

ULP1-05

Tomb Raiders

**A Two-Round D&D LIVING GREYHAWK®
Principality of Ulek Regional Adventure**

Version 1

Round 1

by Christopher Reed

You are asked hunt to down a group of tomb-raiding orcs. If you cannot reclaim the stolen treasure it may mean the destruction of the Principality of Ulek by the humanoids in the disputed lands. A two-round adventure for character levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

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

DM's Background

This is the fifth LIVING GREYHAWK set in the Principality of Ulek. Some of the general background information includes:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.

- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars, a good deal of anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

From Principality of Ulek Scenario U (*Spies Like Us*), the PCs had a chance to learn of an ancient dwarven crypt that was found by three halfling scouts (Bray Burrowfoot, Lucky Longlegs and Turk Toughtoe).

In ULPi-02 *Crypt of Promise*, the PCs were asked to seek out this ancient dwarven crypt and return any treasure that was found to Emerald who would give it to Oldid Silverbeard. Most of the treasure was missing but a secret treasure room with a small amount of treasure was untouched. The PCs may have learned that the missing treasure was stolen by a band of orcs. While the PCs were being gathered to search for the crypt, some of the orcs from the Disputed Territory discovered it. They had been sent by one of the warlords in the Disputed Territory to search the Lortmil Hills of the Principality of Ulek. They took all the treasure they found and continued with their assignment hoping to please the warlord when it was time to return.

Some greedy PCs may have decided to keep some of the hidden treasure from the crypt for themselves and should have the appropriate cert for this (*Rebuff of Oldid Silverbeard*). Please check to see if any player has this, as it will be important to this scenario.

Oldid Silverbeard would like for the PCs to find the tomb raiding orcs and return any stolen treasure that they may have to his assistant, Emerald Gemsplitter, so that it can be used to help the nation in the war against the Pomarj. This would be done by taking the treasure found and paying for additional troops. These troops would first stop any invading (or scouting) humanoids and then push into the Disputed Territory, driving the humanoids back into the Pomarj.

However, a doppelganger, sent from the Pomarj, has been spying upon Oldid Silverbeard and determined that by impersonating Emerald, it could potentially gain some additional information and even some treasure from the unsuspecting heroes for itself. Or at the very least keep the PCs from discovering what is occurred here in Eastpass (him being here).

So it has kidnapped Emerald and replaced him. It then has plans to meet the PCs that were summoned by Oldid Silverbeard and send them aimlessly on their quest.

Oldid and the real Emerald know the general location of where the treasure may be due to several informants they have including Yeogh, the half-orc that some PCs may have encountered in the past, along with scouts and spies on his payroll. They have received information that a small band of orcs were in Prinzfield province near Rittersmarche with a large amount of loot and believe that these orcs have stolen the treasure.

The treasure used to belong to Rudd Rockcutter, who has since passed away, and it is said that if it is ever found the treasure should be used to rid the world of the evil humanoids, such as the orcs and goblins. Rudd Rockcutter was a dwarf and a wealthy merchant of Eastpass and due to several thefts that had occurred decided to hide his remaining treasure in the Lortmil Hills, so it could aid his nation one day. He was assisted by only his most loyal aids.

The PCs may get some aid, based on their reaction, from an unsuspecting source, an extremely secretive man only known as Spyder. This is in fact how the scenario starts, as the PCs will meet him before meeting each other. Spyder will offer each of the PCs a deal of some information now (and possibly some later) for two items: the scroll that the warlord currently has in his possession and a wooden staff with web-like carvings plus a ruby on it. He understands that the scroll will not be obtained in their current mission but feels that the staff might be and thus if it is would like the PCs to retrieve it for him.

After everyone has dealt with Spyder in their own manner, they will come to the Pig and Roast where they were asked to meet with Emerald Gemsplitter. However, a doppelganger impersonating Emerald will arrive instead and ask them to take same mission that the original Emerald would have but providing only limited information.

If the PCs are able to determine that the doppelganger is not the 'real' Emerald and get information on the location of where Emerald is being kept, they will be able to save him. He will then provide some additional information that might aid them on their upcoming mission, which he hopes they will still take on. Otherwise, Emerald will be killed while the PCs are out on their mission.

The mission will begin with the PCs heading through the Lortmil Hills along the Prince's Road to Havenhill then to the village of Brenfluss.

During the trek from Havenhill to Brenfluss, the PCs will be attacked by the goblins of the Dark Ones tribe (which were encountered in ULPi-04 *Downward*).

After dealing with the goblin slavers, the PCs will be able to continue to Brenfluss without further trouble. There, the PCs will be able to get some information that may assist them on their mission plus some rumors.

Continuing onward, the PCs head toward Oakenburgh, which is currently under humanoid control. They will have the option of avoiding the village, in which case they will avoid a goblin scout team.

Once past Oakenburgh, the PCs will come to a chapel of Ehlonna that has been destroyed and desecrated by the invading humanoids from the Pomarj. After having a chance to investigate the small marble shrine, the PCs will be attacked by a goblin scout team.

Moving onward to the town of Rittersmarche, the direction the PCs take will depend on past information they have learned plus choices they make. If they decide to go to the town to Rittersmarche, the guards there will attack them until struck down. If they did not talk to either Spyder or the 'real' Emerald, they may wander around the town looking for clues. Lastly, they may decide to search for the cleric of Ehlonna.

Eventually, the PCs will meet up with the followers of Ehlonna. The followers will provide some assistance in the way of spells and information. They also will ask the PCs to save one of group (Grigloe) who has recently been captured and taken to Graf Twembly's old estate.

From here the PCs will need to decide if they are going to Grigloe, seek the barbarian (Bagama) or go directly to Oakenburgh, where the followers saw the tomb-raiding orcs heading.

If they decide to go and attempt to save Grigloe, they will find the wooden staff that Spyder is seeking just within reach. They will then need to decide which to do first, save Grigloe or retrieve the wooden staff. After doing one such task, the PCs will find that the other will be extremely difficult, perhaps even more than they can handle.

After leaving Graf Twembly's old estate, the PCs will then be able to seek out the barbarian (Bagama) or go to Oakenburgh, where the followers of Ehlonna saw the tomb-raiding orcs heading.

When the PCs do seek out Bagama, the barbarian, they will first encounter some traps followed by a band of goblins. Finally, they will meet Bagama who will aid the party if they do not treat him with disrespect due to being half-orc.

Eventually, the PCs will head off to Oakenburgh to find the tomb-raiding orcs and the treasure they stole. Heading there, they will come across another group of goblins. Finally, they will arrive at the village. A young goblin boy who is escaping the village due to the tomb-raiding orcs will unknowingly aid them. This will help the PCs get into the village undetected and find the local (the inn) where the orcs are.

Within the inn are the orcs the PCs seek and whether the stolen treasure is there depends entirely on the path the PCs took to get there. This is detailed with the encounter that this event occurs.

Once they have dealt with the orcs, the only path now is for the PCs to return to Eastpass. On

their way back, they will find the remains of several dead Dwarven scout members. Upon investigation, they will be attacked by a single mad orc who seeks to give Turrosh Mak everything he has including his life.

When the PCs finally return to Eastpass, those PCs that made a deal with Spyder will have a short talk and a lead on a future scenario. Next, they will talk with Emerald (or the doppelganger) wrapping up the adventure.

This scenario may be complicated for some judges. Thus a vision representation of possible flows of this scenario has been provided. Please see DM Aid #7.

Players' Introduction

A scroll tube was delivered to you early one evening by a young messenger boy. Opening it up, you saw an exquisite piece of paper.

From the finely written note, you learned that Oldid Silverbeard, a baron of the Corond province, had a request for you to meet one of his personal assistants, Emerald Gemsplitter.

You were asked to go to the Pig and Roost, a tavern within the city of Eastpass, a city many of you have visited.

Oldid Silverbeard is a baron of the Corond province and Eastpass is located within it. He has asked his assistant, Emerald Gemsplitter, to get the PCs to undertake a mission based on information that has been gathered for him.

Encounter 1: Spyder

Several of you had the need to make the voyage to Eastpass, while others luckily were already within the city.

For those that had to make the long voyage to Eastpass, you finally arrive after a long hard trip and eventually head for the Pig and Roost. While those currently in Eastpass merely stroll out into the streets toward the Pig and Roost.

While heading toward the Pig and Roost, the PCs will be approached individually by a secretive human male known only as Spyder.

Pull each player aside and go over the rest of this encounter with them individually, unless two or more players stated in the beginning that they are traveling together.

To give them a scare, you may want to ask them to bring some dice with them while you talk.

Continuing to head toward the tavern, the Pig and Roost, you hear your whispered name coming from a side alley.

At this point in time, see what the PC is going to do. Several options, could include:

- Ignore the whispers and continue onward toward the Pig and Roost.
- Answer the whispers.
- Search for where the whispers came from.

If the PC ignores the whispers, nothing happens but make sure to make note of it.

Spyder will greets PCs who answer the whispers or search in the direction came from. He a human male and is dressed in silk black clothes with a cloak that resembles a large Spyder web. Tattooed around his left eye is a Spyder web. On his left hand is a black ring that has been crafted to look like a Spyder with two dark red ruby eyes. Around his neck is an amulet that looks like a Spyder and its web.

He also has several small tattoos of Spydery or webs on his body. These are currently covered by his black clothing.

All Tiers (EL 14)

Spyder male human Rog8/Sor6: Medium Humanoid (5 ft. 8 in. tall); HD 8d6+6d4+14; hp 80; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (Touch 14, Flatfoot 15); Atks +14/+6 melee (1d4+1/19-20, dagger); SA sneak attack +4d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +5, Ref +12, Will +7; Str 10, Dex 19, Con 12, Int 14, Wis 10, Cha 12.

Skills & Feats: Alchemy +11, Balance +14, Decipher Script +12, Escape Artist +14, Forgery +12, Gather Information +11, Hide +14, Knowledge (Arcana) +11, Listen +10, Move Silently +14, Read Lips +12, Scry +11, Search +7, Spellcraft +11, Spot +5, Tumble +14; Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (dagger).

Spells (6/6/5/3): 0—*dancing light, daze, detect magic, flare, ghost sounds, resistance*; 1st—*change self, charm person, nystul's undetectable aura, silent image*; 2nd—*alter self, invisibility*; 3rd—*displacement*

Equipment: +5 bracers of armor, amulet of proof against detection and location, clock of the arachnida, dagger of venom.

Spyder has some information he would like to share with the PC but he would like something in return.

If the PC agrees, Spyder will continue to chat with them, otherwise he will vanish into the alley, eventually casting *invisibility* to help ensure his escape.

Spyder knows the exact reason why Oldid Silverbeard has summoned the PCs. The reason being is to find the stolen treasure from the crypt of Rudd Rockcutter and return it to Emerald Gemsplitter, one Oldid's assistants.

He also has received information from his sources (which he will not reveal) that the crypt

was raided several months ago. The group of orcs that is responsible for the theft are currently wandering around the Disputed Territory (Prinzfield), near the town of Rittersmarche, bossing the other humanoids in the area around due to their recent success. They still possess the entire treasure hoard (as it is like a trophy) save one item, which was given to the warlord. For this one item, the warlord allowed the orcs to keep the rest of the treasure they found. Additionally, the orcs got a huge supply of food and provisions from the warlord.

This is due to the fact that the item is a scroll that gives hints as to the location of an ancient artifact. The warlord knows that if he and some of his assistants were to have time to thoroughly study the scroll, his power could be dramatically increased.

What Spyder has learned is that the warlord is an extremely strong and powerful humanoid that rules by a show of force and has little mercy for anyone including those he rules over.

Spyder has heard that there is a priest of Ehlonna, who used to run a small chapel just north of Rittersmarche on the edge of the Suss Forest. That cleric may be able to provide more assistance such as where the crypt-raiding orcs might be when the PCs arrive. He will strongly urge the PCs to go seek this priest.

Spyder has also heard there is a barbarian, named Bagama, who lives in the Suss Forest just southeast of Rittersmarche. He might be able to provide some assistance in this matter but he should not be visited until the PCs have learned more information from the priest of Ehlonna.

Lastly, he has heard that there are many eyes watching over each of the cities in the Principality of Ulek and no one is to be trusted.

In return for this information (and possible future information) plus some monetary gain, Spyder would like the PCs to gather two items for him while on their quest (or future quests). The first is the scroll that the warlord currently has in his possession (which will not be found by the PCs in this scenario). The second is a wooden staff with carvings on it that resemble webs while the top of it has a large ruby. He feels the PCs will have a chance to find that staff on their adventure. He will not explain why he desires either of these items.

Spyder will quickly disappear once he is done chatting with the PC. He will vanish into the alley, eventually casting *invisibility* to ensure his stealthy withdraw.

Encounter 2: Pig and Roast

It is still morning as you finally make it to the tavern called the Pig and Roast. You have been asked to meet Emerald Gemsplitter here despite the obvious dirty environment you now reside in.

Currently seated next to you are several other folks resembling heroes.

Have the PCs describe and introduce themselves at this time.

The tavern is run by Grudge Pickaxe, a dwarf who does not think highly of half-orcs or elves. He will serve them, but after all others have been taken care of. He will also act rudely toward them, almost to the point of picking a fight with them. He will also insist that they keep their distance from the other patrons unless approached.

Within the Pig and Roost are a total of eight round tables. Six of these tables seat four people, while the other two seat eight.

The bar has stools for twenty patrons. Currently in the tavern are roughly only about twelve dwarves, as it is before lunch.

Common Dwarves (12), male dwarf Com1: Medium Humanoid (4 ft. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d4+1/19-20, dagger); SA none; SQ Dwarven traits; AL CG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +2, Craft (various) +4; Listen +2, Spot +2; Skill Focus (Craft).

Equipment: dagger (each).

The dwarf the PCs are to meet is Emerald Gemsplitter, but he is not currently in the tavern. He also will not be for quite some time (ten minutes), as he has been 'replaced' by a doppelganger just hours before.

The doppelganger has just gotten his first chance to take kidnap Emerald and take his place. The doppelganger has been spying on Oldid Silverbeard and Emerald Gemsplitter for some time and does have some knowledge as to why the PCs have been asked to meet with Emerald.

He will arrive at the Pig and Roast about ten minutes after the PCs have all gathered there. He will quickly introduce himself to the PCs (as Emerald of course) excusing himself for being late. If asked about this, he will inform them that he had dealings with some other unrelated business that took a little longer than expected. This is true, as he was taking care of the 'real' Emerald but did not have time to kill him. Additionally, the doppelganger would like to further question the 'real' Emerald gaining more information, if possible.

