

VEL1-05

LEUKO'S LAST STAND

A One-Round D&D LIVING GREYHAWK®
Veluna Regional Adventure

Version 1

by Greg Bartholomew

It seems your friends at the High Roads Trading Company have a proposition for you once again. They believe one of their business associates is working behind their back with the competition and want you to check it out. This is not a big deal usually but when that competition is the Iron Rings Consortium you know all is not as it seems. An adventure for characters 1-8 level.

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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
T4:	33-42	36-46	39-50	42-54	10 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

Judge Guidelines

This adventure is the fifth Veluna Regional adventure for year one of the campaign. Having run the previous four (especially *Mines of Austor* and *Poachers will be Shot*) is recommended before running this for your home group. The judge should familiarize himself with the Veluna Gazetteer which is available on the Veluna Triad website at www.veluna.com. The gazetteer gives vital information on how certain classes, races, and religions are viewed in Veluna. This adventure takes place in Valkurl and the surrounding area. This area is heavily populated by dwarves and gnomes. It is a very blue collar kind of town and several previous adventures have taken place here already so your players should be somewhat familiar with the local area.

ADVENTURE SUMMARY AND BACKGROUND

One of the most popular merchants in town has disappeared and the local Thieves' Guild wants the money owed to them. Our friend, Leuko, has a bad gambling and spending problem and it's finally caught up to him. Even though he runs a legitimate business, Leuko has incurred a large debt to "The Pack" which is the local Thieves Guild. Luckily for Leuko he has a map that hopefully will lead him to some lost treasure that can help him pay his debt.

Rhoule gave the map to Leuko from the Iron Rings Consortium. Rhoule hopes that it will lead him to one of the 3 rings of Auster but he does not have time himself to track it down. So happening upon Leuko and his problem he came up with a plan. He has convinced Leuko that the map leads to great wealth. Enough for Leuko to pay off his debt and still have some left over after they split it. This of course is a lie as Leuko unfortunately found out. Leuko borrowed some mining supplies from a friend and started following the map up into the Lorrige Mountains. He ran into some trouble in the caverns where the map leads though and he is now lying at the bottom of a small cliff with a broken leg.

The party happens upon this by being approached by the High Roads Trading Company. The company has acquired information that Leuko had been seen talking to an associate from the Iron Rings Consortium (A.K.A. Rhoule). Knowing the parties interest in the IRC and knowing them to be a capable group the HRTC wants them to do a search into Leuko's business to see what they can come up with.

The party travels to Valkurl (if not already there) and heads over to see Leuko. When arrive they are confronted by The Pack who have disguised themselves as helpers at Leuko's business since Leuko is gone. The party is given an ultimatum to find Leuko since they believe the party is in cahoots with him. The party has to find out where Leuko is and have him come back and pay his debt to The Pack or they'll be responsible for his debt or they will have the Pack hunting them down for the money.

After checking Leuko's shop for clues they find a receipt from Boeb's Mining Supply showing that Leuko bought some supplies recently from there. If they check out inside the business they may also find a letter from Rhoule with information that may help them in Veluna1-06, which premieres at the same time as this and should be played after this adventure if possible.

After confronting Boeb, the party should get from him that he too is cahoots with Leuko. He traded him a copy of the map for free mining supplies. Leuko told Boeb of his plight with The Pack and his buddy wanted a cut in of the treasure. Boeb then tells the party that he was supposed to go after Leuko if he didn't show in five days. It's now been seven and he is worried and was going after him as soon as possible.

With Boeb's copy of the map and his guidance, the party then travels to the caverns where they hope to find Leuko. After searching for a while the party runs into a few angry Trolls and a skirmish ensues. After defeating the Trolls they discover the pit into which Leuko has fallen. Rescuing him easily from there the party finds that Leuko wasn't successful in his search for one of the Rings of Auster, but he did find a some gems that will satisfy The Pack. Getting him healed and back to town, the party and Leuko can now pay The Pack and move on in whatever direction fate leads them.

