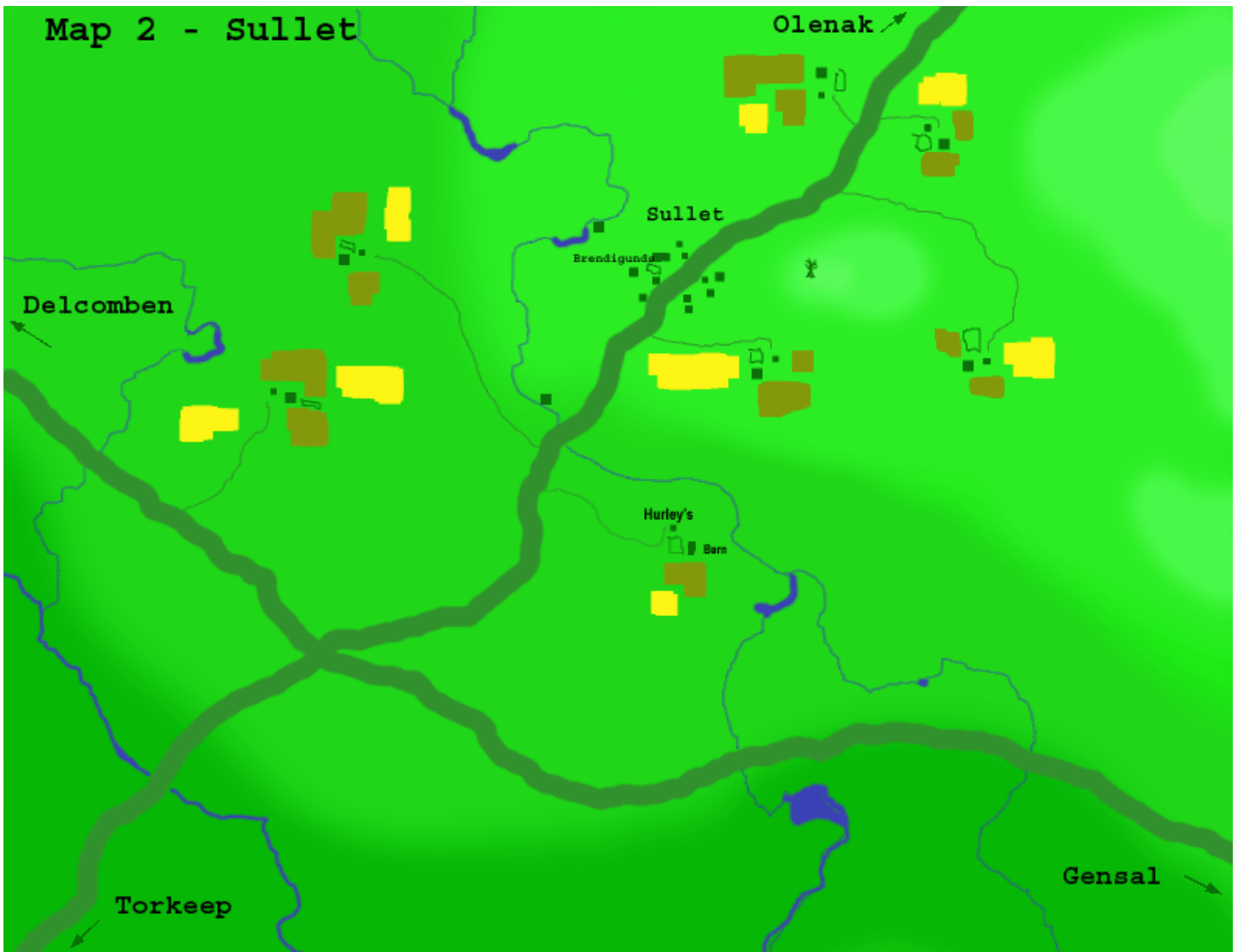
ITEMS FOR THE ADVENTURE RECORD

There are no special accesses for the adventure record. If this is the character's first adventure then they gain access to the standard items described in the current version of the LGCS.

MAP FOR ENCOUNTER 1



MAP OF SULLET



MAP OF THE HURLEY'S