Emerald Gemsplitter is a thin dwarf, with a thin grayish beard and usually wears green nicely pressed robes. The doppelganger is currently dressed this way.

If the PCs are able to read his mind (through the use of a spell, for example), he will have some of the following thoughts:

- The desire for additional treasure and thoughts of what the PCs may have upon them.

- Desire that these worthless people (PCs) would hurry up and go on this mission so he can return to his business.
- Thoughts of his place of residence, which is near a small stream.
- Thoughts of Emerald currently being drugged and tied up.

As the DM, it is up to you as to what the doppelganger is currently thinking about not giving away too many of his thoughts but if the PCs are suspicious give them a break, as many players may never suspect that Emerald has been replaced especially since most will have dealt with him before and will not give it a second thought.

"Emerald Gemsplitter" Doppelganger: Medium-Sized Shapchanger (4 ft. tall); HD 4d8+4; hp 28; Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atks +2 melee (1d6+1, 2 slams); SA Detect thoughts; SQ Alter self, immunities; AL NE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Buff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8; Alertness, Dodge.

Special Attack—Detect Thoughts (Ex): A doppelganger can continuously detect thoughts as if spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Special Qualities—Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-sized humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex)—Doppelgangers are immune to sleep and charm effects.

If confronted with the fact that he is not the 'real' Emerald Gemsplitter, the doppelganger will laugh and insist that the PCs must be joking.

If the PCs start to get confrontational to the point of violence, "Emerald" will call out for his dwarven friends to help him out.

Since the dwarfs will not know any better, they will gladly assist in a fight with the PCs unless the PCs can quickly show them that "Emerald" is really a doppelganger.

If the PCs do get into a fight with the dwarfs and any number of the dwarfs are killed; those that participated in the killing will be hunted down and taken to jail. This will result in the permanent loss of the character and should be noted on the player's log sheet.

If the PCs are able to convince the dwarfs that this is indeed not Emerald, then the doppelganger will beg for the PCs to forgive him. He will tell them everything he knows including where the 'real' Emerald currently is.

If the doppelganger is not discovered, he will ask the PCs to undertake a mission of regaining the stolen treasure from Rudd Rockcutter's crypt. He has heard that a band of humanoids now near Rittersmarche (in the Prinzfeld Province) has gotten hold of it and hopes the PCs will accept this mission.

He will inform them that they should travel on Prince's Road to the village of Brenfluss, where the road will split with one way (Northeast) leading to what used to be the town of Rittersmarche and the other (Northwest) leading to Riddling's Pass Township. Give the PCs Player's Handout #1. Once they come near Rittersmarche, they should search the surrounding area for more information.

If the PCs accept this mission, "Emerald" (doppelganger) will not pay for their drinks, meal or room for the night. Cost for a room will be 5 sp, meals and drinks (a piece) will cost 1 sp. He will offer them some coins upon their return. He will suggest they leave as soon as possible.

If the PCs go to retrieve the 'real' Emerald, go to Encounter 3. Otherwise, go to Encounter 4.

Encounter 4: Emerald

If the PCs were able to determine that the "Emerald" at the Pig and Roast was not the real deal and got information from the doppelganger, proceed with the following:

Following the directions given to by the look-alike Emerald, you make your way to the edge of the city. After a lengthy walk about the city, you eventually come upon the house you seek.

The house is a nice little place just along a small stream. In the back you can see a scenic view of the Lortmil Hills.

There are two entrances into the house, the front door and one through the washroom in back. Both are securely locked. There are several windows but they have been covered and thus the PCs will not be able to use these to peer inside to see what lies within.

The house consists of only four rooms: a kitchen, a living room, a bedroom and a washroom. Each of the rooms is almost entirely bare, save a few scraps of furniture and holds no valuables. The doppelganger has hid his valuables elsewhere.

Located inside the living room is a dwarf that has been drugged and tied up. The dwarf is Emerald Gemsplitter, an assistant to the Oldid Silverbeard. He is thin for a dwarf. He also has a thin grayish beard and wears green robes that are currently wrinkled.

Emerald Gemsplitter male dwarf Exp2; Bluff, +5, Diplomacy +5, Sense Motive +5) negotiates small matters for Oldid Silverbeard.

He had been instructed to meet the PCs and ask them to partake of an extremely important mission for Oldid Silverbeard but he ran into the a man that looked just like him who clubbed him then brought him here. He will take a while to get used to his new surroundings. After a short while, he will be more than willing to answer any of the PCs questions.

The mission that Emerald was to ask them to complete was the retrieval of the stolen treasure. The treasure was from an ancient dwarven crypt located in the hills of the Corond province.

With the PCs being heroes, they should be more than willing to jump at the opportunity especially since it involves their enemies to the east. If they ask about payment, Emerald Gemsplitter will explain that often the best payment is not in the form of gems and jewels or even coinage, but he may be able to convince Oldid Silverbeard to give them a portion of the treasure as payment. He will not go into further detail on this. If any PC refuses Emerald Gemsplitter's offer, the scenario is over for them.

He will inform them that they should travel on Prince's Road to the village of Brenfluss, where the road will split with one way (Northeast) leading to what used to be the town of Rittersmarche and the other (Northwest) leading to Riddling's Pass Township. From there they should search for some priests of Ehlonna, just north of Rittersmarche just within the Suss Forest, who may be able to provide more assistance such as where the crypt-raiding orcs might currently be.

Encounter 4: The Dark Ones

When the PCs start the mission, continue with the following:

Starting your new mission, you start your trek toward the area near Rittersmarche. The first day passes uneventfully and you eventually stop to rest.

Have the PCs decide what watches, if any, they are going to be taking. Also, allow them a chance to re-select spells if needed.

When they are ready to proceed, continue with the following:

You awake following your sleep having encountered nothing during your rest.

A couple of days later you arrive in the city of Havenhill. After a peaceful sleep there, you continue onward.

You travel for two days northward on the Prince's Road. Evening sets in and you have begun to camp for the evening, when suddenly...

The PCs have been spotted by a group of goblins from the Dark Ones tribe. The Dark Ones first were encountered in Principality of Ulek scenario

ULK1-04 *Downward*. They are currently looking for slaves for the Derro in Urgo's Mine.

Have the PCs each make a Spot check (DC 12) and/or a Listen check (DC 15). Those that succeed will not be surprised by the attacking goblins.

Tier 1 (EL 2)

Goblin (4): hp 5 each; See *Monster Manual*, page 107.

Goblin Priest Clr1 (1): Small Humanoid (Goblinoid); HD 1d8+1; hp 7; Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +0 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +3; Str 8, Dex 13, Con 12, Int 11, Wis 13, Cha 8.

Skills and Feats: Concentration +3, Heal +3, Knowledge (Religion) +2, Spellcraft +2; *Feats*: Iron Will.

Spells Prepared (3/2+1; Spell DC = 11 + spell level): o—create water, detect poison, purify food and drink; 1st—bless, comprehend languages, protection from good*.

* Domain Spell (Domains: Chaos and Evil—cast both chaos and evil spells at +1 caster level).

Equipment: studded leather, morning star, 77 sp (total).

Tier 2 (EL 3)

Goblin (4): hp 5 each; See *Monster Manual*, page 107.

Goblin Priest Clr3 (1): Small Humanoid (Goblinoid); HD 3d8+3; hp 20; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +2 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +4; Str 8, Dex 13, Con 12, Int 11, Wis 13, Cha 8.

Skills and Feats: Concentration +5, Heal +3, Knowledge (Religion) +2, Spellcraft +4; Iron Will.

Spells (4/3+1/2+1; Spell DC = 11 + spell level): o-lvl—create water, detect poison, guidance, purify food and drink; 1st-lvl—bless, comprehend languages, doom, protection from good*; 2nd-lvl—hold person (x2), desecrate*.

* Domain Spell (Domains: Chaos and Evil—cast both chaos and evil spells at +1 caster level).

Equipment: studded leather, morning star, 77 sp (total).

Tier 3 (EL 5)

Goblin Ftr2 (4): Small Humanoid (Goblinoid); HD 2d10+2; hp 20 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flatfooted 14); Atks +2 melee (1d8, morning star), +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +3, Jump +3, Listen +3, Spot +3; Alertness, Combat Reflexes, Improved Initiative.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin Priest Clr3 (1): Small Humanoid (Goblinoid); HD 3d8+3; hp 20; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +2 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +4; Str 8, Dex 13, Con 12, Int 11, Wis 13, Cha 8.

Skills and Feats: Concentration +5, Heal +3, Knowledge (Religion) +2, Spellcraft +4; Iron Will.

Spells (4/3+1/2+1; Spell DC = 11 + spell level): o-lvl—create water, detect poison, guidance, purify food and drink; 1st-lvl—bless, comprehend languages, doom, protection from good*; 2nd-lvl—hold person (x2), desecrate*.

* Domain Spell (Domains: Chaos and Evil—cast both chaos and evil spells at +1 caster level).

Equipment: studded leather, morning star, 77 sp (total).

If any of the goblins are captured, they will answer any questions the PCs have but only in goblin. They know nothing about anything the PCs may be looking for this mission but will inform them that they were looking for slaves to give to the Derro.

Encounter 5: Village of Brenfluss

Please refer to the DM Aid #1 for a map of the rest of the encounters for round one of this scenario.

It takes you several more days of travel before you find yourself nearing the village of Brenfluss. The village is a cluster of huts with a wood-stick fence surrounding it. Outside the fenced village are several small farms that are owned by the local human and halfling farmers.

The village looks like it has taken precautions against the possibility of future attacks. Approaching the wood-stick fence, a couple of guards ask you to halt and state your business.

After the PCs have stated the reason for coming to the village of Brenfluss, they will be let inside. The village is a little dirtier than usual. It also has some additional residents due to the battles in this area with the humanoid forces with the Pomarj.

If the PCs wish to seek some information, they will find two places that can provide the assistance: the Tassloft Inn and Bundis, the village elder.

The Tassloft Inn

The inn is nothing more than two large huts that have been pushed together. One hut is for the visiting patrons, while the staff uses the other hut for storing foodstuff and preparing meals.

Currently, only one patrons, Gralo (male human Com2; Profession (Farmer) +5), a bearish man with a rough voice is here eating. He grows and sells turnips, often traveling to other villages to do the later. He has lived in Brenfluss since he was a young boy and has seen the effects of the battles with the Pomarj on this region.

Tassloft (male halfling Exp2; Profession (innkeeper +5)), a cheery male halfling, runs the inn mostly by himself. He will offer the PCs a hardy meal of roast pig and a drink of mead for only 1 sp. Each additional drink will cost 1 sp. If the PCs ask him questions, he will know little except for the following rumors he has heard, which he will be happy to tell them provided they purchase a meal:

1. The village of Oakenburgh has been overrun by a group of goblins and orcs. (T)
2. Scouts for the village saw some orcs returning into the Disputed Territory from the Lortmil Hills a few months ago. (T)
3. Some of the humanoid forces in the Disputed Territory have taken human, dwarven and halfling slaves. Some of these slaves are even being sold to the new bread of Dwarfs that now reside in the Lortmil Hills. (T)
4. There is an Elven Fortress hidden deep within the Suss Forest. (F)

Bundis, the Village Elder

Seeking the leader of the Brenfluss, you are led to a stern and serious male halfling name Bundis.

Bundis (male human Exp3; Diplomacy +5, Profession (Farmer) +5, Sense Motive +5) unfortunately gets little information with being in this part of the province of Prinzfeld.

He does know that a majority of the villages and towns to the east are now under the control of the humanoids that came from the Pomarj but luckily Brenfluss was saved.

He will be able to inform the PCs that they should avoid Oakenburgh if they are planning on traveling on to Rittersmarche. He would suggest they take the extra time to circle around it due to the number of humanoids there.

He will also mention that the village is now quite full due to the number of good folk who fled to the west attempting to escape the Pomarj forces. He hopes that one-day they will all be able to return to their homes.

He will offer the PCs a place to stay if they need it. The accommodations are not luxurious but better than sleeping on the hard ground.

When the PCs continue onward, continue with the next encounters as they apply.

Encounter 6: Village of Oakenburgh

If the PCs wisely decide to avoid the village of Oakenburgh, skip this encounter and go to Encounter Seven.

If they PCs are careless and do not make any attempts to avoid the village of Oakenburgh, continue with the following:

Continuing onward from Brenfluss, you start to head toward the village of Oakenburgh. In the afternoon, as you draw near, you see several small humanoid figures riding what appears to be some type of wolf.

Currently they are some two hundred feet away from you, but having noticed you they seek to draw closer.

The small humanoids are goblins, each of which is riding a wolf. They will quickly ride up and attack the PCs in melee with their javelins. Neither the goblins nor worgs will flee from combat. They would rather die in their attempts to kill the PCs then fail.

Tier 1 (EL 5)

Goblin (2): hp 4 each, armed with only javelins (+1 melee); see *Monster Manual*, page 107.

Worg (2): hp 30 each; See *Monster Manual*, page 184.

Tier 2 (EL 7)

Goblin (4): hp 4 each, armed with only javelins (+1 melee); see *Monster Manual*, page 107.

Worg (4): hp 30 each; See *Monster Manual*, page 184.

Tier 3 (EL 9)

Goblin War4 (4): Small Humanoid (Goblinoid); HD 4d8+4; hp 20 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +0 melee (1d6-1, javelin), +6 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +1; Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +6, Move Silently +5, Spot +6; Alertness, Improved Initiative.

Equipment: studded leather armor (each), 2 javelins (each).

Worg (4): hp 30 each; See *Monster Manual*, page 184.

If any of the goblins or worgs (they speak goblin) are captured and asked questions, they will only tell that they were on patrol. They will offer no additional information.

After the combat, if the PCs still are intent on going to the village of Oakenburgh let them continue. Go to Encounter 16 but the tomb raiding orcs will not be in the village and they will be warned of danger before the PCs ever have a chance to meet up with them. Thus, the PCs will have failed the mission no matter what course they take from here on out.

If after the combat, the PCs decide to avoid Oakenburgh, continue with the next encounter.

Encounter 7: Onward to Rittersmarche

Continuing onward toward the town of Rittersmarche, you soon see that the ground itself looks as if it is dying. The grass and farmlands are no where as vibrant as they once were being the forces of the Pomarj entered into this region. Now, everything resembles the after fact of a great fire or hurricane.

Up ahead there is some type of marble structure that seems to have fallen down.

The fallen structure used to be a chapel of Ehlonna. It is a small marble shine surrounded by several trees that have been cut or hacked down. Additionally, piles of dead flowers are lumped about the area. All of this destruction was caused by the raiding Pomarj forces.

The priest who used to run the chapel is none other then the cleric of Ehlonna that the PCs are looking for north of Rittersmarche.