INTRODUCTION

Your trip to Devarnish though short has been quite productive. You have taken care of your business and are relaxing at a local tavern when a courier enters. He starts rattling off names. As people raise their hands he walks up and hands them a rolled up parchment. You are quite surprised when you hear yours until you see the emblem on the parchment bears the mark of the High Roads Trading Company. It seems your paths have crossed once again.

Hand PCs Player Handout # 1

ENCOUNTER 1: THE PROPOSITION

Following the directions on the parchment you have no trouble finding the High Roads Trading Company offices. You are quickly escorted in and shown into a waiting room. After a few minutes you are brought into a very lavish office with a middle-aged gentleman sitting behind a large wooden desk.

The man behind the desk is of course Journeymen Ralish. He is a familiar person to those who have played in previous Veluna adventures so choose the greeting from those listed below appropriately.

If they have played *Mines of Auster* then he shakes their hands and is very friendly. If they have not or are from out of region he is very formal and official like. Only use the first few lines for those he knows.

"Greetings, Greetings my friends. <stands up and shakes a few hands> Have not seen you in a while. I hope your past few months have been enjoyable ones yes? Well it seems I have an assignment that could benefit both of us. We have information that one of our employees has been seen associating with a member of a rival company. Normally this is something we would take care of ourselves until we found the rival was none other then the Irons Rings Consortium. Knowing your interest in them we thought we might be able to help each other out in this instance. We have a shipment of supplies due out to his place tomorrow. If you wanted to escort it there you could act as the drivers and such and avoid any suspicion on his part. If the IRC is involved then who knows what information you may pick up.

We will of course cover your costs involved in traveling there and back as well as lodging in Valkurl if needed. Does this sound acceptable to you?

If the PCs accept –

“Good good. The gentlemen you will be looking for is Leuko Linstel. He runs Leuko’s General Store in the town of Valkurl to the west. The shipment to him will be ready at sunrise tomorrow so report back here at that time so we can begin.”

PCs who have played in Veluna adventures should have a vested interest in finding out what the IRC is up to. If pressed for more compensation Journeyman Ralish will agree to paying each person 25 gp upon completion of the task. This includes finding out exactly what is going on with Leuko and his involvement with Rhoule. .

🔪 Journeyman Ralish : Male human Exp8

Development: If any Veluna PCs demands payment and belong to an adventuring company sponsored by the HRTC then use this as an angle to not pay them. If the person insists on being paid then mark this on their character log sheet and inform me at wavester@neo.rr.com. Ralish will also not offer a free remove curse at the end of the adventure to any so cursed if they demanded payment for the mission.

ENCOUNTER 2: ARRIVING AT LEUKO’S PLACE

You arrive at the HRTC shipping compound early in the morning and are shown the basics of operating the wagons and are sent on your way. The road to Valkurl is well maintained and patrolled and the trip there is rather boring. You arrive in town late in the evening just before sunset on your third day of travel and are quickly directed towards Leuko’s establishment on the far side of town. As you pull up you see a large building with the sign “Leuko’s Emporium” hanging above it. The store appears to be closed as it is dark inside and the door is closed. To the left side of the store you can see a large walled shipping yard attached to the side. The doors to it are closed but what looks to be a porter type leans lazily up against them.

The porter is actually a member of the local thieves guild. He has been posted here to keep an eye out for Leuko or his associates. He is very friendly and lets the group into the shipping yard with just a few basic questions. He then informs them that the rest of the men went to get some food but he can run real quick and get them back here in about 20 minutes if the party wants to wait for some help unloading. If asked why the store is not open he will tell them that business was slow and Leuko went to visit a friend for the evening. A sense motive check (DC 20)

picks up that he is not being totally honest but no reasons why.