There is nothing of value here; anything of value was taken by the raiding Pomarj forces.

When the PCs depart this area, continue with the following:

Leaving the Chapel of Ehlonna off in the distance some two hundred feet away from you, you see several small humanoid figures on wolves. They have seemed to notice you and are quickly moving your way.

The small humanoids are goblins, each of which is riding a wolf. They will quickly ride up and attack the PCs in melee with their javelins. Neither the goblins nor the worgs will flee from combat. They would rather die in their attempts to kill the PCs then fail.

Tier 1 (EL 5)

Goblin (2): hp 4 each, armed with only javelins (+1 melee); see *Monster Manual*, page 107.

Worg (2): hp 30 each; See *Monster Manual*, page 184.

Tier 2 (EL 7)

Goblin (4): hp 4 each, armed with only javelins (+1 melee); see *Monster Manual*, page 107.

Worg (4): hp 30 each; See *Monster Manual*, page 184.

Tier 3 (EL 7)

Goblin War2 (4): Small Humanoid (Goblinoid); HD 2d8; hp 8 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks -2 melee (1d6-1, javelin), +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +5, Spot +4; Alertness.

Equipment: studded leather armor (each), 2 javelins (each).

Worg (4): hp 30 each; See *Monster Manual*, page 184.

If any of the goblins or worgs (they speak goblin) are captured and asked questions, they will only tell that they were on patrol. They will offer no additional information.

After the PCs have dealt with the goblins, they have the option of going close to the town of Rittersmarche, heading north to try and locate the cleric of Ehlonna or wandering aimlessly looking for clues (if they did not get any from Spyder or the 'real' Emerald). They may wish to rest up here especially since night is coming near. Make sure to ask the players what watches they will be taking. The PCs will encounter nothing during the evening.

In the morning, determine where the PCs will be going next. If the PCs decide to head into the town of Rittersmarche, go to Encounter 8. If the PCs did not learn of the cleric of Ehlonna, go to Encounter 9. If the PCs know to look for the cleric of Ehlonna and decide to head north of Rittersmarche to do so, go to Encounter 10.

Encounter 8: Town of Rittersmarche

If the PCs proceed to the town of Rittersmarche, continue with the following:

Heading toward Rittersmarche, you see that the town has a crude wooden wall surrounding it. Moving forward, you can see that several guard posts are along the wall, each of which appears to be manned by several humanoid figures.

Allow the PCs a chance to decide better about proceeding further and deciding on another course of action.

If the PCs continue onward to the town of Rittersmarche, continue with the following:

Continuing onward with the town one thousand feet away, you notice that the humanoid guards have spotted you as a flurry of arrows head your way.

If the PCs still continue onward or fight back with ranged weapons, have the orc guards (at least eight) continue to shoot arrows from long bows at them until the PCs are killed (+1, 1d8, crit x3). If the PCs do manage to get up to the wall or use some magic to stay hidden, do whatever it takes to kill them. Their foolish actions should not be rewarded and only result in their death.

Encounter 9: Searching for Clues

If the PCs go aimlessly searching for clues (because they did not get any in the beginning), continue with the following:

Aimlessly wandering about near the town of Rittersmarche, you soon see several small humanoid figures riding what appears to be some type of wolf.

Currently they are some two hundred and fifty feet away from you, but having noticed you they seek to draw closer.

The small humanoids are goblins, each of which is riding a wolf. They will quickly ride up and attack the PCs in melee with their javelins. Neither the goblins nor worgs will flee from combat. They would rather die in their attempts to kill the PCs than fail.

Tier 1 (EL 5)

Goblin (2): hp 4 each, armed with only javelins (+1 melee); see *Monster Manual*, page 107.

Worg (2): hp 30 each; See *Monster Manual*, page 184.

Tier 2 (EL 7)

Goblin War2 (4): Small Humanoid (Goblinoid); HD 2d8; hp 8 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks -2 melee (1d6-1, javelin); +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +5, Spot +4; Alertness.

Equipment: studded leather armor (each), 2 javelins (each).

Worg (4): hp 30 each; See *Monster Manual*, page 184.

Tier 3 (EL 9)

Goblin War4 (4): Small Humanoid (Goblinoid); HD 4d8+4; hp 20 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +0 melee (1d6-1, javelin), +6 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +1; Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +6, Move Silently +5, Spot +6; Alertness, Improved Initiative.

Equipment: studded leather armor (each), 2 javelins (each).

Worg (4): hp 30 each; See *Monster Manual*, page 184.

If any of the goblins or worgs (they speak goblin) are captured and asked questions, they will only tell that they were on patrol. They will offer no additional information.

When the battle has concluded, the followers of Ehlonna will find the PCs. Continue with the appropriate parts of the next encounter.

Encounter 10: Followers of Ehlonna

When the PCs head north from near Rittersmarche toward the Suss Forest to look for the cleric of Ehlonna that both Spyder and Emerald spoke, continue with the following:

You head carefully into the Suss Forest, knowing that you could easily be attacked at anytime by the humanoids or other nasty critters that reside in this dark place.

But you were informed that you should try and locate the cleric of Ehlonna, so he could aid you in your quest to return the stolen treasure back to Oldid Silverbeard.

As the PCs proceed through the Suss Forest, they will come upon a small group consisting of four followers of Ehlonna.

The four followers are:

1. **Trebetus** (male human Clr3; Heal +6, Wilderness Lore +6; *Spells* 4/3+1/2+1) He is a cleric of Ehlonna who used run the chapel just northeast of Oakenburgh (as noted in Encounter Seven). He is an elder human man (in his early 60s) but is quite trim and athletic. He is the speaker for this small group and will provide whatever he can for the PCs especially if it means ridding the area of the orcs and goblins that have destroyed the land itself.
2. **Rosetill** (female human Com2; Wilderness Lore +5) She is a human follower of Ehlonna who was originally from Oakenburgh but left when the Pomarj forces came upon her village. She is in her mid-thirties but despite

her athletic build is only of average looks. She is saddened of what has become of her town as it used to be a pretty place to live.

3. **Pinter** (male human Com3; Wilderness Lore +6) He is also a human follower of Ehloona but he once lived within the town of Rittersmarche. He is a fairly well built man in his late twenties resembling a workhorse. He left when it was overrun by the attacking Pomarj forces.
4. **Igga** (female human Com1) She is a quiet young human female child of only eight years old. She left the town of Rittersmarche with her father (Grigloe) during the attacks from the Pomarj forces. She is sad that her father has been captured by the 'evil, ugly men' (goblins and orcs). If anyone mentions that they will attempt to save her father, she will warm up slightly asking politely for them to do so.

If the PCs wandered aimlessly near Rittersmarche and are found by the followers, then they will be asked to return to the edge of the Suss Forest before the followers will aid the PCs.

When introductions begin, continue with the following:

"Greetings heroes, I am Trebetus, a priest of Ehlonna. These three fine people with me are Rosetill, Pinter and Igga and they too are followers of Ehlonna. What has brought you to these parts of the woods? How may I be of service?"

He will let the PCs explain their current mission.

After telling Trebetus of your mission, he again begins to speak, "Ever since the days when these lands were taken from us by the orcs and goblinoids, we have hid from them in these woods. We have gone to great lengths to remain hidden in these forests. Yet, a small band of goblinoids has unfortunately just recently found one of our members and captured him. He was taken to Graf Twembly's old estate.

We understand that you are already on a mission that we are to aid you with but would you be so kind as to save our friend as he did save us from being caught.

Can we ask for your immediate assistance in this manner?"

At this point, the PCs could have two decisions to make. Keep working on the mission given to them by Oldid Silverbeard or steer from it slightly and rescue Grigloe.

If the PCs decide to save Grigloe, they might also run across the wooden staff, which Spyder had asked them to return to him, if possible. If they do retrieve the wooden staff, they will find that it will be extremely hard to also save Grigloe

so a decision whether to save Grigloe or get the wooden staff will have to be made.

Trebetus has the following information that he will give the PCs:

- Graf Twembly's old estate is located just northwest of the town of Rittersmarche.
- He believes Grigloe is not located in the manor itself but rather one of the other buildings on the estate.
- If the PCs wish to succeed, they should only check the outer buildings not the manor. Going near the manor will surely be their death.
- The tomb raiding orcs that they seek left Rittersmarche for Oakenburgh only a day ago. As far as he knows, they still have the treasure as they were boasting on the treasure they had in their possession. He believes that if the PCs plan on retrieving the stolen treasure, they will need to sneak into the village and quickly locate the orcs before they are discovered.

From this point on, what the PCs do will determine how the ending unfolds.

There are basically, the following options at this point in time:

1. Rescue Grigloe, returning him to the followers, then go forth to barbarian, Bagama, and then locate the orcs.
2. Rescue Grigloe, go forth to barbarian, Bagama, locate the orcs and then return to followers with Grigloe.
3. Find Grigloe, go forth to barbarian, Bagama, locate the orcs and then return to Eastpass.
4. Go to the barbarian, Bagama, locate the orcs and then attempt to find Grigloe returning to the followers if successful.
5. Go to the barbarian, Bagama, and locate the orcs never attempting to find Grigloe.
6. Locate the orcs and then attempt to find Grigloe returning to the followers if successful.
7. Locate the orcs never attempting to find Grigloe.

If the PCs decide to find Grigloe, go to Encounter 11.

If the PCs decide to find the barbarian, Bagama, go to Encounter 12.

If the PCs decide to go locate the orcs right away, go to Encounter 15.

However, before continuing if the PCs decide not to go and find Grigloe, this will be the end of round one. If the PCs decide to go and find Grigloe, the end of round end will occur when the PCs are done with the next encounter.

Encounter 11: Graf Twembly's Old Estate

This encounter is broken up into several parts (Parts A - G) starting when the PCs near the estate, which are indicated on DM Aids #2 - 4.

Please note that if the PCs walk past the shed (Part E), have each of them succeed at a Listen skill check (DC 15) to hear Grigloe making noise in his attempt to break free. If they are unsuccessful in this attempt, also allow the PCs a Spot skill check (DC 15) to see Grigloe through a window in the shed.

Additionally, have the PCs succeed at another Spot skill check (DC 25) to notice a wooden staff in a window in the manor (Part G5) when they there the northeastern part of the manor. This is the wooden staff that Spyder is hoping the PCs he has an agreement with will retrieve for him.

Additionally, if the PCs search near the room where the wooden staff resides, have them attempt a Search check (DC 10) to notice the staff.

Please note that you as the DM should be it extremely hard if not near impossible for the PCs to save both Grigloe and retrieve the wooden staff. While this is not to say to add creatures to decrease the likelihood that this will occur but rather to use the forces of evil wisely and intelligently.

Additionally, try to give the PCs a feeling that only Grigloe or the wooden staff can be retained and thus they will have to make a decision on which one is more important to them.

A1 - Prince's Road

This road leads to the estate. It is currently not being patrolled but it is doubtful the PCs will use this road since they came from north of the estate.

B1 - Main Gate

The heavy, wooden gates here are locked and closed. There is a large bell that can be rung to get the attention of the inhabitants inside if entry is sought.

If the bell is rung both goblin forces in the inner grounds will go to investigate.

B2 - Side Gates

There are four small ironbound gates that line the outer wall. Each of the gates is locked. Any attempt to open them, through force or picks, will result in the nearest goblin force (either C2 or C3) investigating the situation.

To open the gates, a successful Open Locks (DC 30) or force attempt (DC 23) is needed.

B3 - Hidden Gate

On the northeast side of the estate there is a gate, covered in ivy, that has missed the attention of the residents here. A successful Spot check (DC 30) will cause a PC to notice the gate.

The PCs who search the wall may make a Search check (DC 20) to notice the hidden gate.

C1 - Statues

There are four statues located throughout the inner grounds. The two statues on the side of the manor are of the Earth Dragon while the two statues near the entrance of the manor are of Turrosh Mak. All four statues are exceptionally clean, as they are well taken care of by the residents here.

C2 & C3 - Goblin

There are two sets of goblin forces that are wandering the estate. They are currently at the two locations on the map (C2 & C3). If either group hears or spot anything out of the ordinary (such as the PCs attempting to break into the estate via the side gates), they will rush to see to investigate.

Oddly, these goblins are exceptionally clean as required by the new leaders of the estate. Each of them wears a neatly pressed tunic with the symbol of the Earth Dragon upon it.

Each group consists of the following:

Tier 1 (EL 5)

Goblin Ftr1 (4): Small Humanoid (Goblinoid); HD 1d10; hp 6 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flatfooted 14); Atks +1 melee (1d8, morning star), +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +4, Spot +4; Alertness, Improved Initiative.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin Priest of Earth Dragon Clr3 (1): Small Humanoid (Goblinoid); HD 3d8+3; hp 20; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flat-footed); Atks +1 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +6; Str 8, Dex 14, Con 12, Int 11, Wis 13, Cha 8.

Skills and Feats: Concentration +7, Knowledge (Religion) +3, Spellcraft +3; Alertness, Improved Initiative, Iron Will.

Equipment: studded leather armor, morning star.

Spells Prepared (4/3+1/1+1; Spell DC 11 + Spell Level): 0—create water, detect magic, guidance, purify food and drink; 1st—bane, doom, random action, magic stone*; 2nd—endurance, soften earth and stone*.

Tier 2 (EL 7)

Goblin Ftr2 (5): Small Humanoid (Goblinoid); HD 2d10; hp 12 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flat-footed 14); Atks +2 melee (1d8, morning star), +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will +2; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +5, Spot +4; Alertness, Improved Initiative, Iron Will.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin Priest of Earth Dragon Clr4 (1): Small Humanoid (Goblinoid); HD 4d8+2; hp 30; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flat-footed 14); Atks +2 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +8; Str 8, Dex 14, Con 12, Int 11, Wis 14, Cha 8.

Skills and Feats: Concentration +8, Heal +3, Knowledge (Religion) +3, Spellcraft +3; Alertness, Improved Initiative, Iron Will.

Equipment: studded leather armor, morning star.

Spells Prepared (5/4+1/3+1; Spell DC 12 + spell level): o—*create water, detect magic, guidance, inflict minor wounds, purify food and drink*; 1st—*bane, doom, inflict minor wounds, random action, magic stone**; 2nd—*endurance, inflict moderate wounds, sound burst, soften earth and stone**.

* Domain Spells (

Tier 3 (EL 9)

Goblin Ftr3 (6): Small Humanoid (Goblinoid); HD 3d10; hp 18 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flat-footed 14); Atks +3 melee (1d8, morning star), +5 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +5, Spot +5; Alertness, Improved Initiative, Iron Will, Lightning Reflexes.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin Priest Clr5 (1): Small Humanoid (Goblinoid); HD 5d8+2; hp 35; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 13, Flat-footed 14); Atks +2 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +8; Str 8, Dex 14, Con 12, Int 11, Wis 14, Cha 8.