The PCs can look around while he is gone. The shipping yard is mostly empty though a few stacks of crates lie up against the back wall. They contain some general supplies (soap, wire, rope, etc.) A spot check (DC 12) will notice the back door to the store is ajar. The store is totally dark inside but before the PCs can investigate anymore something else grabs their attention.

Fifteen minutes after the porter leaves he returns with the rest of the pack members. There are 21 of them total. None of them are evil <see the Veluna website for more on The Pack.>

🔪 Male human, Rog1 (12)

🔪 Male human, Rog4 (2): One was the porter.

🔪 Male human, Ftr2 (3)

🔪 Male human, Ftr4 (2)

🔪 Master Theroy, female human, Rog7

See DM Appendix A for stats if needed. Please note that Master Theroy should not be killed no matter the PCs’ actions. There is no way the PCs should be able to take her out and she should escape. Her equipment is not ceterd and *should not* to be given to the PCs.

They file in through the front gates and spread out. All have crossbows drawn and ready. A couple of the lower-level rogues keep an eye on the street for anybody passing by. Master Theroy steps forward a bit and addresses the PCs.

“So I see some of Leuko’s business associates finally showed up to see where he has gotten off to. Well as you can clearly see he is not here right now but you on the other hand are and that puts us in a pickle. You see your friend Leuko owes us a considerable amount of money. You would not happen to want to pay it for him?”

Leuko owes almost 5,000 gp in gambling debts. Let the players answer. If they try to Bluff about the money she calls them on it very quickly (Sense Motive +16 due to skill and circumstances). Continue afterwards.

“I did not think so. Well it seems our problem is greater then I thought. From the weapons you wield and how you carry yourself I would say there is a lot more to you then meets the eye as well. You have four days to bring either Leuko or what he owes back to us. If not then certain members of his immediate family will have an accident. Are we clear on what is going on?”

Theroy is using her Bluff (DC 24) when she mentions hurting Leuko’s family members. Leuko’s does not have any in town but she is counting on the PCs not realizing this. If the PCs accept (willingly or begrudgingly) Theroy reminds them once again of their time limit and then they all file out the front gate and disappear into the night.

From here the PCs have several options. They can search Lueko’s store (Encounter 3), ask around town for

any information on him (Encounter 4), Inform the authorities (Encounter 5), or wander around aimlessly.

Tactics: It is possible that the PCs will try and attack the pack members. They should definitely get the feeling they are outclassed but if they insist they can attack if they wish. Also remember to play the 'kill Leuko's family members' trump card if needed. This will cause most parties to back down fast. If they still attack then all of the pack members fire their crossbow bolts (targeting wizards and clerics first) and if overmatched start backing out the front gate. The sneak attack damage from that many rogues shooting should put half the party down in the first round unless they are very powerful. If the party seems none the worse for wear they quickly turn and vanish into the alleys and sewers. Given the darkness and their familiarity with the town and the PCs lack of it they should have no trouble shaking anyone trying to tail them. If they put a quick whooping on the party then Theroy laughs at them and present her demands once again (or for the first time if they attack immediately) and leaves.

Development: If the PCs defeat the pack by some means it alters the rest of the adventure. They are now searching for Leuko at their own pace instead of being on The Pack's timetable. This affects some things in small ways but nothing huge. Adjust as necessary.

ENCOUNTER 3: LEUKO'S PLACE

The side door of Leuko's shop is open It was jimmied by one of the pack members earlier in the week.

The shop is totally dark inside. Once your eyes adjust to the darkness you see what appears to have once been a shipping office. Now it looks like a tornado has gone through it. Every desk drawer and cabinet has been opened and its contents scattered to the four corners of the room. A door leads out the other side of the office into the main section of the store itself. To the right is a slim staircase heading up.

The Pack members have gone through everything in this room trying to figure out where Leuko is now hiding. In their rush they missed the one clue that might have helped them find him. A Search check (DC 22) will turn up a receipt stuck in the bottom of one of the drawers. It is dated one day before Leuko disappeared. It is from Brently's Mining Supplies for picks, shovels, and other assorted digging equipment.