Skills and Feats: Concentration +9, Heal +4, Knowledge (Religion) +3, Spellcraft +3; Alertness, Improved Initiative, Iron Will.

Equipment: studded leather armor, morning star.

Spells Prepared (5/4+1/3+1/1+1; Spell DC 12 + spell level): o—*create water, detect magic,*

guidance, inflict minor wounds, purify food and drink; 1st—*bane, doom, inflict minor wounds, random action, magic stone**; 2nd—*endurance, inflict moderate wounds, sound burst, soften earth and stone**; 3rd—*contagion, stone shape**.

* Domain spells (Domains:

D - Chapel of the Earth Dragon

This chapel used to be dedicated to St. Cuthbert but with the Pomarj forces taking over this estate, it has since been turned into a Chapel of the Earth Dragon.

The doors (D1) are locked and require a successful Open Locks (DC 40) or a brute force attempt (DC 25) is needed.

Any PC approaching the north side of the chapel will be spotted by one of the goblin patrol forces (C3), if they have not already.

D2 - Chapel Hallway

This hallway is lined with white marble columns. The walls are lined with stained glass windows depicting the Earth Dragon in various battles.

D3 - Transept

This is an open area where the residents of the estate come to pray in honor of the Earth Dragon. Several altars and icons representing the Earth Dragon have been placed here in tribute.

D4 - Altar

Near the altar is a beautiful stained glass window of the Earth Dragon.

The altar is plated with gold and has been encrusted with gems.

D5 - Priest's Quarters

The furniture within this room is exquisite. The bed, table, chairs and chest of drawers have been made by expert hands.

Living in this room is the head priest of the Earth Dragon for the estate.

When anyone enters the chapel, he will awake and be ready for them. Since the times for praying are on a set schedule, he will know something is not right if the PCs come into his room and thus will be ready for them (pre-casting spells, etc.).

Drigyn Human Priest of the Earth Dragon Clr7: Medium Humanoid; HD 7d8+7; hp 44; Init +2 (Dex); Spd 30 ft.; AC 17 (Touch 12, Flat-footed 15); Atks +5 melee (1d4/x4, heavy pick); SQ spells (domains: evil, earth); AL LE; SV Fort +6, Ref +6, Will +10; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Craft: Calligraphy +3, Diplomacy +6, Heal +5, Knowledge (Arcana) +3, Knowledge (Religion) +13*, Profession (Bookkeeper) +5, Spellcraft +3; Iron

Will, Lighting Reflexes, Skill Focus (Knowledge (Religion)), Scribe Scroll.

Equipment: steel holy symbol of the Earth Dragon, heavy pick.

Spells Prepared (6/5+1/4+1/3+1/1+1; Spell DC 13 + spell level): 0—~~create water~~, ~~detect magic~~, ~~guidance~~ (pre-cast), ~~inflict minor wounds~~, ~~purify food and drink~~, ~~resistance~~ (pre-cast); 1st—~~comprehend languages~~ (pre-cast), ~~curse water~~, ~~doom~~, ~~inflict minor wounds~~, ~~shield of faith~~ (pre-cast), ~~protection from good~~*; 2nd—~~endurance~~, ~~inflict moderate wounds~~, ~~sound burst~~ (x2), ~~soften earth and stone~~*; 3rd—~~bestow curse~~, ~~inflect serious wounds~~, ~~magic vestment~~ (pre-cast), ~~magic circle against good~~ (domain); 4th—~~divine power~~, ~~unholy blight~~*.

The priest has ceremonial clothes that include brown robes embroidered with cloth of gold and gemstones.

Within the room, a bronzed skull of a young dragon can be found along with the cleric's adventuring gear (scale mail and shield both emblazoned with the coiled dragon symbol of the Earth Dragon).

D6 - Storage Room

This room is used for storage for a number of items including ceremonial equipment and dry goods. Nothing of selling value can be found here.

E - Shed

The first room (E1) in this thatch-roofed shed is a break room for the goblin guards that patrol the grounds. There are currently no goblins here. Located within the room are a table, six chairs and a small cot. It is amazingly in clean especially for goblins.

The backroom (E2) is a storage room for several items such as rakes, hoes, cultivators, a plow, ceramic pots and Grigloe, the follower of Ehlonna the PCs seek. He has been tied up but left ungagged. Once freed, he will strongly suggest they leave immediately.

Once the PCs leave the shed with Grigloe, they will be noticed by the goblins nearby (C2) if they have not already, which will draw the attention of the other goblin group (C3).

F - Goblin's Quarters

The goblin's quarters is a two story building constructed partly of stone and partly of timber and plaster.

The doors here are locked and require a successful Open Locks (DC 30) or a brute force attempt (DC 23) is needed. However, attempting to enter the quarters will bring the attention of the goblins (C2) if the PCs have not ready.

The insides of the goblin's quarters are not detailed in full. If the PCs do decide and manage to get inside they will find that while it is messy, they are clean by goblin standards. Please

elaborate as necessary on the rooms as necessary, but nothing of value or additional opponents will be found.

G - Manor

The manor contains the majority of the activity in the estate. The insides of the manor are not detailed in full especially since the PCs will have been warned about investigating the manor.

However, the PCs may notice the wooden staff (as noted above) that Spyder had asked some of them to retrieve (G5). If the PCs notice the staff in the window and investigate further they will notice that there are is a young human female sitting at a desk studying some books with the staff to her side. Give her a chance to spot the PCs at this point in time with a DC rating appropriate to the PCs actions.

There are also two half-orc guards that stand just outside the lady's door. They both wear a tunic with a symbol of the Earth Dragon.

If the PCs decide to go inside to retrieve it, the following individuals will attempt to prevent them from doing so:

Tier 1 (EL 5)

Half-Orc Guards Ftr2 (2): Medium-Sized Humanoid; HD 2d10+6; hp 21 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14); Atks +5 melee (1d12+3/x3, great axe); SQ Lightvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 9, Cha 6.

Skills and Feats: Listen +3, Spot +2; Improved Initiative, Iron Will, Power Attack.

Equipment: chain shirt (each), great axe (each).

Anpham, female human Wiz3: Medium-Sized Human (5 ft. 3 in.); HD 3d4+6; hp 16; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks -1 melee (1d6-2/1d6-2, quarterstaff); AL CN; SV Fort +1, Ref +3, Will +3; Str 6, Dex 14, Con 14, Int 18, Wis 11, Cha 12.

Skills and Feats: Alchemy +10, Concentration +8, Knowledge (Arcana) +10, Knowledge (Nature) +10, Knowledge (History) +10, Spellcraft +10; Dodge, Lighting Reflexes, Spell Focus (Enchantment).

Spells Prepared (4/3/2; Spell DC 14 + spell level): 0—~~daze~~ x2, ~~detect magic~~, ~~resistance~~; 1st—~~charm person~~, ~~hypnotism~~, ~~shield~~; 2nd—~~protection from normal missiles~~, Tasha's hideous laughter.

Equipment: wooden staff (quarterstaff).

Tier 2 (EL 6)

Half-Orc Guards Ftr3 (2): Medium-Sized Humanoid; HD 3d10+9; hp 30 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14); Atks +6 melee (1d12+3/x3, great axe); SQ Lightvision 60 ft.; AL LE; SV Fort +6, Ref

+3, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 9, Cha 6.

Skills and Feats: Listen +3, Spot +3; Cleave, Improved Initiative, Iron Will, Power Attack

Equipment: chain shirt (each), great axe (each).

Anpham, female human mage Wiz5: Medium-Sized Human (5 ft. 3 in.); HD 5d4+10; hp 26; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +0 melee (1d6-2/1d6-2, quarterstaff); AL CN; SV Fort +3, Ref +3, Will +4; Str 6, Dex 14, Con 14, Int 19, Wis 11, Cha 12.

Skills and Feats: Alchemy +12, Concentration +10, Knowledge (Arcana) +12, Knowledge (Nature) +12, Knowledge (History) +12, Spellcraft +12; **Feats:** Dodge, Great Fortitude, Lightning Reflexes, Spell Focus (Enchantment).

Spells Prepared (4/4/3/2 Spell DC 14 + spell level): 0—daze x2, detect magic, resistance; 1st—charm person, hypnotism, shield, sleep; 2nd—protection from normal missiles, tasha's hideous laughter (x2); 3rd—hold person, suggestion.

Equipment: wooden staff (quarterstaff).

Tier 3 (EL 8)

Half-Orc Guards Ftr5 (2): Medium-Sized Humanoid; HD 5d10+15; hp 48 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14); Atks +9 melee (1d12+3/x3, great axe); SQ Lightvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Listen +4, Spot +4; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (great axe).

Equipment: chain shirt (each), great axe (each).

Anpham, female human mage Wiz7: Medium-Sized Human (5 ft. 3 in.); HD 7d4+14; hp 36; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +0 melee (1d6-2/1d6-2, quarterstaff); AL CN; SV Fort +4, Ref +4, Will +7; Str 6, Dex 14, Con 14, Int 20, Wis 11, Cha 12.

Skills: Alchemy +15, Concentration +12, Knowledge (Arcana) +15, Knowledge (Nature) +15, Knowledge (History) +15, Spellcraft +15; **Feats:** Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Spell Focus (Enchantment).

Spells Prepared (4/6/4/3/2; Spell DC = 15 + spell level): 0—daze x2, detect magic, resistance; 1st—charm person (x2), hypnotism, magic missile, shield, sleep; 2nd—protection from normal missiles, tasha's hideous laughter (x2), web; 3rd—hold person, major image, suggestion, 4th—confusion, lesser geas.

Equipment: wooden staff (quarterstaff).

Attempting to retrieve the wooden staff will also alert both goblin groups on the grounds. If Grigloe has not been located yet, one of the goblins (C2) will run to the shed, open the door

with a key, race inside and kill Grigloe. This will occur as the rest of the goblins plus the occupants inside (noted above) attack the PCs.

The PCs may then opt to flee from the estate. If they manage to make it outside the walls but without Grigloe or the wooden staff, they will not be persuaded. If they do manage to save Grigloe or retrieve the wooden staff, they will pursue for a thousand feet or so but fore returning to the estate.

If the PCs do manage to save Grigloe, he will ask them to accompany him back to the others. Once there Trebetus and the others will thank the PCs for their help. Trebetus will also give the PCs two divine scrolls (*cure moderate wounds & bless*) plus a Healer's Kit he has and hopes that it will be of use to them.

Next the PCs must then decide where to head next. If the PCs decide to find the barbarian, Bagama, go to Encounter 12. If the PCs decide to go locate the orcs right away, go to Encounter 15.

Encounter 12: Searching for Bagama

If the PCs press onward looking for Bagama, the barbarian, without assisting the followers of Ehlonna, proceed with the following:

Leaving the followers of Ehlonna behind, you move southward toward the location you were informed that Bagama, the barbarian might be located.

See what the PCs are doing at this point in time.

If they are actively searching for any traps on the ground, allow those PCs who are using the Search skill attempt to find something (DC 21).

Located between several sets of trees are several thin pieces of rope. If any of the traps are triggered, either a log will fall upon the PC who triggered the trap or two logs tied to a rope will swing toward the PC who triggered the trap possible hitting them. The PCs will run into four of these traps with two of them being dropped log traps and two of them being swinging log traps.

Log Trap: (See below for damage); Reflex save to avoid (See below); Search (DC 21); Disable Device (DC 20).

The amount of damage depends on the tier and if the PC was hit or not. See the chart below for details:

	Dropped Logs	Swinging Logs	Reflex Save to avoid
Tier 1	1d4+1	1d4	15
Tier 2	2d4+1	2d4	20
Tier 3	3d4+1	3d4	25

After the PCs have bypassed all four of these traps continue with the next encounter.

Encounter 13: Goblins in the Suss?

After the PCs have dealt with the log traps, continue with the following:

You move along the edge of the Suss Forest, to the area southeast of Rittersmarche. There have been no signs of Bagama, the barbarian that Spyder had informed you of. But there also has not been any sign of humanoids or nasty creatures looking for a late afternoon meal up to this point.

At this point, have each PC make a Listen or Spot skill check (DC 25). Those who succeed notice the approaching goblins.

There is currently a group of goblins using the trees for cover and slowly moving toward the PCs. The goblins are currently fifty feet away from the nearest PC.

After one full round of moving slowly forward, the goblins will attack the PCs throwing their javelins, then rush into combat, while the goblin rogues will attack the PCs using their light crossbows while using the cover of the trees.

Please refer to DM Aid #5 for the map for this combat.

Tier 1 (EL 5)

Goblin (4): hp 5 each; See *Monster Manual* page 107.

Hob and Gob; male goblin Rog2 (2): Small Goblinoid; HD 2d6; hp 8 (each); Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +1 melee (1d8, morning star), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion, Darkvision 60 ft.; AL NE; SV Fort +0, Ref +6, Will +0; Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Escape Artist +8, Hide +8, Intuit Direction +5, Listen +7, Move Silently +8, Search +5, Spot +7, Tumble +8; Alertness, Improved Initiative.

Equipment: studded leather armor (each), light crossbow and 10 bolts (each), morning star (each).

Tier 2 (EL 6)

Goblin (4): hp 5 each; See *Monster Manual* page 107.

Hob, Gob and Lob; male goblin Rog3 (3): Small Goblinoid; HD 3d6; hp 12 (each); Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +2 melee (1d8, morning star), +5 ranged (1d8/19-20, light crossbow); SA sneak

attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Escape Artist +9, Hide +9, Intuit Direction +6, Listen +8, Move Silently +9, Search +6, Spot +8, Tumble +9; Alertness, Improved Initiative, Point Blank Shot.

Possessions: studded leather armor (each), light crossbow and 10 bolts (each), morning star (each).

Tier 3 (EL 9)

Goblin War2 (4): Small Humanoid (Goblinoid); HD 2d8; hp 8 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +2 melee (1d8-1, morning star), +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +4, Move Silently +4, Spot +4; Alertness.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Hob, Gob and Lob; male goblin Rog6 (3): Small Goblinoid; HD 6d6+6; hp 30 (each); Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +4 melee (1d8, morning star), +7 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC & can't be flanked), Darkvision 60 ft.; AL NE; SV Fort +2, Ref +8, Will +2; Str 10, Dex 16, Con 12, Int 11, Wis 11, Cha 9.

Skills and Feats: Escape Artist +12, Hide +12, Intuit Direction +9, Listen +11, Move Silently +12, Search +9, Spot +11, Tumble +12; Alertness, Improved Initiative, Point Blank Shot, Rapid Shot.

Equipment: studded leather armor (each), light crossbow and 10 bolts (each), morning star (each).

The PCs can take the goblin's equipment and sell them for 50% of book value. Allow them only eight of any item (studded leather armor, javelin, morning star) with the rest being too damaged to be of selling value.

If any the of the goblins are captured, they will be remarkably willing to give any information they possess provided anyone speaks Goblin.

If asked where they came from or why they are here, the goblins will inform the PCs that their leader told them to guard this area of the forest especially looking for a human male that has been wandering this part of the woods.

Their leader is under the orders of the warlord in the local area. They know very little about this warlord except that he has high expectations for those who are under him. They have heard that he is a massive humanoid with a great amount of strength.

When the PCs proceed, go to next encounter.

Encounter 14: Bagama, the Barbarian

Having dealt with the goblins, you continue your search for Bagama, the barbarian you were told to find so he could aid you with the tomb-raiding orcs.

Your feet start to ache from the long walk and you feel that it is time to rest. The sun has even started to set for the evening and the twilight hours will be upon you even sooner being in the Suss Forest.

See what the PCs do at this point in time. They may opt to rest here for the evening or get out of the Suss Forest especially with dark and evil rumors they have heard in the past.

Either way, have each PC make a Listen or Spot skill check (DC 25). Those that succeed will notice a shadowed figure lurking near them. The shadowed figure is Bagama. Eventually, he will make his presence known to the PCs.

He will gruffly ask the PCs why they are in the Suss Forest this late in the evening. After listening to their story, he will tell them to follow him if they wish to live to see the morning. If any PC laughs at these words, remind them that they are in the Suss Forest and the nighttime hour is quickly closing upon them.

After a short trek, Bagama will show them his camp. He suggests they rest for the trip to Oakenburgh tomorrow.

He will also provide them with any supplies, such as food and water that they require for their short trip to find the village of Oakenburgh.

In the wee hours of the morning, he will wake each of the PCs sternly stating that it is time to deal with the matter at hand. If asked to go with the PCs, he will gladly do so but only if they treated him with respect. If any PC made rude or insulting comments about his orc heritage, he will wish them. When the PCs depart go to the next encounter.

Tiers 1-3 (EL 5)

Bagama male half-orc Bar5: Medium Humanoid (6 ft. 1 in. tall); HD 5d12+15; hp 55; Init +2 (Dex); Spd 40 ft.; AC 17 (Touch 14, Flat-footed 13); Atks +5 melee (1d4+1/x3, greataxe); SA Rage; SQ Fast movement, Uncanny dodge; AL CG; SV Fort +7, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +3, Intuit Direction +2, Jump +5, Listen +5, Search +2, Spot +2, Swim +5, Wilderness Lore +6; Blind-Fight, Cleave.

Equipment: hide armor, great axe, light crossbow plus 10 bolts, 14 sp.

Bagama was born in these lands to a human mother and orc father. He has never met his father and his mother was killed several years

ago by humanoids. He has lived in these lands since that time. He hates the orcish blood in him and will do anything in vengeance against any full-blooded orc he sees.

He rarely frequents with other preferring to live alone in the wild. He will aid those that treat him with respect and a fight to pick with any evil humanoid especially orcs.

Encounter 15: Trek to Oakenburgh

When the PCs head for Oakenburgh, continue with the following:

Trekking your way to Oakenburgh, you see a large calibration of humanoids in the distance. They are some two hundred feet away but moving in quickly toward you with the cries of battle on their lips.

Tier 1 (EL 1)

Goblin (6): hp 4 each; see *Monster Manual*, p 107.

Tier 2 (EL 4)

Goblin War2 (6): Small Humanoid (Goblinoid); HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +2 melee (1d8-1, morning star), +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +7, Listen +3, Move Silently +5, Spot +3; **Feats:** Alertness.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Tier 3 (EL 8)

Goblin War4 (6): Small Humanoid (Goblinoid); HD 4d8+4; hp 24 (each); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +4 melee (1d8-1, morning star), +6 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +1

Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 8.

Skills: Hide +7, Listen +6, Move Silently +6, Spot +6; **Feats:** Alertness, Improved Initiative.

Equipment: studded leather armor (each), javelin (each), morning star (each).

If any of the goblins (they only speak goblin) are captured and asked questions, they will inform the PCs that they are on patrol.

If asked about the tomb-raiding orcs, they will mention they did see them heading toward Oakenburgh but know nothing further about them.

Encounter 16: The Village of Oakenburgh

When the PCs reach Oakenburgh, read the following:

Coming upon Oakenburgh, you see it lies in a picturesque hollow beside a quiet stream surrounded by a mixed grove of oak and bronzewood. It is now nearly midday, which is to your advantage. The guards you may have expected are nowhere to be seen. However, you do notice that a tall wooden wall has been constructed around the village and getting in may be harder than you expected.

If the PCs came straight here from Brenfluss (Encounter 6), then getting inside will be difficult. Unless they have a way to hide the entire group with great care (DC 25) or go into the village invisibly, they will have to deal with the band of trained goblin warriors who will unrelentlessly attack the PCs until one group is dead. Use the goblin stats from the previous encounter. Additionally, the tomb-raiding orcs will not be within the village but the PC's presence will have alerted the orcs that they are being sought. Thus precautions will be taken so that PCs who foolishly went directly from Brenfluss to Oakenburgh without looking for the cleric of Ehlonna, will never encounter the tomb-raiding half-orcs.

If the PCs came here after visiting the followers of Ehlonna (and encounters after that point), then read the following:

As you ponder for a moment how you are going to get inside the village, you see a small humanoid figure crawl from under a portion of the wall just sixty feet away from you.

The small humanoid figure is a young goblin, named Icknob that is trying to escape from the tomb-raiding orcs who are now in Oakenburgh. Once he sees the PCs he will start to run away (movement 20 feet). If the PCs do manage to catch him, he will shake in fear muttering in Goblin, the only language he knows.

If the PCs are able to communicate with Icknob, he will tell them that he is running away from Oakenburgh as these mean orcs with a lot of treasure are in the inn that he was working at but threatened to kill him if he spilled another drop of ale. (The young goblin had accidentally spilled two mugs of ale on them already.) He was afraid for his life and thus decided to run away. The inn is on the other side of the wall and can easily be reached from the hole in the wall.

He will also tell the PCs that he means them no harm and will tell no one that they were here. He only wants to run away as fast as he can.

If the PCs choose to crawl through the hole, they will see that Icknob was indeed telling the

truth about the location of the inn. They will easily be able to run from the wall into the inn without being spotted.

The village contains a half-timbered town hall, a lone tavern, and several manor houses. A majority of the houses have damage to them, as a result of the war.

Encounter 17: Tomb Raiders

When the PCs continue into the inn, refer to DM Aid #6 for the map and read the following:

Quickly heading into the inn, you can hear the sounds of cheering and merry song from within.

At the front door is a human male of substantial girth with an apple in his mouth and a serving tray with scrapes of food upon it. Upon further evaluation, you notice that he is quite frigid and pale. In fact, he is dead and has been preserved to stay in this state.

To your left you see an entrance which leads into the main room of the inn.

Have each of the PCs with Knowledge in either Local (DC 15) or Nobility and Royalty (DC 20), make a skill check. Those that succeed will be able to determine that the dead man at the door is the old lord-mayor of the village, Shevlis. He was known for his luxurious feasts and thus the reason why the humanoids have put him here.

Once the PCs head through the entrance on the left, continue with the following:

Heading through the entrance at the front room of the inn into the main room, you see half-a-dozen small goblins feverishly moving about. They are currently serving ten (or nine, if the wizard is not present). There are large piles of food and drink around each of the orcs as they shout out demands in orcish for more.

They look up to see who has entered the inn, surprised to see the likes of you.

Within the main room of the inn, the PCs will see several orcs and six goblins. The orcs are the tomb-raiders that the PCs are seeking, while the goblins are the servants that are working here. The six goblins here will only fight if cornered, choosing to flee instead. Their stats have not been included to avoid confusion. If any PC really wants to kill the fleeing goblins, use the stats of a typical goblin.

The presence of the orc wizard is dependent on the route the PCs took to get here. Thus if he would not be here, do not use him. Additionally, if the orc wizard is not here, the same can be said for the treasure the PCs are seeking for Oldid Silverbeard.

If the PCs did not meet the followers of Ehlonna, the orc wizard will not be here. Additionally, if the PCs went to Graf Twembly's Old Estate, saving Grigloe or retrieving the

wooden staff for Spyder, and also sought out Bagama, the barbarian the wizard will not be here.

Thus, the orc wizard will only be here if the PCs decided not to go to Graf Twembly's Old Estate or seek out Bagama but did meet the followers of Ehlonna.

Unless the PCs made a good amount of noise or movement before entering the inn, they will get an ambush round on the orcs.

If Bagama is with the PCs he will immediately flee into his barbarian rage and attack the nearest orc. You can find his stats in Encounter Fourteen.

Tier 1 (EL 5 or 8)

Orc (6): hp 4 each; See *Monster Manual* page 146.

Feng; male orc Rog2: Medium-Size Humanoid; HD 2d6+2; hp 10; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13); Atks +3 melee (1d6+2 [crit 19-20], short sword), +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Evasion, Darkvision 60 ft., light sensitivity; AL CE; SV Fort +1, Ref +5, Will -1; Str 15, Dex 14, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +2, Balance +4, Climb +4, Decipher Script +2, Disable Device +2, Disguise +1, Escape Artist +4, Gather Information +1, Hide +4, Intuit Direction +1, Jump +4, Listen +3, Move Silently +4, Open Lock +4, Pick Pocket +4, Read Lips +2, Search +2, Spot +3, Use Rope +4, Wilderness Lore +1; Alertness, Improved Initiative.

Equipment: studded leather armor, light crossbow plus 10 bolts, short sword, 47 sp, *potion of hiding*, *potion of sneaking*.

Milictar Orc Wiz7: Medium-Size Humanoid; HD 7d4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atks +4 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft. light sensitivity; AL NE; SV Fort +6, Ref +6, Will +8; Str 13, Dex 12, Con 11, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Knowledge (Arcana) +8, Knowledge (Religion) +8, Knowledge (Geography) +8, Knowledge (History) +8, Profession (Herbalist) +5, Scry +8, Spellcraft +13; Alertness, Iron Will, Lightning Reflexes.

Equipment: dagger, 87 sp, *arcane scroll of fireball*.

Spells Prepared (4/5/4/3/1; Spell DC = 13 + Spell level): 0-lvl—*arcane mark*, *detect magic*, *mage hand*, *resistance*; 1st—*comprehend languages*, *endure elements (cold)*, *erase*, *expeditious retreat*, *Spyder climb*; 2nd—*alter self*, *detect thoughts*, *misdirection*, *whispering wind*; 3rd—*fly*, *nondetection*, *shrink item*; 4th—*polymorph self*.

Tier 2 (EL 7 or 8)

Orc Bar1 (6): Medium-Size Humanoid; HD 1d12+1; hp 10 (each); Init +4 (Improved Initiative); Spd 40 ft.; AC 14 (Touch 10, Flat-footed 14); Atks +4 melee (1d12+3/x3, great axe); SQ Rage, fast movement, Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 16, Dex 10, Con 12, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +2, Intuit Direction +2, Jump +2, Listen +4, Spot +2, Wilderness Lore +2; Alertness, Improved Initiative.

Special Attacks—Rage (Ex): Temporary +4 Strength, +4 Constitution, +2 morale bonus on Will save, but -2 AC penalty.

Equipment: scale mail (each), great axe (each).

Feng; male orc Rog4: Medium-Size Humanoid; HD 4d6+4; hp 20; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13); Atks +5 melee (1d6+2/19-20, short sword), +5 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ Evasion, Darkvision 60 ft., Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +6, Will +0; Str 15, Dex 15, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +2, Balance +4, Climb +4, Decipher Script +2, Disable Device +2, Disguise +1, Escape Artist +4, Gather Information +3, Hide +6, Intuit Direction +3, Jump +4, Listen +5, Move Silently +6, Open Lock +4, Pick Pocket +4, Read Lips +2, Search +4, Spot +5, Use Rope +4, Wilderness Lore +3; Alertness, Improved Initiative, Point Blank Shot.

Equipment: studded leather armor, light crossbow plus 10 bolts, short sword, 47 sp, *potion of hiding*, *potion of sneaking*.

Milictar Orc Wiz7: Medium-Size Humanoid; HD 7d4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atks +4 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft. light sensitivity; AL NE; SV Fort +6, Ref +6, Will +8; Str 13, Dex 12, Con 11, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Knowledge (Arcana) +8, Knowledge (Religion) +8, Knowledge (Geography) +8, Knowledge (History) +8, Profession (Herbalist) +5, Scry +8, Spellcraft +13; Alertness, Iron Will, Lightning Reflexes.

Equipment: dagger, 87 sp, *arcane scroll of fireball* (5th-level caster).

Spells (4/5/4/3/1; Spell DC = 13 + Spell Level): 0—*arcane mark*, *detect magic*, *mage hand*, *resistance*; 1st—*comprehend languages*, *endure elements (cold)*, *erase*, *expeditious retreat*, *Spyder climb*; 2nd—*alter self*, *detect thoughts*, *misdirection*, *whispering wind*; 3rd—*fly*, *nondetection*, *shrink item*; 4th—*polymorph self*.

Tier 3 (EL 9 or 10)

Orc Bar3 (6): Medium-Size Humanoid; HD 3d12+3; hp 30 (each); Init +4 (Improved Initiative); Spd 40 ft.; AC 14 (Touch 10, Flat-footed 14); Atks +7

melee (1d12+3/x3, great axe); SQ Rage, fast movement, Uncanny dodge, Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 10, Con 12, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Intuit Direction +2, Jump +2, Listen +6, Spot +2, Wilderness Lore +4; Alertness, Improved Initiative, Weapon Focus (great axe).

Special Qualities: **Rage (Ex):** Temporary +4 Strength, +4 Constitution, +2 morale bonus on Will save, but -2 AC penalty.

Equipment: scale mail (each), great axe (each).

Feng; male orc Rog8: Medium-Size Humanoid; HD 8d6+8; hp 40; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +8/+3 melee (1d6+2/19-20, short sword), +10/+5 ranged (1d8/19-20, light crossbow); SA sneak attack +4d6; SQ Evasion, Darkvision 60 ft., Uncanny Dodge (Dex bonus to AC & can't be flanked); AL CE; SV Fort +3, Ref +9, Will +1; Str 15, Dex 16, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +2, Balance +5, Climb +4, Decipher Script +2, Disable Device +2, Disguise +1, Escape Artist +5, Gather Information +7, Hide +11, Intuit Direction +7, Jump +4, Listen +9, Move Silently +11, Open Lock +5, Pick Pocket +5, Read Lips +2, Search +8, Spot +9, Use Rope +5, Wilderness Lore +7; Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (light crossbow).