The main area of the store is untouched. If the PCs look around the main store area (Search, DC 14) they will find a note addressed to Leuko has been slipped under the front door. Hand the PCs Player Handout # 2.

ENCOUNTER 4: TALKING TO THE NATIVES

The information that the town folk have about Leuko is scattered between dozens of people and will take the party almost an entire day to acquire enough to be useful. Have the PC with the highest Gather Information bonus make a roll for every 2 hours spent gathering information. Add +3 to the roll for each additional two-hour block spent gathering information after the first.

☛ **DC (12):** Leuko is a well-respected member of the community. Nobody has seen him in a week or so though. His store has all been closed up the whole time and most assume he is out of town visiting relatives.

☛ **DC (16):** Leuko has seemed very depressed as of late. He has been running some huge sales recently. He said he was trying to clear out some old inventory but I think he needed money fast for something.

☛ **DC (20):** Leuko loves to gamble. I see him and old man Brently playing cards all the time. My cousin said Leuko has been having one hell of a streak of bad luck lately. Even mentioned something about him maybe selling the store.

☛ **DC (22):** Yeah, I saw Leuko talking to Brently the night before he disappeared. I had just finished buying some new shovel handles and was leaving his store when Leuko entered. Brently pointed him into the back room as he locked the door behind me.

☛ **DC (26):** Rhoule? Yeah, I saw Leuko talking to a tall elf by that name several times. Rather pleasant fellow when you talk to him but you always have this feeling he is watching you when you walk away.

Development: Even the densest party should now realize that Brently is the key to finding Leuko. If not try one more round of gather information. If they fail to find any clues again they can wander the town until the slot runs out or the Pack comes looking for them and runs them out of town.

ENCOUNTER 5: TALKING TO THE PO-PO

The party may decide to involve the local authority in their problems. Several members of the Pack are guardsmen so they will probably not be much help. They have already been fed a lot of disinformation by the Pack over the past week. The guardsmen currently believe that Leuko is visiting family in Asnath. They will brush off any

attempts by the party to convince them otherwise as out-of-towners just trying to stir things up.

If the party brings up their encounter with the Pack at Leuko's place they guards are slightly interested. First they will question the party as to what they were doing at Leuko's in the first place. Showing them any paperwork or telling them about their employers will make them happy. They will then take down the information that the party has about their encounter. The guards think it's a rival merchant house just trying to put a scare in Leuko but they will check into it.

The party will get the run around from the guards for as long as they try to deal with them. They are polite to Veluna characters but can start getting down right rude to foreigners and half-orc types.

ENCOUNTER 6: BRENTLY'S MINING SUPPLIES

After doing some looking around the party should eventually end up here. What the party finds here depends on the time of the day. If they approach when his store is open they catch Brently telling his son how to run things and trying to duck out the back. If they approach at or near close or night use the 2nd block as Brently trying to sneak out at night.

Daytime:

Brently's Mining Supplies is a medium sized store that carries all your mining and construction supplies. As you enter you see an older gentleman in his 50's talking to a younger man. "Now you can handle this son right ? I should only be gone a day or so." He then ducks through the door behind the counter as you approach the counter.

The son will not let the party into the back to see his father. He will tell them he is leaving for a trip and they can see him when he returns. If the party heads around back to see if they can catch him or wait around the store for a bit. If they wait in the store have them attempt Listen checks (DC 14) to hear Brently cursing out back. Skip down to walking around back (except of course its daylight not dark)

Closed/Night:

Brently's Mining Supplies is a medium-size store that carries all your mining and construction supplies. You see the closed sign is already up and the store appears abandoned. As you look around you hear a curse from around the back of the store "Stupid Horse, hold still before I shoot you."

If the party walks around back:

You see an older gentleman in his 50's trying to saddle a horse. The horse is being very uncooperative and he gives up and

throws the saddle to the ground. He looks up as you approach and looks very surprised to see you.

Brently was just getting ready to leave to see what happened to Leuko. As the party can tell he is not the adventuring type and was really trying to put off going. If the party presses him for information on Leuko or confront him with the mining receipt he cracks quickly.

"Ya I know where he is at. He followed that old map he had up into the hills. Something about treasure that would pay off his debts and make both of us rich. He needed some mining supplies but did not have the money to pay for them. So I made a deal with him for a share of the loot and gave him the equipment. He gave me a copy of the map and said to follow him if he did not return within the week. How does this concern any of you folks? Your friends of his or something ?"

Brently is more than happy to hand his copy of the map over to the party and let them go look for Leuko. He would love some money but he is rather lazy and cowardly and a trip into the hills was something he was not looking forward to. The map is easily followed and the party guesses it should take about 6 hours on foot to reach the spot marked on it.

Brently has no idea what the party might find there. He just knows Leuko was really excited about it and rushed right off as soon as he got his supplies.

ENCOUNTER 7: HEADING UP INTO DEM DAR HILLS

The trip up into the Kron Hills is rather boring other then a light rain halfway there. As you near where you think the map is leading you stop at the top of the last hill and survey what you can see. Ahead you can see a small box canyon. At the end you can barely make out what appears to be the entrance to some sort of tomb or underground complex. At one time it was sealed but now it has been dug open.

Leuko arrived here a week ago and promptly began digging out the entrance. It took him a couple of days but he finally gained entrance. He went in and looked around for a bit before heading out to bring the rest of his supplies back inside. Unfortunate for him a couple of trolls/ogres stopped by to see what was going on and surprised Leuko. He managed to duck back inside and run before they could attack him. They chased him inside where he ran blindly over a cliff. They left him for dead as they did not feel like climbing down after him. They have since setup camp in the entrance area.

As the party approaches the entrance:

You see a small campsite setup about 30 feet from the entrance. It appears abandoned and it looks like wild animals have torn through it fairly well. The entrance itself consists of two large pillars carved into the hillside. In look like a large stone plug once blocked the entrance but it has been reduced to rubble.

Above the doorway the familiar symbol of three interlocking rings can be seen. Some light trickles into the room beyond but you cannot see much.

Creatures: Beyond wait the creatures that chased Leuko to his present predicament. They wait inside hiding. Forcing the party to fight them in the darkness or at least where they can keep the party members in front of them at all times.

TIER 1 (EL 4)

🐉 **Ogres** (2): hp 22, 25; See *Monster Manual* page 144

TIER 2 (EL 5)

🐉 **Troll**: hp 63; See *Monster Manual* page 180

TIER 2 (EL 7)

🐉 **Trolls** (2): hp 63, 61 See *Monster Manual* page 180

TIER 4 (EL 10)

🐉 **Krack, male troll Ftr2**: CR 6; Large Giant; HD 6d8+36 plus 2d10 +6; hp 91; Init +2; Spd 30 ft.; AC 23 (touch 9, flat-footed 23); Atk +7 melee and +2 melee (2d6+6/2d6+3/19-20, Huge two-bladed sword), or +11 melee (1d6+6, 2 claws) and +6 melee (1d6+3, bite); Reach 10 ft; SA Rend 2d6+9; SQ Darkvision 90ft, regeneration 5, scent; AL CE; SV Fort +14, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Hide -8, Jump +2, Listen +5, Spot +5; Alertness, Ambidexterity, Exotic Weapon Proficiency (two-bladed sword), Iron Will.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump

Possessions: Large half-plate armor, Huge two-bladed sword, 35 gp, bag of bones.

🐉 **Trolls** (2): hp 64, 63 See *Monster Manual* page 180

Treasure: Equipment that they are carrying. Nothing else.

Development: It is possible that the PCs could chase off some of the Trolls. They will retreat back into the caverns behind them. The caverns are a maze of naturally occurring tunnels. They cover about a square mile underneath the hills but eventually all lead to the lake and encounter 8. Feel free to make them up as you see fit as no map is included for them. Remember that the trolls are considered defeated even if the party only runs them

off. Whether they regroup and attack again is based on how the party faired and the time restraints.

ENCOUNTER 8: LEUKO AT LAST

After winding through what seemed to be endless tunnels you feel a fresh breeze on your faces from ahead. As you creep up you come to the end of the tunnels. The area ahead is lit by sunlight filtering through a hole in the cavern roof above. You see a cavern about 300 yards across. You are standing on top of a cliff 40 feet above the floor below the bottom is covered in a large lake that takes up almost all of it. Straight down is a small sandy area with what appears to be a human sized body lying on it. To the right of the body about 40 feet away is a large pile of equipment.

The party cannot tell if the body is alive or dead from this distance. They also cannot tell what makes up the pile of equipment from here either. Two Climb checks at DC (18) are needed to reach the bottom safely. There are plenty of spots to tie a rope as well so getting down should not be that difficult.

Reaching the bottom you see the bruised and tattered body of what could only be Leuko. Amazingly he is still alive. He is malnourished and his leg is broke and a funny color of purple but he is alive. Off to the right you can see the pile of equipment seems to be lots of mining supplies. Several chests with large locks on them sit to one side. You see a few swords and what appears to be the glint of some gold coins mixed in with the equipment. Set into the cliff face so it was not apparent from the top is another set of pillars set into the wall. They are similar to the ones you saw outside where you entered but smaller. In between the pillars is set a small keyhole.

Leuko is at -3 hp right now. 4 points of magical healing will get him conscious. A total of 15 points of healing will mend his broken leg so he can at least limp out with the party. He is extremely happy that the party found him. He relates his story and what he knows. Leuko has the key for the door ahead. Rhoule dropped it in his store by accident when he last visited. If he is brought conscious he will be more than happy to hand it to a party member to use if they want it. The door is trapped. See Encounter 9 for the trap and what is behind the door.

🐉 **Leuko Linstel Male human Exp5**: hp 15 (-3 current).

The piles of equipment are leftovers from the construction centuries ago and most of it is totally useless. One of the chests is a mimic though. It has been living off the fish in the lake for years waiting for something bigger to come along. If any parties members get close enough it attacks immediately.

ALL TIERS (EL 4)

🔪 **Mimic:** hp 52; see *Monster Manual* page 135

Treasure: Leuko found a few emeralds on the beach when he woke up from his fall. It is more than enough to pay off his debt to the Pack. He keeps these hidden away and does not tell the party about them.

The pile of equipment has the following useful items in it if the party defeats it. 32 gp, 24 sp, 2 pieces of jade (50 gp each).

ENCOUNTER 9: BURIAL CHAMBER OF ?

The door into this room is trapped. The first trap has to do with the key. It must be turned half way, pushed in, then turned the rest of the way. Failure to do this sets off the trap. The second trap is a glyph that goes off when anybody passes through the archway once the door is opened.

TIER ONE:

🔪 **Arrow Trap:** CR 1/2; +5 ranged (1d6/×3); Search (DC 21); Disable Device (DC 20).

🔪 **Glyph Trap:** CR 1; 2d8 fire; Search (DC 28); Disable Device (DC 28).

TIER TWO:

🔪 **Arrow Trap:** CR 2; +5/+5/+5 ranged (1d6/×3); Search (DC 24); Disable Device (DC 22).

🔪 **Glyph Trap:** CR 2; 3d8 acid; Search (DC 28); Disable Device (DC 28).

TIER THREE:

🔪 **Poisoned Arrow Trap:** CR 3; +10/+10 ranged (1d6+4/×3) plus poison (1d6 Str/1d6 Str); Fort save resists (DC 16); Search (DC 24); Disable Device (DC 24).

🔪 **Glyph Trap:** CR 4; bestow curse (Will - DC 17); Search (DC 28); Disable Device (DC 28); **Note:** Curse effect: -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks

TIER FOUR:

🔪 **Poisoned Arrow Trap:** CR 6; +10/+10/+10 ranged (1d6+4/×3) plus poison (1d6 Str/2d6 Str); Fort save resists (DC 18); Search (DC 26); Disable Device (DC 26).

🔪 **Glyph Trap:** CR 7; fireball 5d6 (Ref - DC 16); Search (DC 28); Disable Device (DC 28)

Once past the traps continue:

A smooth tunnel descends down slightly ahead of you. The air is very dry and dusty and a thick layer of it coats the floors and poofs up slightly as you walk through it. As you walk down the tunnel torches light up in front of you as if they know you are there.

The torches are sound activated. They have +10 listen and are considered to be taking 10 for purposed of somebody trying to sneak by them without setting them off.

You enter a large ornate room. Large bas-reliefs show a <check size of room and elemental> demon looking figure being worshipped by primitive looking creatures on the right wall. Scenes of a large battle are on the left wall but they were never completed. It looks that it might have been built as a burial chamber but it was never completed. A sarcophagus sits empty in the middle of the room. Two chests sit up against the far wall along with some tools that have almost rusted into nothing.

The room was built as a burial chamber for him whose name is unknown. The body never reached here though. The head priest killed the workers and tossed their bodies into the lake. He then sealed it up and left it. Nobody has been here in over 300 years since. The room has one last surprise left for the PCs though. As soon as somebody steps across the middle of the room the life-size demon figure in the wall comes to life and strikes the PC who activated it. Please note the size of the elemental and adjust the size of the room's walls and size of the demon depicted in it appropriately.

The stone construct is considered an earth elemental for all stats except it is considered a construct and follows all rules for them thereof.

TIER 1 (EL 3)

🔪 **Earth Elemental, Medium:** hp 29; see *Monster Manual* page 82

TIER 2 (EL 5)

🔪 **Earth Elemental, Large:** hp 70; see *Monster Manual* page 82

TIER 3 (EL 7)

🔪 **Earth Elemental, Huge:** hp 152; **Note:** DR for this creature is 10/+1. Reduce all Attacks by -5; see *Monster Manual* page 82.

TIER 4 (EL 9)

🔪 **Earth Elemental, Greater, Huge:** hp 200; **Note:** DR for this creature is 10/+2 as listed; see *Monster Manual* page 82

Treasure: The two chests are unlocked. One contains a piece of Legendary Armor of Valor (see triad member for certs and what to do with this). The other chest contains 6 gold bars that were to be used to seal the sarcophagus and

room when finished. They can be returned to town and sold for 150 gp each.

CONCLUSION

The party heads back to town. Leuko leaves the party when he reaches town to quickly pay his debt to the pack. The PCs are met shortly there after by Journeyman Ralish. He has journeyed to Valkurl as he had not heard from the group and was worried. If the party did not demand payment for the adventure he will cover the cost to remove any curses on the party members. Otherwise they are on their own.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter 3

Finding Clues (2 possible) 25 xp

Encounter 7

Defeat Ogres/Trolls 100 xp

Encounter 8

Rescue Leuko 50 xp

Defeat Mimic 50 xp

Encounter 9

Avoid Trap 25 xp

Avoid Curse 25 xp

Defeat Construct 150 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

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 Seven

- Equipment worn by creatures—varies by Tier Level.

Encounter Eight

- In chest (32 gp, 24 sp, 2 pieces of Jade (50 gp each))

Encounter Nine

- Piece of Legendary Armor of Valor (N/A, weight (varies), unusual): see certs
- 6 gold bars (150 gp each)

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

APPENDIX A

🗡️ **Human Rogues, male and female human Rog1** (12): CR 1; Medium-size humanoid (human); HD 1d6+1; hp 4, 5, 4, 4, 5, 7, 3, 6, 5, 7, 5, 4; Init +6; Spd 30ft; AC 15 (touch 12, flat-footed 13); Atk +1 melee (1d6+1/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SA Sneak Attack +1d6; AL CN; SV Fort +1, Ref +4, Will +0; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 11

Skills and Feats: Hide +6, Move Silently +6, Tumble +6, Open Lock +6, Spot +4, Listen +4, Search +6, Disable Device +6; Improved Initiative, Point Blank Shot

Possessions: Studded Leather, Short swords, Light Crossbows, 20 quarrels.

🗡️ **Human Rogues, male human Rog4** (2): CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22, 21; Init +7; Spd 30ft; AC 16 (touch 13, flat-footed 16); Atk +5 melee (1d6+1/18-20, rapier) or +7 ranged (1d8/19-20, light crossbow); SA Sneak Attack +1d6; SQ Evasion, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 11

Skills and Feats: Hide +10, Move Silently +10, Tumble +10, Open Lock +12, Spot +7, Listen +7, Search +9, Disable Device +11; Improved Initiative, Point Blank Shot, Weapon Focus (rapier).

Possessions: Studded Leather, Rapier, Light Crossbows, 20 quarrels.

🗡️ **Human Fighters, male human Ftr2** (3): CR 2; Medium-size humanoid (human); HD 2d10+4; hp 21, 19, 18; Init +5; Spd 20ft; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d10+2/19-20, bastard sword) or +3 ranged (1d8/x3, longbow); AL CN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +0, Intimidate +3, Jump +0; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative

Possessions: Banded mail, small wooden shield, bastard sword, longbow, 20 arrows

🗡️ **Human Fighters, male human Ftr4** (2): CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36, 24; Init +5; Spd 20ft; AC 18 (touch 11, flat-footed 17); Atk +9 melee (1d10+5/19-20, bastard sword) or +5 ranged (1d8/x3, longbow); AL CN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +0, Intimidate +3, Jump +0; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Weapon Specialization (bastard sword), Power Attack

Possessions: Banded mail, small wooden shield, bastard sword, longbow, 20 arrows

🗡️ **Master Theroy, female human Rog7**: CR 7; Medium-size humanoid (human); HD 7d6+7; hp 34; Init +7; Spd 30ft; AC 19 (touch 13, flat-footed 19); Atk +9 melee (1d6+3/18-20, rapier) or +11 ranged (1d8/19-20, light crossbow); SA Sneak Attack +4d6; SQ Evasion, uncanny dodge; AL CN; SV Fort +4, Ref +9, Will +3; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 11

Skills and Feats: Hide +13, Move Silently +13, Tumble +13, Open Lock +15, Spot +12, Listen +12, Search +12, Disable Device +14; Improved Initiative, Point Blank Shot, WF (Rapier), WF (Light, Crossbow)

Possessions: +1 studded leather armor, +1 light buckler, +1 rapier, light crossbows, 20 quarrels

PLAYER HANDOUT #1

Dear <insert PC name here>,

Journeyman Ralish of the High Roads Trading Company requests your assistance in a matter of a sensitive nature. Please make yourselves available at the HRTC offices this evening at 7 if at all possible. A mutually beneficial proposition will be made to you then.

Thank you in advance

~

PLAYER HANDOUT #2

Leuko,

I am sorry I have not stopped back in to check on you as of late. I have been tied up with important business in Asnath for several weeks now. Please continue to the tomb as we had planned and start the excavation. Brently should be willing to work out some sort of deal on the equipment we need. It is very important that we find the ring as soon as possible. I will meet up with you as soon as possible. I will be in touch.

Rhoule