Equipment: studded leather armor, light crossbow plus 10 bolts, short sword, 47 sp, *potion of hiding*, *potion of sneaking*.

Milictar Orc Wiz7: Medium-Size Humanoid; HD 7d4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atks +4 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft. light sensitivity; AL NE; SV Fort +6, Ref +6, Will +8; Str 13, Dex 12, Con 11, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Knowledge (Arcana) +9, Knowledge (Religion) +9, Knowledge (Geography) +9, Knowledge (History) +9, Profession (Herbalist) +5, Scry +9, Spellcraft +14; Alertness, Iron Will, Lightning Reflexes.

Equipment: dagger, 87 sp, *arcane scroll* (fireball).

Spells (4/5/4/3/2; Spell DC = 14 + Spell Level): 0—*arcane mark*, *detect magic*, *mage hand*, *resistance*; 1st—*comprehend languages*, *endure elements* (cold), *erase*, *expeditious retreat*, *Spyder climb*; 2nd—*alter self*, *detect thoughts*, *misdirection*, *whispering wind*; 3rd—*fly*, *nondetection*, *shrink item*; 4th—*polymorph self*, *shout*.

he presence of the treasure the PCs seek is dependent on the orc wizard, as he is the one who handles it. It is like a trophy to him (and the other orcs) and he (they) would rather die than lose it.

The treasure, which the PCs are to return to Emerald Gemsplitter is:

- Ten gold bars worth 1000 gp each
- Twenty silver bars worth 1000 sp each
- One large ruby worth 5000 gp
- Five emeralds worth 500 gp each
- 1000 gp (the minting style differs from the coins of the present day)

This treasure *is NOT* intended for the PCs to keep. If they do steal any part of this treasure, make sure to use the

The only piece of treasure that is missing from what was taken from the crypt of Rudd Rockcutter, is the scroll that was given to the warlord. The contents and retrieve of this scroll will be dealt with at a later time.

After the PCs have collected what they have been sent here from, continue with the next encounter. However, Bagama will not continue with them further instead choosing to return to his home.

Encounter 18: Back to Eastpass

Having defeated the tomb-raiding orcs and collected the stolen treasure, you quickly make your way out of Oakenburgh.

After a day of travel, you see up ahead near the side of the road near a bed of bushes lie several humanoid figures face down.

If the PCs investigate, they will see that the humanoid figures are actually three dead dwarfs in chain shirts. Pools of fresh blood surround each of the dwarfs. Additionally, they will be able to determine that they were killed by a slashing weapon (great axe). All of their possessions have been broken or destroyed.

The dwarfs were killed by a crazy orc that is currently hiding in the bushes. When the PCs, kneel down to check on the dwarfs, he will rush out of the bushes screaming

"Death to Ulek! Long live Turrosh Mak!"

The orc is a devoted follower of Turrosh Mak. If captured, he will talk about the victories his people have had in the Disputed Territory, along with how Turrosh Mak lead his people to glory by reclaiming the lands unjustly stolen from them. He will admit to killing the three dwarfs and would gladly kill a thousand more if given the chance.

All Tiers (EL 4)

Crazy Orc Bar4 (1): Medium-Size Humanoid; HD 4d12+4; hp 40 (20 currently); Init +4 (Improved Initiative); Spd 40 ft.; AC 14 (Touch 11, Flat-footed 13); Atks +8 melee (1d12+3/x3, great axe); SQ Rage, fast movement, Uncanny dodge, Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +5, Intimidate +3, Intuit Direction +1, Jump +5, Listen +6, Spot +1, Wilderness Lore +6; Alertness, Improved Initiative, Weapon Focus (great axe).

Special Attacks—Rage (Ex): Temporary +4 Strength, +4 Constitution, +2 morale bonus on Will save, but -2 AC penalty.

Equipment: hide armor (each), great axe (each), 8 sp.

Encounter 19: Back to Eastpass

Your trek back to Eastpass takes you several days. You encounter nothing but it does give you a chance to heal up and prepare for your return.

Allow the PCs a chance to take any precautions or preparations before entering Eastpass. When they are ready continue with the next encounter.

Encounter 20: Return of Spyder

Read this to those PCs who struck a deal with Spyder:

As you head back to the Pig and Roost, you hear a whisper calling your name.

Spyder will reveal himself to each of the PCs. With PCs that did not strike a deal with him, he will simply state that he

"Does not have time with them at this point in time but will someday soon."

For those PCs he did strike a deal with, he will ask them if they retrieved either of the two items he has sought.

Once again, the two items are:

- The scroll that the warlord currently has in possession (which was not possible during the scenario)
- The wooden staff with carvings on it that resemble webs while the top of it has a sizeable ruby that was in the manor.

It is possible that the PCs will have neither item, as they will not be able to retrieve the scroll in this scenario and the wooden staff might not have been retrieved.

If this is the case, Spyder will inform them that they still owe him the retrieval of two items but he will still aid them with information in the future, whenever possible, and does not hold a grudge over them.

If the PCs did manage to return the wooden staff to him, he will remind them that he would still like for them to retrieve the scroll but he will aid them with information in the future,

whenever possible. He is quite pleased that they retrieve the wooden staff for him. He will also give each PC who had a deal with him a small pouch containing 100 sp and promise larger rewards when the scroll is returned.

Additionally, Spyder will inform them that they should expect to be asked to go on a mission shortly to rescue several people that are being held captive in the Disputed Territory. He will say no more on the matter.

Give those PCs that struck a deal with Spyder the *Debt to Spyder* cert and mark the appropriate area on it.

Encounter 21: Emerald or not?

When the PCs return to the Pig and Roost, continue with the following:

You return to the Pig and Roost as directed. A messenger boy is sent to retrieve Emerald for you. After a short while, Emerald strolls into tavern and greets you.

The success of this mission now lies with the matter if the PCs found out about the doppelganger or not.

If the PCs retrieved the stolen treasure and returned it to the 'real' Emerald (not the doppelganger), go to Ending A.

If the PCs retrieved the stolen treasure and returned it to the doppelganger, go to Ending B.

If the PCs did not retrieve the stolen treasure and returned to the 'real' Emerald (not the doppelganger), go to Ending C.

If the PCs did not retrieve the treasure and returned to the doppelganger, go to Ending D.

If the PCs kept some of the stolen treasure, go to Ending E.

Conclusion

Ending A

If the PCs retrieved the stolen treasure and returned it to the 'real' Emerald (not the doppelganger); read the following:

You are thanked by Emerald for not only saving his life from the doppelganger but also for retrieving the stolen treasure.

Emerald does tell you that he is planning to take a leave due to the traumatic occurrence of the doppelganger. He wishes you well with whatever the future brings you.

The PCs receive the *Favor of Oldid Silverbeard* plus 100 sp each for their help in this mission.

Ending B

If the PCs retrieved the stolen treasure and returned it to the doppelganger; read the following:

You are thanked by Emerald for retrieving the stolen treasure.

Emerald does tell you that he is planning to make a visit to Keoland. He wishes you well with whatever the future brings you

The PCs receive 100 sp each for their help in this mission.

Ending C

If the PCs did not retrieve the stolen treasure and returned to the 'real' Emerald (not the doppelganger); read the following:

You are thanked by Emerald for not only saving his life from the doppelganger but also attempting to retrieve the stolen treasure.

Emerald does tell you that he is planning to take a leave due to the traumatic occurrence of the doppelganger. He wishes you well with whatever the future brings you.

The PCs receive 50 sp each for their help in this mission.

Ending D

If the PCs did not retrieve the treasure and returned to the doppelganger; read the following:

You are thanked by Emerald for attempting to retrieve the stolen treasure.

Emerald does tell you that he is planning to make a visit to Keoland. He wishes you well with whatever the future brings you.

The PCs receive nothing for their trouble from the doppelganger for their help in this mission.

Ending E

If the PCs kept some of the stolen treasure; read the following:

You return to Eastpass having completing your quest with some coins and valuables in your pocket.

You have decided not to turn them over to Emerald or Oldid Silverbeard but no one seems to notice.

You are thanked, but questioned on the where you think the treasure may have gone.

The PCs will be given nothing for their help in this mission, plus any PC who kept (stole) some

of the treasure or knowingly let others keep it will receive the Rebuff of Oldid Silverbeard. PCs may use three Favors of Oldid Silverbeard to rectify the situation, thus removing the Rebuff (aka ripping the cert). Anyone with the Rebuff of Oldid Silverbeard may not use any Favors of Oldid Silverbeard for any other reason until it has been rectified.

Additionally, any PC who did steal any of the stolen treasure will also be asked to stay in Eastpass so they can be asked questions about what they learned on their trip. This will result in the PC paying double the time unit cost of this scenario. Thus if the player was 'in region', this scenario would cost two time units to them. For those players were 'out of region', this scenario would cost four time units to them.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Finding the 'real' Emerald 25 xp

Encounter 4

Defeating goblins 75 xp

Encounter 7

Defeating goblins and worgs 125 xp

Encounter 11

Defeating first band of goblins 100 gp
Defeating second band of goblins 100 xp
Saving Grigloe 25 xp

Encounter 12

Avoiding traps 25 xp

Encounter 13

Defeating goblins 125 xp

Encounter 14

Not angering Bagama 25 xp

Encounter 15

Defeating goblins 75 xp

Encounter 17

Defeating orcs 150 xp

Conclusion

Returning stolen treasure to the 'real' Emerald 50 xp

Role-Playing Experience: 0-100 xp

Total Possible Experience 1000 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 4

- 5 suits of goblin sized studded leather (Value 25 gp each)
- 4 javelins (Value 1 gp each)
- 5 morning stars (Value 8 gp each)
- 77 sp

Encounter 6

- 4 suits of goblin sized studded leather (Value 25 gp each)

- 8 javelins (Value 1 gp each)

Encounter 7

- 2 suits of goblin sized studded leather (Value 25 gp each)
- 4 javelins (Value 1 gp each)

Encounter 9

- 4 suits of goblin sized studded leather (Value 25 gp each)
- 8 javelins (Value 1 gp each)

Encounter 11

Part C2:

- 7 suits of goblin sized studded leather (Value 25 gp each)
- 6 javelins (Value 1 gp each)
- 7 morning stars (Value 8 gp each)

Part C3:

- 7 suits of goblin sized studded leather (Value 25 gp each)
- 6 javelins (Value 1 gp each)
- 7 morning stars (Value 8 gp each)

Part D5:

- 1 steel holy symbol of the Earth Dragon (10 gp)
- 1 suit of human sized scale mail armor (50 gp)
- 1 heavy pick (8 gp)

Part G:

- 2 suits of orc sized chain shirts (Value 100 gp each)
- 2 great axes (Value 20 gp each)

From Cleric of Ehlonna:

- Healer's Kit (50 gp)
- *divine scroll of cure moderate wounds* (Value 150 gp)
- *divine scroll of bless* (Value 25 gp)

Encounter 13

- 6 suits of goblin sized studded leather (Value 25 gp each)
- 4 javelins (Value 1 gp each)
- 6 morning stars (Value 8 gp each)
- 2 light crossbows (Value 35 gp each)
- 20 crossbow bolts (Value 2 gp total)

Encounter 15

- 6 suits of goblin sized studded leather (Value 25 gp each)
- 6 javelins (Value 1 gp each)
- 6 morning stars (Value 8 gp each)

Encounter 17

- 8 suits of orc sized scale mail (Value 50 gp each)
- 8 great axes (Value 20 gp each)
- 2 suits of orc sized studded leather (Value 25 gp each)
- 1 light crossbows (Value 35 gp each)
- 10 crossbow bolts (Value 1 gp total)

- 1 short sword (Value 10 gp)
- 1 dagger (Value 2 gp)
- 87 sp
- *potion of hiding* (Value 150 gp)
- *potion of sneaking* (Value 150 gp)
- *arcane scroll of fireball* (Value 375 gp)

The following items here were found on the orcs but **SHOULD NOT** be kept by the PCs without grave consequences (see below):

- Ten gold bars worth 1000 gp each
- Twenty silver bars worth 1000 sp each
- One large ruby worth 5000 gp
- Five emeralds worth 500 sp each
- 1000 gp (*the minting style differs from the coins of the present day*)

Encounter 18

- 1 suit of orc sized hide mail (Value 25 gp each)
- 1 great axe (Value 20 gp each)
- 8 sp

Encounter 20 (Only for those who struck a deal with Spyder)

- 100 sp
- *Debt to Spyder* - This debt signifies that the PC listed on the cert still owes Spyder either one or two favors for information used in this mission.
(Check one of the following:)
 _ Owes Spyder one favors
 _ Owes Spyder two favors
 Spyder will treat the person with a certain amount of trust especially if only owed one favor, which may lead to additional information from him if met during game play.

Conclusion:

Ending A:

- *Favor of Oldid Silverbeard* - This favor will be usable at a future date and time for several opportunities including possible attainment of mundane items such as armor and weapons.
- 100 sp

Ending B:

- 100 sp

Ending C:

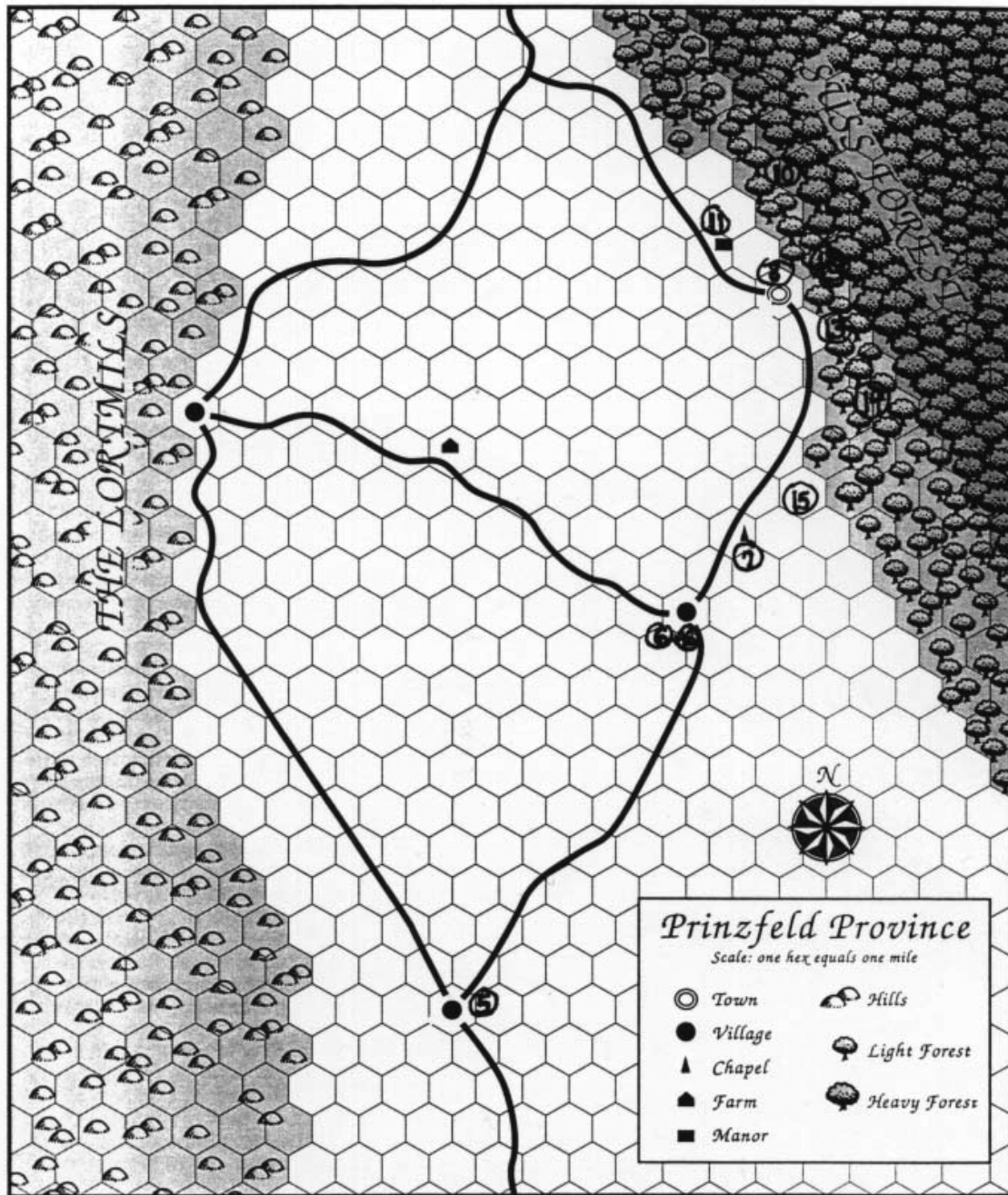
- 50 sp

Ending E:

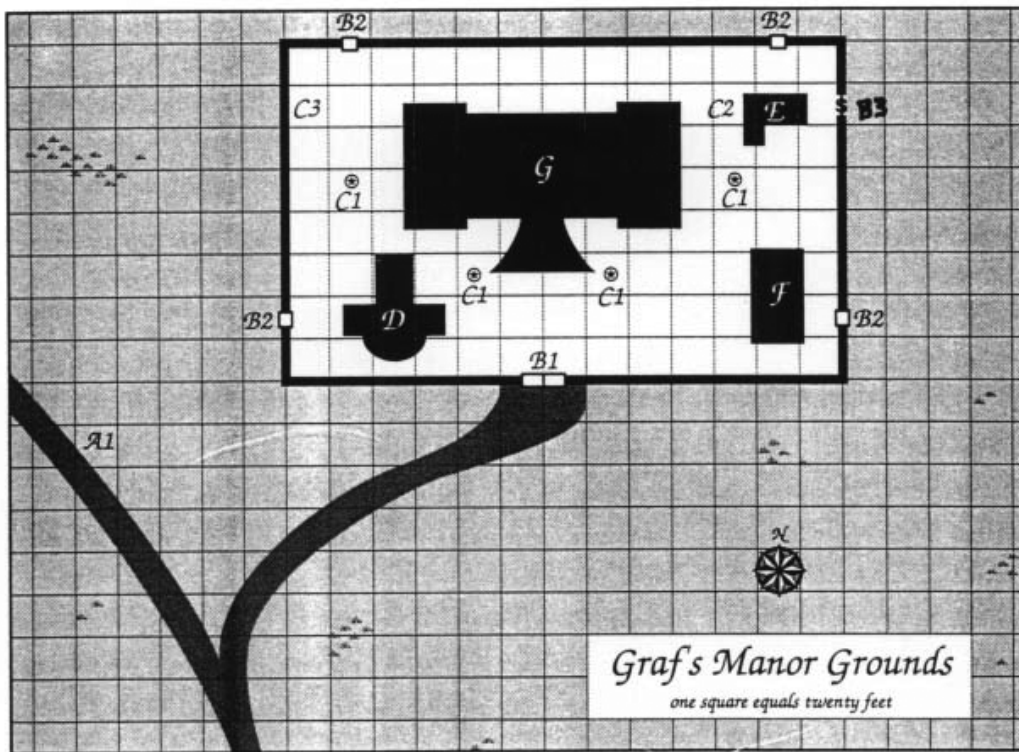
Rebuff of Oldid Silverbeard - The PC noted on this cert will have to pay twice the price for any item bought in Eastpass. Anyone with an active *Rebuff of Oldid Silverbeard* may not use any *Favors of Oldid Silverbeard* for any other reason until the *Rebuff* has been rectified. Lastly, they will have an effective charisma of 6 to anyone

from Eastpass. This *Rebuff* can only be removed/rectified by giving up three *Favors of Oldid Silverbeard*. If the PC listed on the cert has two of these rebuffs, their effective charisma to anyone from Eastpass will be a 3 and they will have to pay three times the price for any item bought in Eastpass plus any *Principality of Ulek* scenario will cost them double the normal Time Units

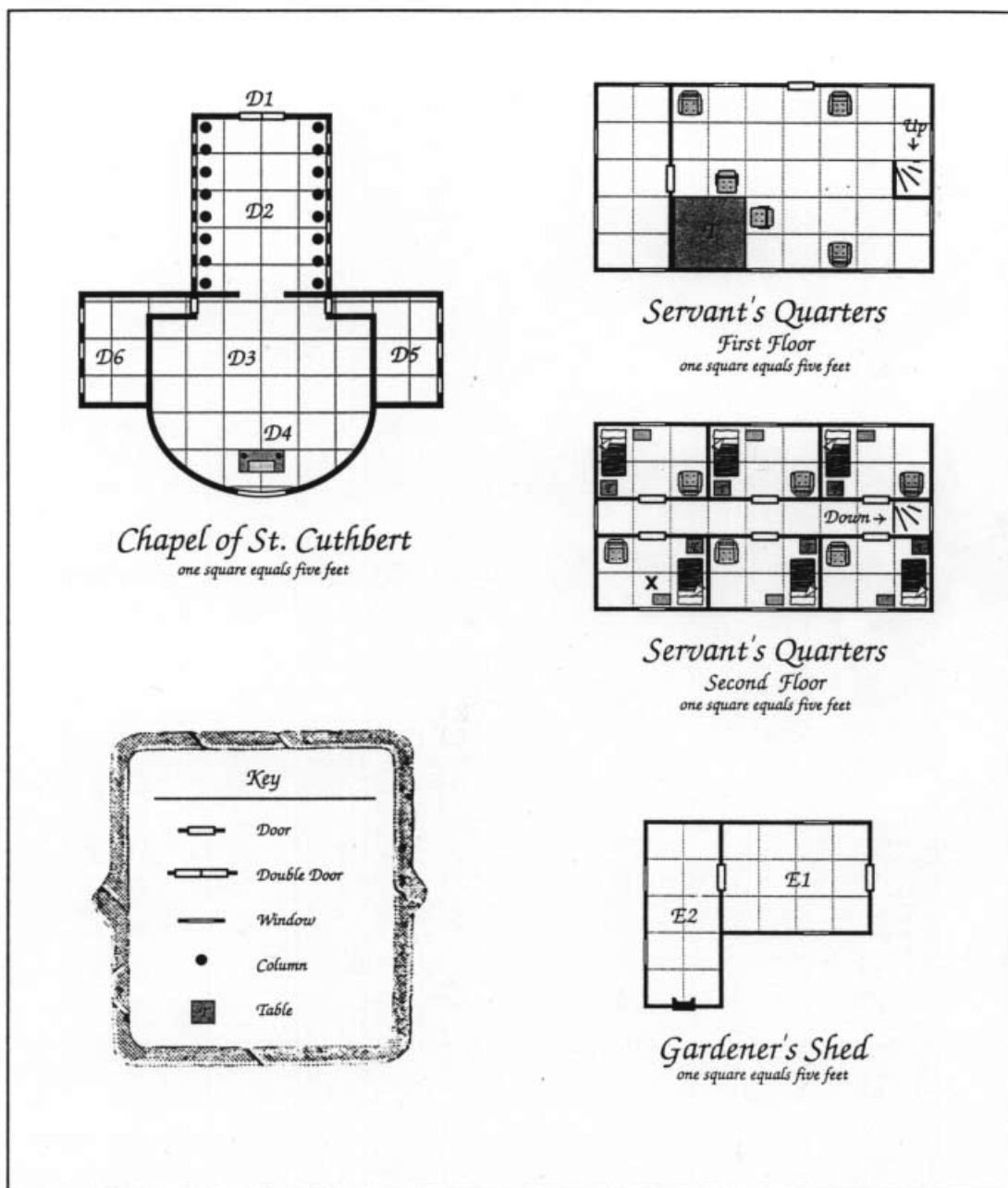
DM Aid #1 (Map of Prinzfeld Province)



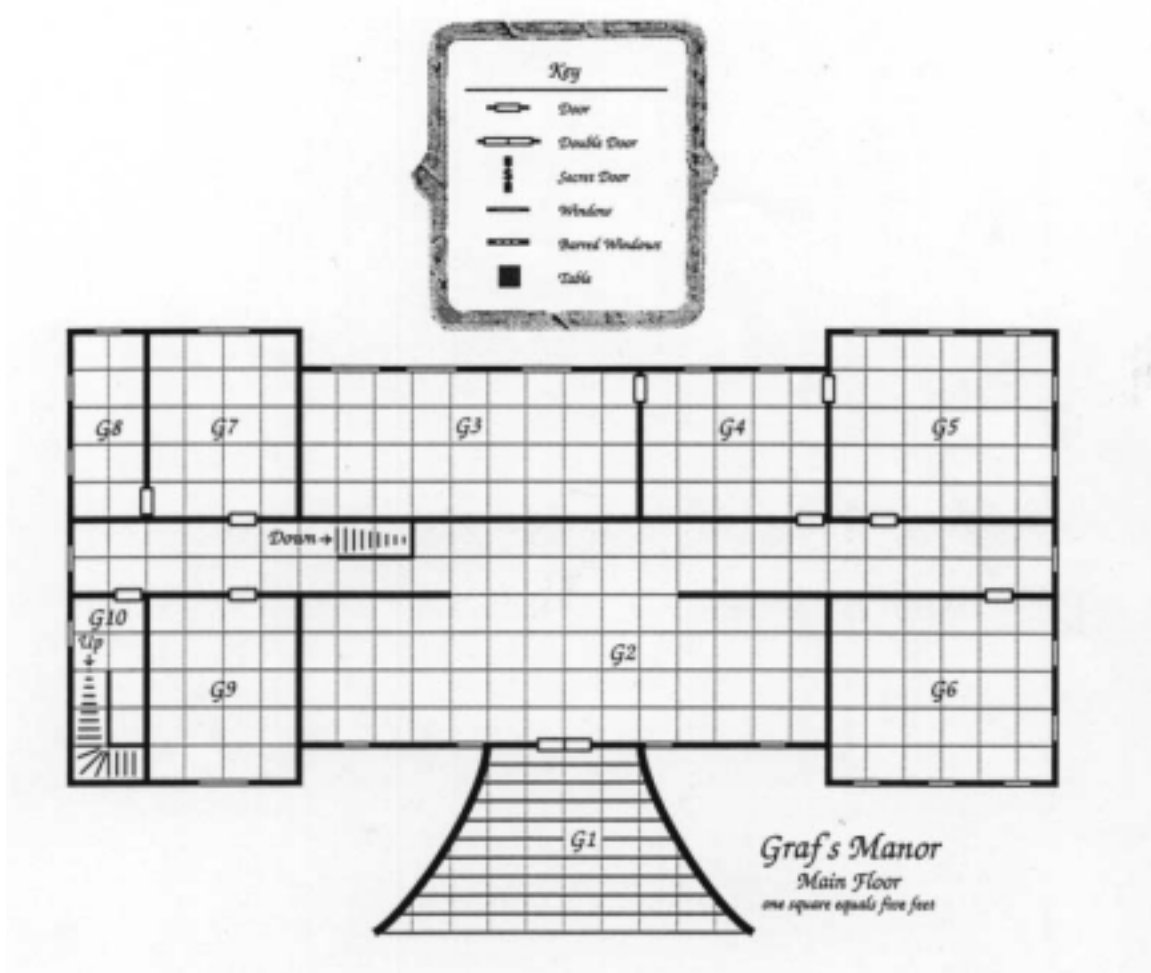
DM Aid #2 (Map of Graf Twembly Grounds)



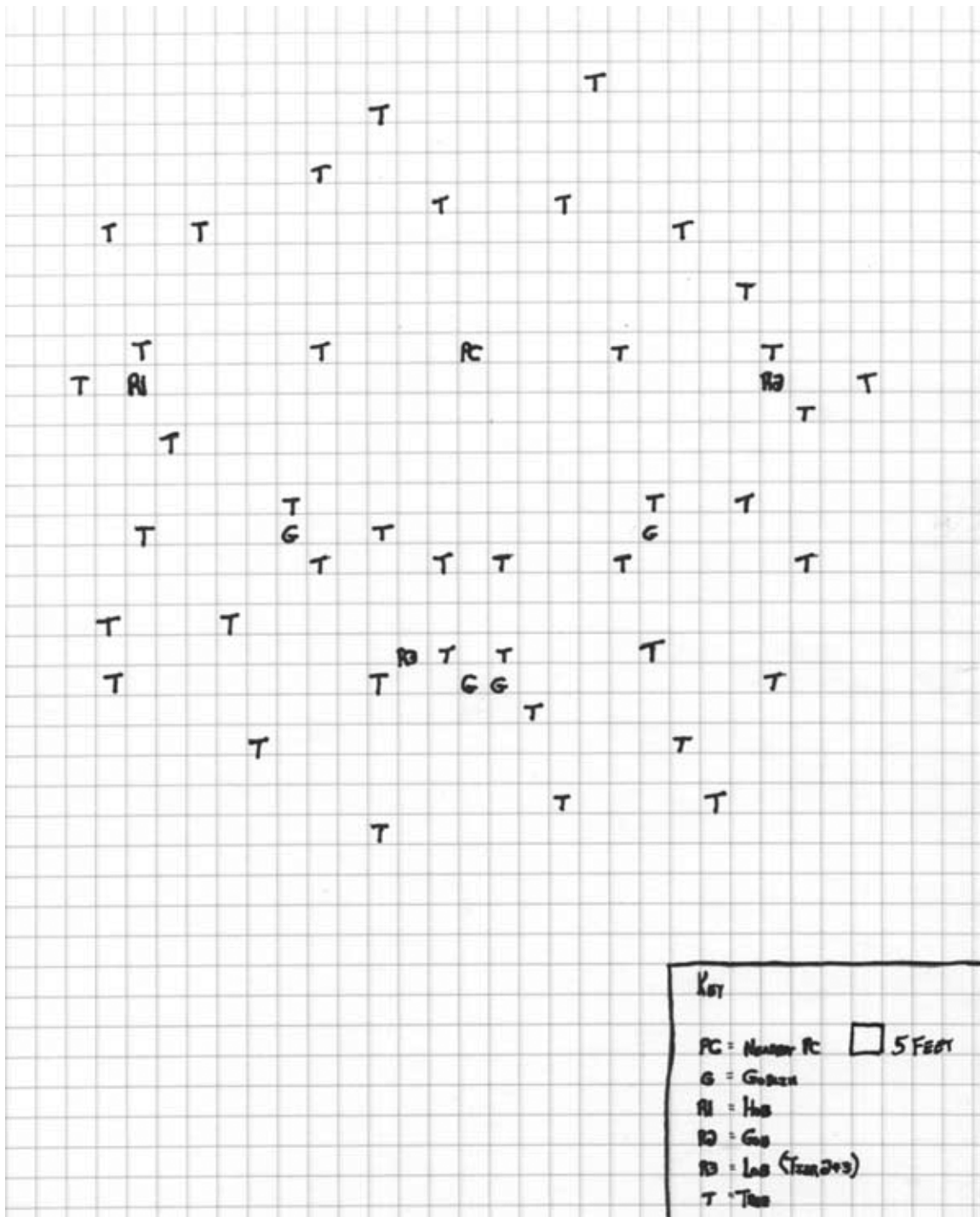
DM Aid #3 (Map of Extra Buildings on Twembly's Estate)



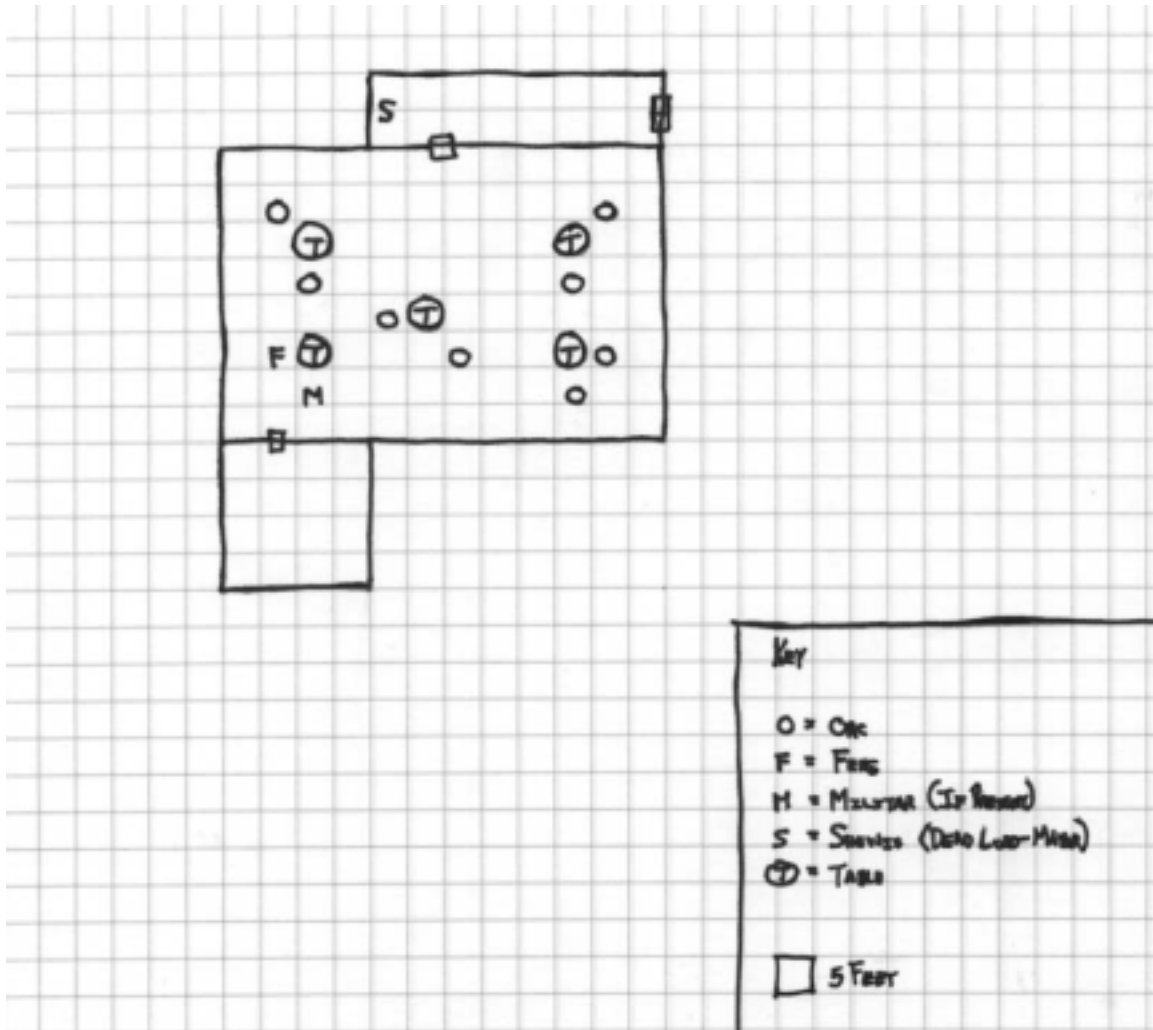
DM Aid #4 (Map of Ground Floor of Twembly's Manor)



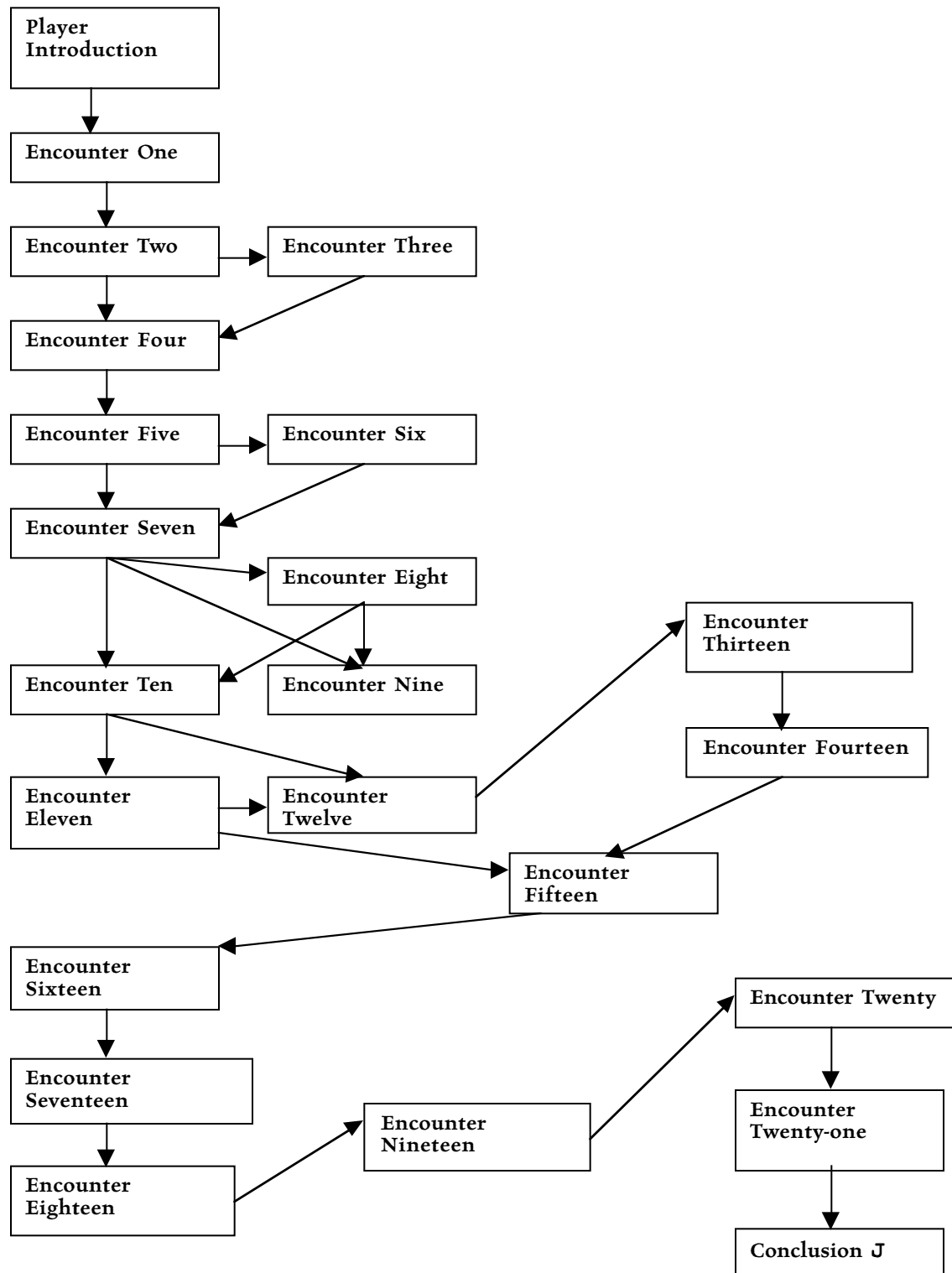
DM Aid #5 (Map of Encounter Thirteen Combat)



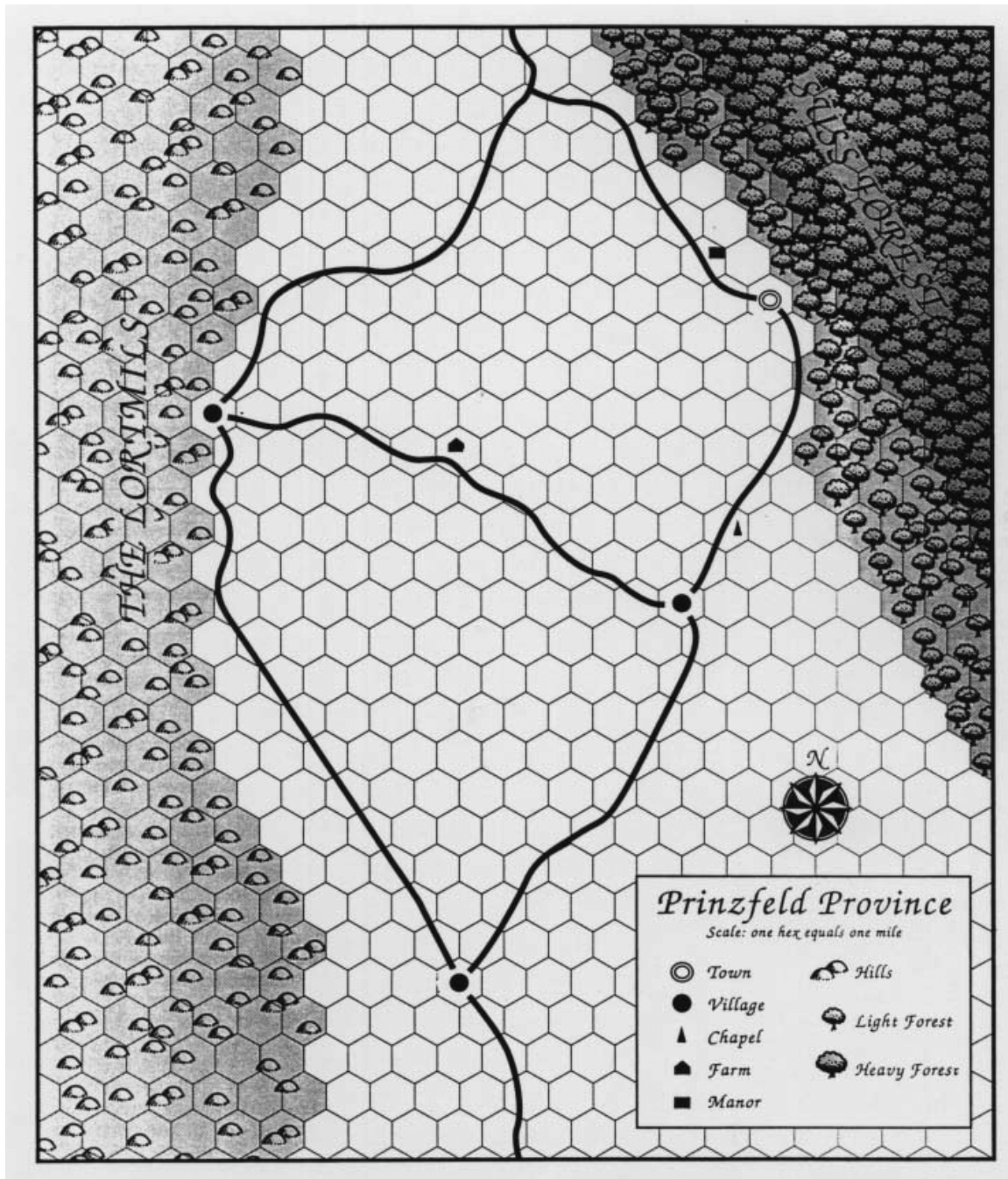
DM Aid #6 (Map of Inn in Oakenburgh)



DM Aid #7 (Scenario Flow)



Player's Handout #1 (Map of Prinzfeld Province)



Story Summary for use at Florida Fantasy 2001

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

Did any of the PCs reach an agreement with Spyder? YES NO

If so, who?

Real Name:

E-mail:

RPGA #:

PC Name:

Did the PCs save Grigloe? YES NO

Did the PCs retrieve the wooden staff for Spyder? YES NO

Did the barbarian, Bagama survive? YES NO

Did the orc wizard, Milictar, survive? YES NO

Which conclusion did you use? A B C D E

Did any PCs receive the Rebuff of Oldid Silverbeard? YES NO

If so, who?

Real Name: PC Name:

RPGA #:
