

GEO1-10

SHHH...

A Two-Round D&D LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1

ROUND 1

by Jason Cross

In the chaos of the fall of Gorna, things were left behind. Important things. Things that would make a person sneak back to Gorna. But the city is filled with giants and their thralls. Shhh...don't make a sound. They might hear you. An adventure for characters level 3-8

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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.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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

ADVENTURE SUMMARY AND BACKGROUND

Years ago at the time of the Giant's invasion of Gyruff the then High Wizard Sorass of Grand Duke Owen's Court failed in an important duty: to destroy the magical library located under the capital city of Gorna. Sorass just couldn't bring himself to destroy this invaluable source of knowledge. He instead sealed the vault behind a series of magical barriers and a number of magical traps.

Now nine years later the new High Wizard, Abinar, who was at the time a high level assistant to the old high wizard of the Grand Duke's Court, has come to seek a band of heroes to retrieve some information from this magical library.

Encounter 1:

Prythyn summons the PCs to meet with him. If the party goes to meet Prythyn, they also meet High Wizard Abinar of the Grand Duke's court, who wants them to go to

Gorna and retrieve items from the magical library there. The plan is to go to the Stark Mounds to meet up with some gnomes located there. The gnomes then escort the PC's as far as they can to Gorna. From there the PC's need to find the Swyn ys-Caer. The high wizard places the PCs under a geas to complete a mission.

Encounter 2:

The PCs catch a riverboat to CaerRhiniog. From there, they journey through the Oytwood. As the PCs travel along through the Oytwood, they encounter a troll.

Encounter 3:

As the PCs leave the Oytwood, ettin(s) find the PC's and try to kill and eat them.

Encounter 4:

The PCs come to a copse of trees as it is nearing night. This would be a good place to camp for the night. During the night a group of krenshar spy the copse as well. Given their propensity for disliking light they too see this a good place to hide out during the day.

Encounter 5:

At the Stark Mounds the PCs meet their gnome contacts. The gnomes escort them to a hidden staging area.

Encounter 6:

Gimley Broomwellen briefs them on their next stage of their trip. They accompany a group of gnomes to the outskirts of Gorna.

Conclusion

Following the heroes is a band of Hobgoblins. The gnomes lead the band away as the heroes make their way into Gorna.

INTRODUCTION

The following assumes that the PCs are all together. If this is not the case, please adjust the text accordingly.

The morning light of an autumn day shines brightly to those who wake early in the city of Hochoch. Your usual morning routine is interrupted by a young pageboy. He stands politely before you and asks if you are <insert PC's name here>.

If the PCs say there are, he continues.

The boy says "My master, Chancellor Graftoon, wishes to speak with you on a matter of some delicacy."

The young man is Luc, a page in Prythyn Graftoon's service. He leads the PCs to Graftoon's townhouse. He waits patiently if they want to gather friends and equipment. He tells the PCs that his master is Prythyn Graftoon if they ask. He has a townhouse in the Market Ward.

If a PC makes a Knowledge (Nobility) roll (DC 15), they have heard of Prythyn Graftoon. He is a chancellor who works in the Chancellery at the Grand Duke's court.

Note: Prythyn is not High Chancellor.

ENCOUNTER 1: GETTING WHAT WAS LEFT BEHIND

In the street in front of Graftoon's townhouse is a waiting carriage. As you approach, a man dressed in the uniform of an officer of the Army of Liberation marches out of the front door and enters the carriage. With a loud "He-ya" the driver flicks the reins and the carriage jolts and quickly drives off.

With a Knowledge (Local - Geoff) DC 10, the PC recognizes this person as Cymorth Morgan, Cadofyth Parn's aide de camp.

The pageboy leads you into the house. You pass by one guard standing at ease in the hallway. You are shown to a sitting room. The page says that he will inform the Chancellor that you are here.

If the Heroes do not know each other already then allow for some time for introductions. At this time, Abinar casts *stoneskin*, *protection from elements* (fire), *detect lies*, *detect evil*, *true seeing* and *detect scrying*.

After Abinar does this Graftoon enters the sitting room.

A simply dressed man walks into the room. He is middle-aged and has a bit of a military demeanor about him. "Greetings, I am Prythyn Graftoon. Please be seated. <pause> "I have asked you here on the behest of a friend. But before I do on, I must insist on your absolute confidence on this issue. Do I have it?"

He waits for each to answer. Any who do not answer, or are waiting for an offer of money will be disappointed. Role-play it out, but in the end it comes to a simple Yes or No.

If the answer is No:

"I'm afraid I have chosen poorly." He rings a bell and two very large guards come into the room. "Please escort these people to the door. Thank you for coming."

And so ends the module.

If the answer is Yes:

"Excellent. Please wait here for a moment."

A few minutes later an elderly man in long flowing robes with draconic symbols.

If the PCs have played the Return of the Grand Duke, they recognize him as High Wizard Abinar. If so, Prythyn says:

"Well, I see that you need no introductions.

If the PCs haven't met Abinar before, then Prythyn says:

"Now for introductions, this is the High Wizard, Abinar."

Continue below after introductions are made.

Abinar looks right into the eyes of each one of you. He says "Please, place both hands over your heart and swear that you will tell no one of this." And he waits patiently for you to do so. He then continues.

A Spellcraft check DC 21 to be aware of the fact *Geas* has been cast and all that accept are placed under it. This is for their protection as well as a motivation. In this instance the *geas* spell also gives a faint tugging when the PCs are getting closer to the *ys-Caer*. It also will provide protection from some of the nastier spell protecting the *ys-Caer*.

*"Years ago my predecessor and master was the High Wizard of Owen the Brenin. He served His Radiance with distinction and honor; let no one say anything other. There was only one transgression that he committed, and that would be why I am here. When the Giants were about to take the city, my predecessor was to destroy the Swyn *ys-Caer* (sween ees kigh-er, tr. magic under the castle), the High Wizard's abode under the Eagle's Mount in Gorna. He could not bring himself to destroy this magical place, for inside was centuries of research and knowledge.*

*"He did his absolute best to seal off this cache of magical knowledge and equipment. He also laid down some magical traps to guard this treasure trove. I need you to check the integrity of the Swyn *ys-Caer* and bring back as much as you can and destroy anything that remains. In particular, we need you to bring back the Book of Earth. Do you accept this quest?"*

Assuming the PCs agree, Abinar gives the PCs a bag of holding (Bag #3) saying:

"You can use this to carry the items you find back to me. It holds more than it should. I will want the bag back too."

If the PCs ask what they should find, Abinar says spellbooks, wands, staves, rods, scrolls, and some other items that were being studied or stored for one reason or another.

Note: Abinar warns the PCs not to open any of the spell books for they are heavily warded.

When the PCs ask how to destroy Swyn *ys-Caer* Abinar tells them the following. Abinar volunteers the information if they don't ask.

*"Use this to destroy the Swyn *ys-Caer*." He removes a small box from one of the deep pockets of his robes. "To activate it merely twist the box twice and leave the area immediately. This device will destroy everything within 500 yards. I strongly recommend that you be elsewhere."*

Inside is a programmed Sphere of Annihilation. It will remain active for 10 minutes and destroy everything in 500-yard radius. It can only be activated once. After 10 minutes, the Sphere disappears.

Prythyn Graftoon speaks up again, "The best way to reach Gorna is to travel through the Stark Mounds. I have arranged passage for you to Caer Rhiniog in the Oytwood. From there head west southwest into the Stark Mounds.

About 10 miles southeast of Gorna is a particularly rocky hill named Strand's Crag. There you will meet with the Gimley Broomwellan. Speak of this only to him." Any questions?"

Graftoon supplies any mundane items that he deems would be necessary. He does not volunteer the equipment, but will supply if asked. Nothing to an excess (e.g., Horses, rations, adventuring supplies... etc.).

Graftoon also gives the PC's Player's Map #1.

The riverboat that Graftoon has hired for them is a small keelboat. There is plenty of room for the PC and any mounts. Druids and other characters with animal companions can only coax their levels in hit dice onto the boat.

The boat can leave any time the PCs are ready. It takes just over a day to reach Caer Rhiniog. Depending upon other regional events, Caer Rhiniog may have fallen to the giants. For purposes of timing of this module, assume that the fort is standing at the time the PCs reach it.

ENCOUNTER 2: NO BRIDGES HERE

Your journey down the Javan River passes without incident. In a few days you reach Caer Rhiniog. The thick-earthen walled fort overlooks the river from a commanding hilltop.

You make your way southwest of the fort and enter the Oytwood. The air is cool and a slight breeze blows from the northeast. The trees are resplendent in their autumn colors.

Soon the sounds of the fort are lost far behind you as you head deeper and deeper into the Oytwood.

It takes a full day (and night) on the keelboat to reach Caer Rhiniog from Hochoch. The PCs start their journey at the fort in the morning.

If the PCs head directly toward Strand's Crag, it is 30 miles from Caer Rhiniog to the southern edge of Oytwood. If the PCs are walking, the journey takes 2 1/2 days. If the PCs are on riding horses, the journey takes 1 1/4 days. See DM's Aid #2 for a time line of the journey.

As they travel through the Oytwood, impress on the party that they are far from help and civilization. Use the brief encounters below should make them jumpy and edgy. Eventually, they encounter the troll.

- A twig breaks under the foot of the last party member.

The sound of a twig breaking draws your attention to something behind you.

- A rustling of the trees as squirrels run through them.

The trees above you move unnaturally as if something or someone is moving through them.

- The movement of the party startles some birds.

A flock of birds suddenly leap to the skies announcing the entrance of something moving through the brush.

Watching and shadowing the PCs is a grey elf and several wood elves. They have been watching the PC's since they have entered the Oytwood. They do not approach the party, but they may help with the trolls. For it is for their own benefit that these things are destroyed. They can be spotted but at a DC 35.

☞ **Gray Elves Rgr6/Wiz1/Arc3** CR 10; Medium-size humanoid (elf); HD 6D10 + 1D4 + 3D10; hp 73; Init +4; Spd 30 ft.; AC 19 (touch 19, flat-footed 15); Atks +18/+13 Ranged (1d8+8/x3, +2 mighty composite long bow [+3]); SQ Lowlight vision; AL N; SV Fort 9, Ref +9, Will +5; Str 16, Dex 19, Con 13, Int 12, Wis 13, Cha 10

Skills and Feats: Listen +15, Spot +15, Move Silently +27, Hide +27, Spell Craft +3, Wilderness Lore +13; Point Blank Shot, Precise Shot, Dodge, Mobility, Shot on the Run.

Possessions: Mighty Composite Long Bow (+3), 20 Arrows, elven chain, cloak of elvenkind, boots of elvenkind.

Note: If any PC attacks the elves, the elves disappear into the foliage. If an elf is killed and their body plundered, the elves try to isolate the responsible PCs and subdue them. They then hang the PC upside down from a tree and take the items taken back.

Movement through the bushes reduces movement by one third, round down.

Late in the first day of travel (Day 2 on the timeline) if the PCs are on horseback, or late on the second day of travel (Day 3 on the timeline) if the PCs are on foot, a troll wanders into the hapless heroes. It attacks and tries to kill and run off with one of the PCs for dinner. It is nearly fearless because of its regeneration. However, it avoids anyone wielding fire.

The bushes ahead move as if a creature or creatures move within them.

See DM's Map #2.

APL 4 (EL 5)

☞ **Troll** (1): hp 63; see *Monster Manual* page 180.

APL 6 (EL 7)

➤ **Troll Bbn2** (1): CR 7; Large Giant; HD 6d8 2d12+48; hp 91; Init +2; Spd 30 ft.; AC 23 (touch 11, flat-footed 21); Atks +11 melee (1d6+6, 2 claws), +6 melee (1d6+3; Bite); Face/Reach 5ft. by 5ft./10ft.; SA Rend 2d6+9, Rage; SQ Uncanny Dodge (Dex to AC), Regeneration 5, Scent, Darkvision 90 ft; SR None; AL CE; SV Fort +14, Ref +5, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feat: Listen +6, Spot +6, Jump +11; Alertness, Iron Will, Power Attack.

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

Possessions: Masterwork breastplate.

APL 8 (EL 9)

➤ **Troll Bbn4** (1): CR 9; Large Giant; HD 6d8+4d12+60; hp 111; Init +2 (+2 Dex); Spd 40 ft.; AC 23 (touch 11, flat footed 22); Atks +14 melee (1d6+7, 2 claws), +9 melee (1d6+3, bite); Face/Reach 5ft. by 5ft./10ft.; SA Rend 2D6+10, Unarmed Strike, Stunning Attack; SQ Deflect Arrows, Evasion, Regeneration 5, Scent, Darkvision 90 ft; SR None; AL CE; SV Fort +15, Ref +6, Will +5; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +9, Spot +9, Jump +14; **Feats:** Alertness, Iron Will, Power Attack, Large and in charge

Rend (Ex): if the troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals additional 2d6+10 points of damage.

Possessions: Masterwork Breastplate.

Encounter 3: Out Hunting

This encounter happens when they reach the edge of the Stark Mounds. This is either the afternoon on the third day of travel if the PCs are on foot, or morning on the second day of travel if the PCs are mounted. Refer to DM's Aid #2.

As you head south and west from the Javan River, the land is steadily rising. The ground is becoming hillier and more broken. Screes, boulders, and small cliffs are becoming common.

Animal life is still prolific and the leaves have turned magnificent colors.

On the outskirts of the Oytwood, a group of ettins pick up on the party's trail. The ettins have set their ambush in a narrow passage between two small hills. They position themselves 35' from each side of the PCs. Since they are very quiet and staying hidden, it requires a good Spot check (DC 20) to notice the ettin(s) before they attack. If the PCs don't notice the ettin(s), those PCs start the round surprised.

See DM's Map #3.

APL 4 (EL 5)

➤ **Ettin** (1): hp 65; see *Monster Manual* page 98.

APL 6 (EL 7)

➤ **Ettin** (2): hp 65 each; see *Monster Manual* page 89.

APL 8 (EL 9)

➤ **Ettin** (4): hp 65 each; see *Monster Manual* page 89.

Encounter 4: Like Minds

As you travel you begin to notice that the vegetation has changed slightly. It seems as if the brush and trees you encounter until now are all but gone. You can see for miles about you. Many of the hills are bare rock, worn by time in wind in all manner of shapes. Others look like they are piled of boulders heaped up. The Oytwood is now completely behind you, and you are in the Stark Mounds.

This encounter happens in the morning of the third day out from the fort if the PCs are on horseback. Or it happens on the morning of the fifth day out from the fort, if the PCs are walking.

See DM's Aid #2 for a time line of the journey.

You have journey the entire day through of the Stark Mounds. Erosion has worn some of the mounds into bizarre and interesting formations. You have found that there is life in the hills. Low bushes and shrubs flourish and hedgehogs and rabbits are in abundance. You have even seen what might have been a griffon at a great distance. But it was too far away to know for sure.

Several hours and many miles later night is quickly approaching. You look for suitable protection for the night. A copse of trees off to the southwest catches your eyes; it would provide you with more cover than here out in the open.

If the PCs do not wish to camp here that is fine, just adjust the combat to happen in the middle of the night instead of when they first awake.

Now the night goes uneventfully, but unfortunately several krenshars that were traveling along saw the copse as well and decided that would be a good place to avoid the day's sun.

As you are waking up you hear sounds in the under brush as strange cat like creatures pour through the bushes looking just as surprised as you.

If the PCs wish to kill them, the krenshar sput up a good fight, but they can also be scared away by a little bit of intimidation DC 20. The krenshars are weary and just wish to rest for the day. Most likely this encounter be a fight, but it doesn't have to be.

See DM's Map #4.

APL 4 (EL 4)

➤ **Krenshar** (4): hp 11 each; see *Monster Manual* page 125.

APL 6 (EL 7)

➤ **Krenshar, advanced 4 HD** (5): CR 2; Medium-size magical beast; HD 4d10; hp 22 each; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6, 2 claws), +2 melee (1d4, bite); SA Scare; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +5, Jump +4, Listen +4, Move Silently +7; Multiattack.

Scare (Ex or Su): as a standard action, a Krenshar can pull the skin back from its head, revealing the muscular and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like *scare* cast by a 3rd-level sorcerer (save DC 13). If the save is successful, that opponent cannot be affected by that krenshar's scare ability for one day. The shriek does not affect other krenshars.

APL 8 (EL 9)

➤ **Krenshar, advanced 8 HD** (9): CR 3; Large magical beast; HD 8d10+18; hp 59 each; Init +1 (+1 Dex); Spd 40 ft.; AC 15 (+1 Dex, +5 Natural; -1 Size); Atks +10/+5 melee (1d8+4, 2 Claws), +8/+3 melee (1d6+4; Bite); Face/Reach 5ft. by 10ft./5ft.; SA Scare; SQ Scent; SR None; AL N; SV Fort +4, Ref +6, Will +2; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +5, Jump +4, Listen +6, Spot +3, Move Silently +7; Multiattack, Alertness.

Scare (Ex or Su): as a standard action, a Krenshar can pull the skin back from its head, revealing the muscular and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like *scare* cast by a 3rd-level sorcerer (save DC 14). If the save is successful, that opponent cannot be affected by that krenshar's scare ability for one day. The shriek does not affect other krenshars.

Encounter 5: Where?

This encounter happens in the afternoon of the third day out from the fort if the PCs are mounted. It happens on the afternoon of the sixth day out from the fort if the PCs are walking. See DM'S Aid #2 for a time line of the journey.

You have been walking for days. The Stark Mounds stretch in all directions. The grassy hills are broken by frequent sheer slopes, stream gorges, and rocky outcroppings. This would be a very easy place to hide.

When the PCs reach Strand's Crag, they are spotted by a band of gnomes who are waiting for them. Abinar has contacted Gimley and given him descriptions of the PCs.

As you travel along, you see a gnome step out from behind a large rock. He doesn't say anything and just looks at you.

The gnome waits for the PCs to identify themselves and mention Gimley Broomwellan's name. When they do so, he puts his finger to his lips to ask for silence and then motions for the PCs to follow him.

He leads the PCs through a complicated set of illusions and magics hiding the trails commonly used by the gnomes. Only blindly following the gnome can the PCs travel through the trails.

You are lead along many trails that make up the "roads" of the Stark Mounds. As you pass through a smooth grassy valley it changes into a rocky terrain. Even as you look back the ground shifts again. After an hour of walking in silence, the gnome finally speaks, "Follow me." He walks into the side of large boulder.

If the PCs follow continue.

You walk through the boulder and find a passageway leading down and eventually opens into large cavern.

The PCs are now in one of the largest boltholes for the gnomes in this part of the Stark Mounds. It is practically a cavern. The roof towering above at a massive 70 feet high, 500 feet wide and 300 feet long there are several dozen gnomes here.

A gnarled, scared gnome approaches you. "Greetings, I am Gimley Broomwellan. It's a pleasure to meet you."

Encounter 6: There

The PCs are escorted to a private office carved into the back wall of the staging grounds. Rathalo prior to the entrance of the PCs has cast *true seeing* to determine if they are all what they seem.

As you are escorted into the small room, you notice a gnomish priest who stands to greet you as you enter the room. In the back of the room a second gnome in grungy work clothes works the back wall of the room with a pick. Entering the room, Gimley greets says, "Rathalo I'm glad you could make it. These are the fellows I told you about... so you think they are good enough?" Turning to you, Gimley says, "Let me introduce you to Rathalo Hillsmend, good gnome of Carl Glittergold."

The gnomish priest straightens up, "You must be the ones Abinar sent. Very good. Hmm... May you go with the gods." With this he nods to Gimley and walks out. Gimley continues.

A knowledge (religion) check DC 10 will identify the golden holy symbol on Rathalo's chest. The gnome working in the back of the room can be identified by those that played 'Cat and Mouse' on a successful spot check (DC 15) as Otto, the former groundskeeper for the

graveyard in Hochoch. If asked he volunteered to move back to the Stark Mounds because he is one of the best diggers the gnomes have. Remember he is kind of crude, though not blatantly impolite.

"Now we need to get to business." Gimley walks to the door and closes it. "Tomorrow you will join me and some of the Ambassador's Children on a patrol. Once we are close enough, you will split off from the patrol and head towards Gorna. The rat will be looking for you. He is one of our best watchers, keeping excellent track of giant movement and numbers in Gorna. His halfling blood is what keeps him alive there."

"When you meet him, he will say 'My cat gets into everything.' You will be expected to respond, 'So does mine, but the rat always gets away.' Then he will know that you are the ones he is supposed to meet."

"From there he will guide you into Gorna. I highly suggest you listen to whatever he tells you. He has scouted there since the invasion and he was an officer in Gorna's sewer patrols before the war. He knows all the ways in and out. Heed his guidance."

"Once you do what you need to do in Gorna, get out and head for the Mounds, we will be expecting your return. Now are there any questions?" He looks at each of you expectantly.

Possible questions the PCs could ask:

- How long will it take to get to Gorna?
"It is a two day ride to Gorna. Give or take an hour or three"
- How will we find this "Rat"?
He laughs, "Ha, you will not find him, but he shall find you. Do not worry he is expecting you, and will probably clear a path for you with out you even he knowing is there."
- How do we find you again?
You sure are a funny folk. We will find you. Just head for the Mounds and we shall find you."

When the questioning is done, read the following.

He gets up from behind his small desk. "But all this stuff is for tomorrow. Tonight we have guests who haven't been properly welcomed. Tonight we have a meal, share stories, and toast to freedom of your land!"

Feel free to roleplay out the feast with the gnomes

Unless you are running short on time, let the PCs tell their stories. Have the gnomes laugh at the comical stories, cry at the tragedies, and applaud at the heroics.

Later in the evening before the heroes retire, Gimley Broomwellan approaches the group.

"I have something that may be able to help you tomorrow to make it back alive. Take this." He says as he hands you a potion. "It has the power to hide you. Do not depend solely upon that potion; use your wits to good measure." With that said he slips away.

He has just given the PCs a *potion of hiding*.

Conclusion

The next morning, a young gnome urging you to get ready wakes you. Hurriedly you gather your gear and equipment and head to the exit tunnel. Gimley is there as are several of his fellow gnomes.

"About time you joined us. Throw a party and see people get up late, go figure." Gimley smiles as he welcomes you with a few friendly barbs. "We haven't too much time for stalling, Bigofnose says there is going to be a shift today, so we must hurry to stay in the map. We'll leave as soon as you're ready... as long as you're ready in five minutes."

Five minutes later you ride out. The trail you follow seems to twist and bend, but yet you ride straight ahead. Not wishing to understand the nature of the gnomes' defenses you think to your future mission.

A day passes with little excitement. Through the night you sleep slightly uncomfortable. It is a cold camp and the howling from the wolves don't help your sleeplessness. The next morning is a damp and dreary day as a slight misty rain falls. *"Good. It's raining. It might make our being trailed or tracked a bit harder."* Gimley says as he looks back.

A Spot check at DC (30) allow the PC's to notice a group of Hobgoblins approaching a quarter mile off. Gimley notices shortly afterward as well. When he spots the Hobgoblins or has them pointed out to him, read the following.

Gimley looks grimly at you. *"Well, looks like we've been spotted", he says as he nods in the direction of some advancing humanoids.*

Gimley then pulls out a scroll and looks at all of you, reading from the parchment. As it crumbles to the earth you see images of all of you on your horses. *"I will lead those hobgoblins off into the Stark Mounds to be lost for a day or two. They really aren't that bright. They could get stuck there for life. Go now to Gorna. It's a few more hours to the northwest. You should be able to see the Eagle's Peak in an hour. We'll be all right."*

As you ride off you see Gimley Broomwellan ride off cutting across the path of the hobgoblins stopping for a moment to clear your trail.

You turn and head northwest. Toward the fallen capital of Gyrruff.

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 1: Retrieving...

Learn the mission and set out 50 xp

Encounter 2: No Bridges Here.

Defeat Troll 150 xp

Encounter 3: Out Hunting

Defeat Ettins 150 xp

Encounter 4: Like Minds.

Defeat Krenshar 150 xp

Encounter 5: Where?

Find the Gnomish Resistance 100 xp

Encounter 6: There.

Learn of whom to talk to in Gorna 50 xp

Total experience for objectives 650 xp

Discretionary roleplaying award 0 - 100 xp

Total possible experience 750 xp

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 that it later finds unreasonable but which were allowed at the time.

Encounter 3: No Bridges Here.

- Large masterwork breastplate (700 gp; Large; N/A; Yes; Common; 60 lbs)

Encounter 6: There

1. *Potion of hiding* (150gp; Medium; N/A; Yes; Common; 1lb).

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 that 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

NPCs

Prythyn Graftoon An ex-Long Bowman who feels his duty to Gyruff is more important than any title or lands he may have(had). He is of an average height and is just now developing a bit of a paunch. His long slightly graying hair does not hide the long scar that goes along his face. An old mistake will be all he says. Prythyn is now a chancellor in the Grand Duke's court.

High Wizard Abinar The current High Wizard who was there in Gorna during the Fall. He was only the High Wizard's assistant at that time. He has a neatly trimmed gray beard with a long braided goatee. His head is completely bald either through shaving or just age is unknown. He carries a long gnarled staff, for good luck he would say. He dresses in fine silk robes and has a golden ring or two adorning his hand. He is used to being in a court and doesn't think twice about being haughty.

Gimley Broomwellen Gimley is a very laid back person, but he is not very outgoing mainly due to shyness. He loves to take long quiet walks through Geoff. He loves Geoff & the Mounds and is determined to make his adopted homeland once more free of Giants. Play him as not very talkative. He relays the information necessary in the fewest words possible. He doesn't hold back anything, but he is very economical with words. Don't forget that he can disappear between one blink of the eye and the next, even if in plain sight.

DM's AID #2

Time Line of events

Day 1 Morning PCs Receive Note to see Graftoon.
 Late Morning PCs meet with Graftoon and Abinar
 Noon PCs gather supplies and board riverboat

Day 2 Morning Riverboat lands at Caer Rhiniog
 Morning PCs head southwest toward the Stark Mounds

If the PCs travel from the fort on horseback

Day 2 Late Morning PCs encounter the troll

Day 3 Morning PCs reach the border of the Oytwood
Day 3 Noon PCs encounter the ettins

Day 4 Early Morning PCs encounter the krenshar
Day 4 Afternoon PCs meet with the gnomes
Day 4 Evening PCs camp with the gnomes

Day 5 Morning PCs depart for Gorna with the gnomes

Day 6 Morning Gimley draws the hobgoblins away from the PCs.
Day 6 Noon PCs reach Gorna

If the PCs travel from the fort on foot

Day 3 Late Morning PCs encounter the troll

Day 4 Noon PCs reach the border of the Oytwood
Day 4 Afternoon PCs encounter the ettins

Day 6 Early Morning PCs encounter the krenshar
Day 7 Afternoon PCs meet with the gnomes
Day 7 Evening PCs camp with the gnomes

Day 8 Morning PCs depart for Gorna with the gnomes

Day 10 Morning Gimley draws the hobgoblins away from the PCs.
Day 10 Afternoon PCs reach Gorna

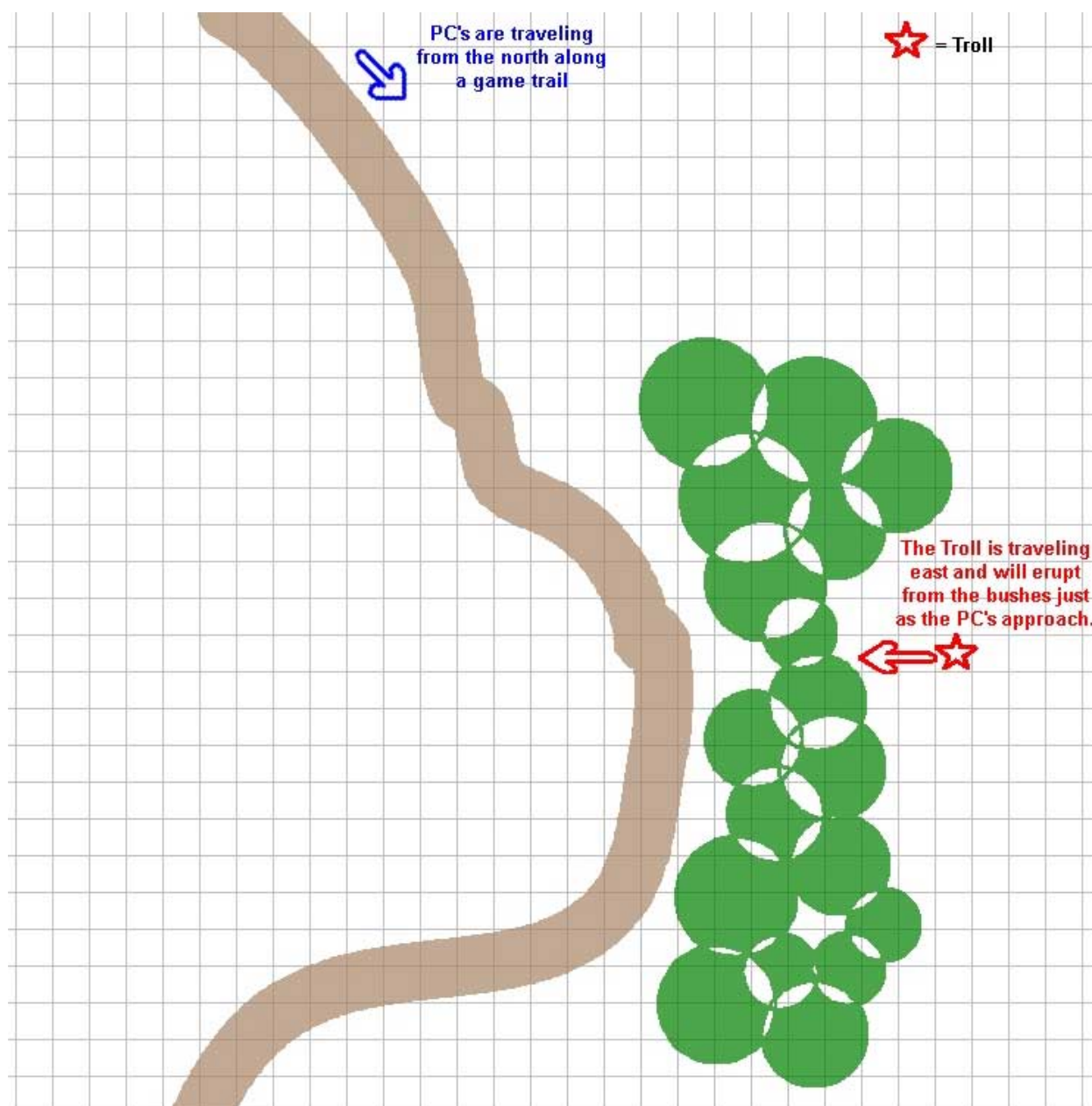
DM's Map #1

Southern Geoff

DM's Map # 2

Troll Combat:

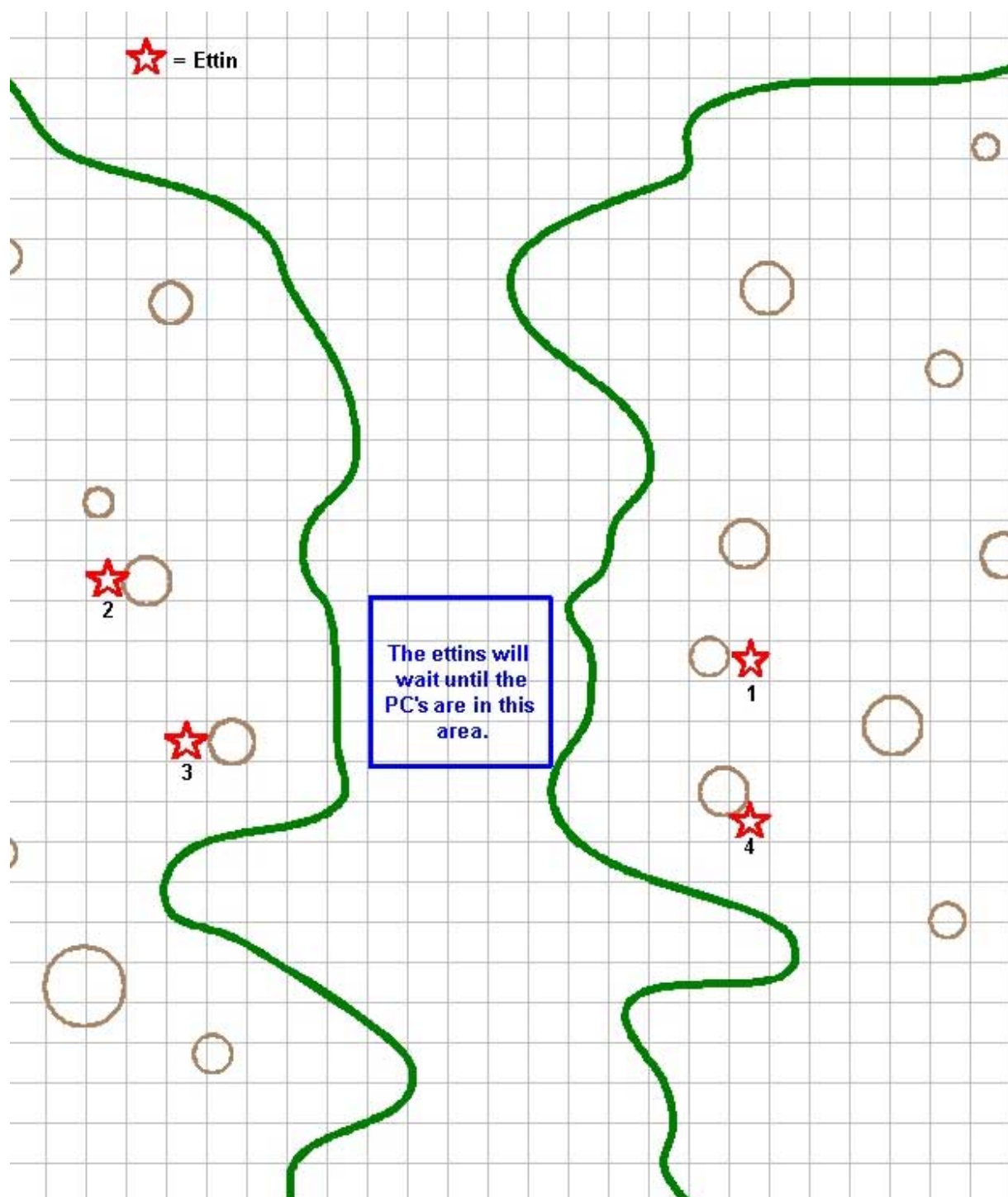
A troll stumbles across some snacks.



DM's Map # 3

Ettin Combat:

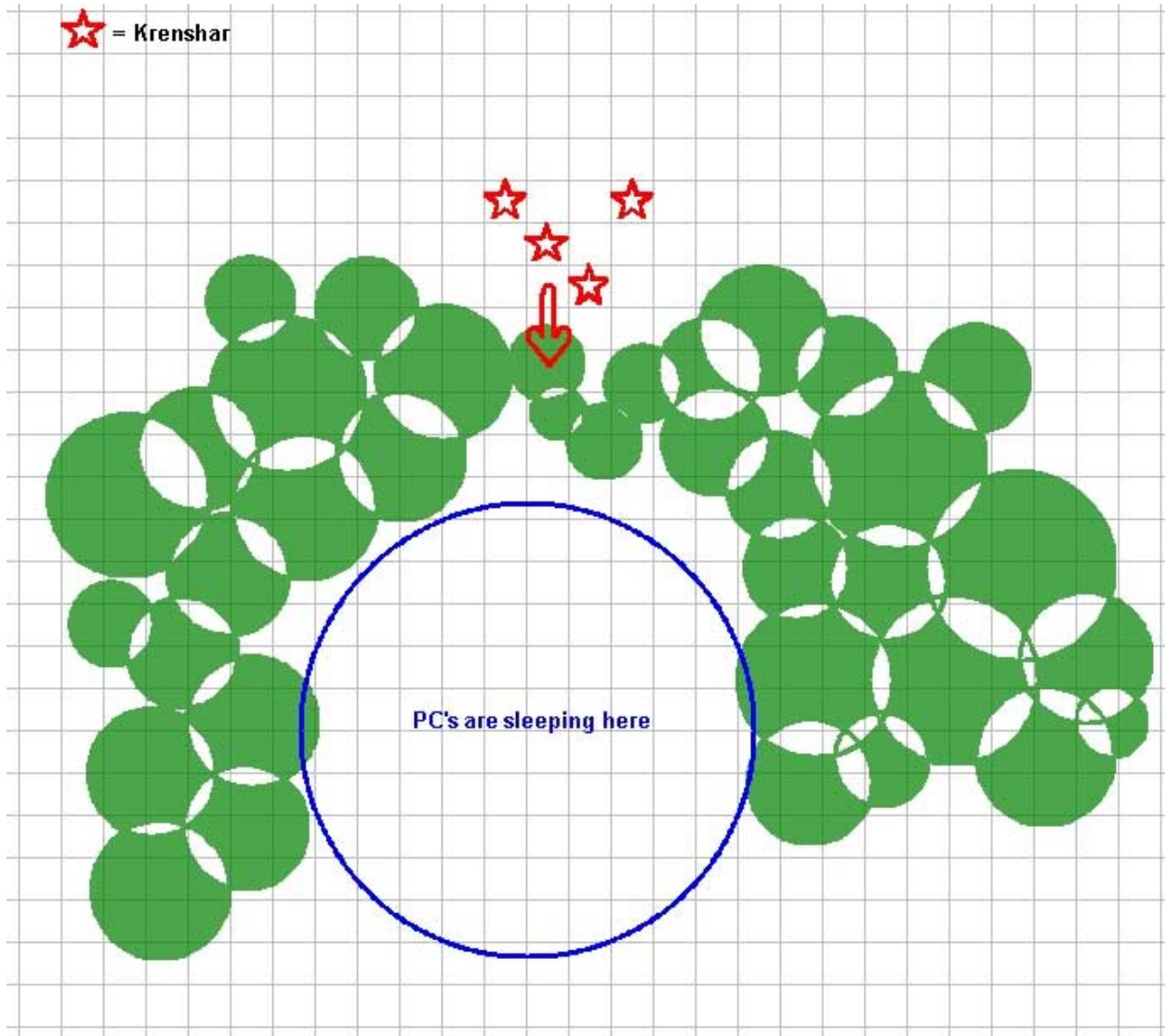
Although ferocious ettins are not too bright.



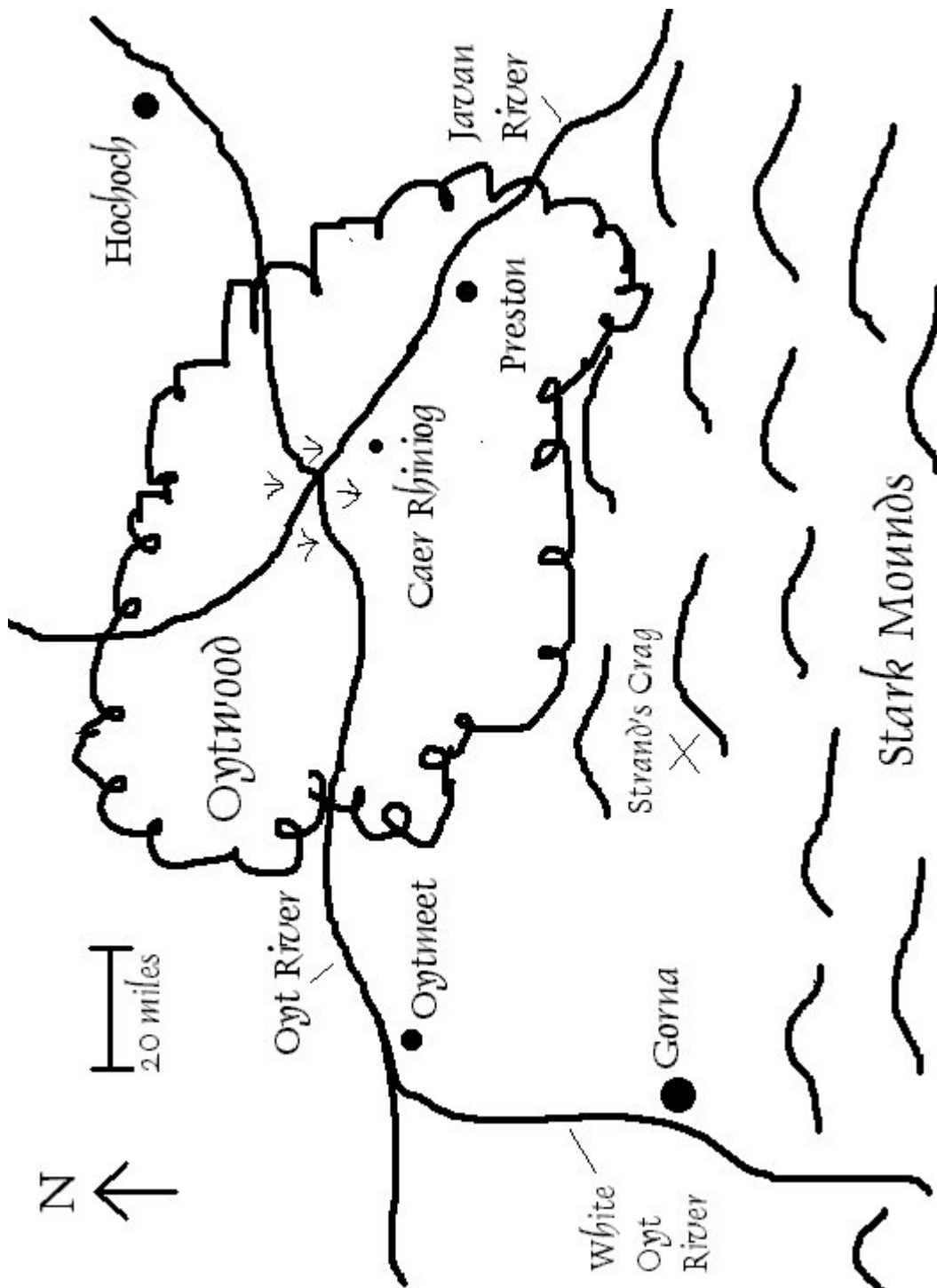
DM's Map #4

Krenshar Combat:

They just want to sleep.



Players Map #1



SHHH...

A Two-Round D&D LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1

ROUND 2

by Jason Cross

In the chaos of the fall of Gorna, things were left behind. Important things. Things that would make a person sneak back to Gorna. But the city is filled with giants and their thralls. Shhh...don't make a sound. They might hear you. An adventure for characters level 3-8

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

4. 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.
5. 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.
6. 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 5) Determine the character level for each PC participating in the adventure.
 - 6) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 7) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 8) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three

character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 4) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 5) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 6) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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

ADVENTURE SUMMARY AND BACKGROUND

Years ago at the time of the giants' invasion of Gyruff the then High Wizard of Grand Duke Owen's Court failed in an important duty, destroy the magical library located under the capital city of Gorna. The High wizard just couldn't bring himself to destroy this invaluable source of knowledge. He instead sealed the vault behind a wall of stone and set a number of magical traps around it. Now Eight years later the new high wizard, Abinar, who was at the time a high level assistant to the Old High wizard of the Duke's Court, has come to seek a band of heroes to retrieve some information from this magical library.

Encounter 1:

The Destruction - Thanks to the distraction and subsequent lead away of the Hobgoblins the heroes are able to complete their journey to the overrun city of Gorna. There the PCs are to meet with "The Rat" He finds the hapless adventurers and guides them to what is left of the sewers.

Encounter 2:

Sewer Brigade - Not only has the city of Gorna been invaded, but the sewers have been invaded as well. The heroes find the bodies of the discarded and the look a bit eaten. Carrion crawlers star in this feature.

Encounter 3:

The People Slaved - Through their travels the Heroes will see the captured citizens of Geoff building fortifications or buildings for the occupying giants.

Encounter 3a:

The People Saved. This is the encounter where the slaved humanoids can be saved.

Encounter 4:

Phased? - Webs block the way of the adventurers as they attempt to continue to the ys-Caer. They are then attacked by Phase Spiders.

Encounter 5:

Swyn ys-Caer - Inside this dusty old place lies the secrets of the ancient mages of Gyruff. After a brief search the Heroes find the Book of Earth.

Encounter 6:

The Escape - As the PC make their way out of Gorna they are run down by mounted Hobgoblins. They have been trying to track them, but lost them in the sewers. Instead they were waiting for them to come back out and they would surprise them.

ENCOUNTER 1: THE DESTRUCTION.

Guiding your horses from one point of cover to the next you raise a silent prayer as a light rain begins to fall, covering your tracks. Mounting the last large rise you take in the breathtaking view of Gorna for the first time. You are sure it must have once been a beautiful sight. Staying in small ravines you draw closer. As you do, you can see with your mind's eye the banners of the Brenin flying over the walls. You can imagine the green pastures outside the walls with shepherds tending their flocks. What you see now, however, is a city in ruin. Some long huts and large makeshift structures now sit on the fields around an inner broken wall. A newer second wall twists its way around the giant homes that rest outside the older devastated fortifications. The newer wall still has many gaps that look like they are being worked on by a number of hill giants.

Allow the PCs to role-play out their Ideas for getting into the City. Albrecht is currently watching seeing if these are the ones he is expecting. After gather enough info from them he will approach.

From a shadow a voice calls out, "My cat gets into everything..."

Now is the time the PCs return with the counter sign "... so does mine, but the rat always gets away."

If the PCs don't say the counter sign within a minute, then he repeats the sign. If the PCs still don't answer, then Albrecht will silently follow them without being seen. (Spot or Listen DC (51) to notice him.)

If the PCs identified themselves with the proper sign, Albrecht steps out of the shadows. He motions for the PCs to follow him.

With Albrecht leading, you find a small hole in the ground that looks freshly dug. "It's a bit dirty and grimy." He looks you over, "But then I suppose you won't mind. Well, from here you just need to head straight into the city. I'd go with you but, I'm not protected from the dangers of where you're going, plus someone needs to make sure no one finds this entrance. Fear not; I'll see you again."

As the last person descends into the hole he whispers loudly down at you. "Oh yeah, watch for the piles of dead bodies. I think I've heard something moving among them." With that he disappears from the hole above you.

If the PCs didn't identify themselves with the proper sign:

As you blindly search the outskirts of Gorna, your heartbeat jumps as you duck to avoid a patrol of Giants. As they pass, you hear a quiet squeaking. Looking to the source, you see a small rat chattering above what looks to be a freshly dug hole. Outside the hole there is a note.

"You are not what I expected. I sure hope that wizard knows what he's got working for him. Good luck, apparently you'll need it." And it is signed "the Rat"

ENCOUNTER 2: SEWER BRIGADE.

The crawl through the hole prepared by your benefactor is a long and muddy one. Reaching the end of the tight narrow tunnel you are finally able to stand upright again and realize you now stand in what once was the sewers of Gorna.

Now is when the PCs will be at their most cautious, at least one would hope.

Traveling along the sewers you begin to smell a horrible scent. The putrid smell of rotting bodies penetrates your senses. Turning a corner the stench becomes overwhelming. Despite being sickened by the ghoulish smell, you continue on through what appears to be a mass grave of the rotting bodies of humans, elves, dwarves gnomes, halfling, and even orcs and ogres.

This is a place of decay and has attracted many sort of beasts. In Tier 2 the otyughs have not yet been driven out by the mohrgs that are forming from the bodies of the most vicious of the orcs.

At Tier 2 there are two otyughs there are waiting to ambush the heroes as they tromp through their lair. +18 to hide.

At tier 3 and 4 mohrgs in the bodies of orcs will lay in wait to attack the PCs. +15 to hide.

APL 4 (EL 6)

🐉 **Otyugh** (2): hp 33 each; see *Monster Manual* page 147.

APL 6 (EL 8)

🐉 **Mohrg** (1): hp 91; see *Monster Manual* page 137.

APL 8 (EL 10)

🐉 **Mohrg** (2): hp 91; see *Monster Manual* page 137.

Encounter 3: The People Slaved.

Echoing through the sewers are the sounds of construction. Glancing through a street-level grate you see a dirty band of humans, elves and dwarves moving rubble. You look on in horror as an ogre kicks a human he thinks is moving too slowly. The human flies forward and lands with a sickening crunch of bones his neck at an impossible angle. The others stop momentarily, but a movement from the ogre is more than enough to get them moving again.

From somewhere out of sight an ogre shouts out in broken common "Go Cages!!" The enslaved Gyri shuffle into an awkward looking iron cage that is locked by an ogre as the last person steps in.

The PCs can't make out too much detail from their position in the sewers, but a spot check (DC 20) a PC will notice a symbol tattooed on the ogre's arms. A Knowledge (religion) check DC 10 will identify the mark as a cult mark of Hextor. If they decide to venture out and take a closer look go to encounter 3a, otherwise go to encounter 4.

Encounter 3a: The People Saved.

Note: If the PCs decide to rescue the Slaves before finding the Swyn ys-Caer then this affects the type of success the PCs have.

The guards have a -5 circumstance bonus to their spot and listen roll for drunken inattentiveness. They should make a spot check for each PC that leaves the sewer to get a better look. They should get a second check if the PCs do anything at the cage or attempt to converse with the slaves.

Caged within iron bars in the center of a city square thirty or so beings lie there trying to get what little rest they can. Their skin

is stretched over malnourished bones. A man moans as he tries to sleep. A dwarf looks about sullenly with none of the fire that should be there. After a bit some orcs come to the cage dragging a couple of women who have visible bruises and other signs of abuse.

Inside the cage a man quietly speaks to his fellows, giving them words of comfort. "We shall be free soon. I know it. Until then we must survive. Take care of Elenid and Tybie." He gestures to the women. "They have suffered more than the rest of us will ever know." And he then shifts over to take care of an older man.

The man is Telor Dueryr, a Captain in the Knights of the Watch. He served under Darius Raventhorn, the highest-ranking Knight of the Watch in Geoff before the fall.

If the PCs decide to try and save this small group of slaves then the guards will notice as soon as the cage has been breached.

Opening the Cage Door is a Full Round Action. Either by forcing the cage open Strength Check DC(25) or a Open Locks DC(15).

If the PCs do not defeat the ogres above in 5 rounds then the reinforcements will arrive and attack the PCs. A new set of reinforcements will arrive every three rounds thereafter.

If Defeated go to Conclusion (Captured or dead)

APL 4 (EL 6)

➤ **Ogre Mnk2** (2): CR 4; Large Giant; HD 4d8+8 + 2d8+4; hp 40; Init +1 (Dex); Spd 30 ft. (Drunk); AC 15 (touch 10, flat-footed 15); Atks +5/+2 melee (1d8+4, unarmed); Face/Reach 5 ft. x 5 ft./10 ft.; SA Stunning Attack, Flurry of blows; SQ Evasion, Deflect Arrows, Drunk; SR None; AL LE; SV Fort +8, Ref +4, Will +5; Str 19 (21), Dex 13 (15), Con 15, Int 6, Wis 14, Cha 7.

Skills and Feats: Climb +3, Listen +9, Spot +9, Tumble +6; Alertness, Dodge

Drunk (Ex): This state gives (-2 Strength, -2 Dexterity, -2 to AC, -10 to Move and -2 to Base Attack);

Possessions: Empty keg of ale.

APL 6 (EL 8)

➤ **Drunk Ogre Mnk4** (2): CR 6; Large Giant (9 ft. tall); HD 4d8+8 + 4d8+8; hp 51; Init +2 (+2 Dex); Spd 30 ft. (Drunk); AC 16 (-1 Size, -2 Drunk, +2 Dex, +2 Wis, +5 Natural); Atks +7/+4 melee (1d10+4, Unarmed); Face/Reach 5 ft. x 5 ft./10 ft.; SA Stunning Attack, Flurry of blows; SQ Evasion, Deflect Arrows, Still Mind, Slow Fall, Drunk; SR None; AL LE; SV Fort +9, Ref +6, Will +6; Str 19 (21), Dex 14(16), Con 15, Int 6, Wis 14, Cha 7.

Skills and Feats: Climb +3, Listen +11, Spot +11, Tumble +8; Alertness, Dodge, Mobility

Drunk (Ex): This state gives (-2 Strength, -2 Dexterity, -2 to AC, -10 to move and -2 to Base Attack);

Possessions: Empty kegs of ale.

APL 8 (EL 10)

➤ **Almost Drunk Ogre Mnk6** (2): CR 8; Large Giant; HD 4d8+8 + 6d8+12; hp 67; Init +2; Spd 50 ft.; AC 17 (-1 Size, -1 Drunk, +2 Dex, +2 Wis, +5 Natural); Atks +10/+7/+4 melee (1d10+5, Unarmed); Face/Reach 5 ft. x 5 ft./10 ft.; SA Stunning Attack, Flurry of blows; SQ Evasion, Deflect Arrows, Still Mind, Purity of Body, Slow Fall(30 ft), Almost Drunk; SR None; AL LE; SV Fort +10, Ref +7, Will +7.

Str 20(21), Dex 15(16), Con 15, Int 6, Wis 14, Cha 7.

Skills and Feats: Climb +3, Listen +13, Spot +13, Tumble +10; Alertness, Dodge, Mobility, Spring Attack

Almost Drunk (Ex): This state gives (-1 Strength, -1 Dexterity, -1 to AC and -1 to Base Attack)

Possessions: Almost Empty kegs of ale.

Reinforcements:

APL 4 (EL 3)

➤ **Ogre** (2): hp 26; see *Monster Manual* page 144.

APL 6 (EL 5)

➤ **Ogre Bbn1** (2): CR 3; Large Giant; HD 4d8+8+1f12+2; hp 35; Init -1; Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atks +9 melee (2d6+7, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage; SQ None; SR None; AL CE; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +6, Spot +4; Alertness, Weapon Focus(Huge Greatclub, Power Attack)

Possessions: Hide, Huge Greatclub

APL 8 (EL 6)

➤ **Ogre Bbn3** (2): CR 5; Large Giant; HD 4d8+8+3d12+6; hp 53; Init -1; Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atks +12/+7 melee (2d6+7, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage; SQ None; SR None; AL CE; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +8, Spot +5; Alertness, Weapon Focus (Huge Great club), Power Attack, Cleave

Possessions: Hide, Huge Great club

ENCOUNTER 4: PHASED?

Trudging your way through the debris that litters the sewers of Gorma you come to a rather dry patch of the sewers. You feel a faint tugging to continue in this direction. Traveling about fifty feet or so you begin to notice a strange filmy coating the walls and floors. Upon closer examination the film is in reality a webbing of a translucent nature. Up ahead the webbing completely blocks the passage. Off in the corner of your eyes you think you see something... Something big.

Allow the PCs a few moments of paranoia. The phase spider/s will wait until they are a bit deeper in their lair. In the case of the single spider it will wait until the PCs try to cut through its largest web and attack from the rear. In the case of multiple spiders they will attack from front and back.

APL 4 (EL 5)

☛ **Phase Spider** (1): see *Monster Manual* page 150.

APL 6 (EL 7)

☛ **Phase Spider** (2): see *Monster Manual* page 150.

TIER 4 (EL 9)

☛ **Phase Spider** (4): see *Monster Manual* page 150.

ENCOUNTER 5: THE YS-CAER

Any PC with an intelligence of 13 or higher can make a Scry check DC 20 to notice they are being scryed upon.

Exiting the phase spiders' lair you come across a very clean section of underground section.

For those thieves in the party a Search check at a DC 31 for a series of 10 greater glyphs of warding (disintegration stored). Disable Device (DC 31). Those under the *geas/quest* will not set off the glyphs.

As you pass a passageway to the north you feel a faint tugging in your mind as if this is the right way to go. Ahead is a door with many strange symbols adorning it.

This door is guarded by five *symbols* (Death). There has been no effort to hide them. Those under the *geas/quest* will not set off the *symbols*.

The door is also locked by *wizard lock*, except of course those under the *geas/quest* spell.

Entering the Swyn ys-Caer torches light the entire length of a spiral staircase. Ascending the stairs you enter into a large hallway decorated with tabards with the symbol of the Grand Duchy of Geoff. The hall bustles with the sounds of movement, yet you see no one moving the brooms, mops and rags that dance around the room keeping it immaculate. Looking down the hallway you notice many doors and next to each one is a stone statue.

Of course, the statues are stone golems that are programmed to defend the hall against intruders. This is the most centralized area of the ys-Caer.

Door A: High Wizard Lab Quarters

This plush room must have been the quarters of the high wizard. Although smaller than is demanded of the Dewin to the Brenin, you think he must have only stayed here when he was working. Looking around notice this room is immaculate as well.

The lack of dust is of course do to the permanent unseen servants cleaning the ys-Caer.

The contents of this room mostly are for the comfort of an elderly spell caster.

Door B: High Wizard Lab

This room is mostly made up of tables along the sides of the walls with various small cabinets, glass tubing and containers holding strange items. Spread carefully across one of the tables rests a horn, a couple of rods, a sword, a hammer, a helmet, and some wands each with a tag and some strange writing. In the corner of the room there is a locked cabinet. The central table apparently has a staff that looks half completed. Perhaps the high wizard was working on this before the evacuation of Gorna.

In the glass containers are just about every spell component that can be obtained for less than 1 gp. The tags on the other items have the name of the item and its command word written in Ancient Flan. None have them have been completed though, and thus do not function. They are the current projects of Abinar. The items are:

Horn of blasting,
Rod of lordly might,
Rod of thunder and lightning,
Holy avenger,
Dwarven thrower,
Wand of magic missile (9th level caster),
Wand of keen edge,
Helm of comprehending languages and reading magic.

Note: Abinar has been scrying the PCs so he knows if they have the items.

Door C: Components Storage

You attempt to open this door and a mouth forms on the door and speaks. "Only he which is master here may enter. Present the key or be disintegrated."

This is just a repeating Message. However if the PCs try to enter without the key they don't have, then the one opening the door will need to make a Fortitude Save (DC 25) or be disintegrated as per the spell *disintegrate*. This is a trap of a special sort. Search (DC 35) Disable Device (DC 35).

If for some reason the PCs do manage to get in:

Looking into this dark room you are startled by the flash of light that suddenly light the room. You see empty shelves, empty bookcases and empty tables and for the first time since entering the ys-Caer you see a thick layer of dust. What was in here is now long gone.

Door D: Assistants Quarters

Inside this simple and packed room are a number of bunks and chests. Looking in the chests you find simple robes in the colors of Gyruff. These appear to be assistant quarters.

There is very little for the PCs to find in here. A Search check (DC 24) will find a picture of beautiful woman drawn on a parchment hidden under one of the beds it is unknown who this is.

Doors E & F: Library

This is the high wizard's library. This large room's walls are lined floor to ceiling with books. Bookshelves wrap all around this tall room. Stairs lead up to a second floor balcony with even more books. In the center of the room is a large table with several chairs placed around it.

Most of the books are mundane on a variety of arcane subjects ranging from alchemy to glass blowing. The PCs can find the Book of the Earth on a successful Search check (DC 15). The PCs can find an additional spell book for each increase of 2 over the original DC of the Search check. There are 5 spell books in all. So a Search check of DC 25 finds them all.

The spell books and the Book of the Earth are all locked (Open Lock, DC 30) and warded by *arcane lock*. In addition, each one is protected by a *glyph of warding*. Unless the PCs speak the password (which they don't know), the book explodes when opened into a *fireball* centered on the book. The *fireball* does 5d6 at APL 4, 7d6 at APL 6, and 9d6 at APL 8. The book is consumed in the blast.

When the PCs turn to leave Swyn ys-Caer, what happens depends on whether or not they freed the slaves.

If the PCs have already freed the slaves:

Finding the Book of Earth you step out into the hallway only to notice the head of an orc looking out of the stairway you originally came out of. He shouts, "Grietzag!!!" And disappears down the stairs.

There are a number of orcs that can be fought and/or chased. Once the orcs have found the PCs, however, they will immediately begin falling back to sound the alarm.

ALL APLS (EL 10)

🐉 **Orc Rangers, mix male and females Rgr3 (10):** CR 3; Medium-size humanoid (orc); HD 3D10+6; hp 21; Init +5; Spd 40 ft. AC 14 (touch 11, flat-footed 13); Atks +6 melee (1D6+3, club); SA Favored enemy (elf +1); AL NE; SV Fort +5, Ref +2, Will +1; Str 17, Dex 13, Con 15, Int 7, Wis 11, Cha 6.

Skills and Feats: Spot +8, Listen + 8; Alertness, Ambidexterity (virtual) Improved Initiative, Track, Two-weapon Fighting (virtual)

Possessions: Club, studded leather

the heroes haven't rescued the slaves, they do not encounter the orcs. However, if the PCs move to free the

slaves now, the giants will have the sewers searched over the next several months and the location of the ys-Caer will be discussed.

ENCOUNTER 6: ALBRECHT'S CONGRATULATIONS

Moving back through the tunnels after finding the ys-Caer, a scraping sound can be heard ahead of you. Peering forward you see nothing and are startled when you hear a voice behind you. "Well, I see that you managed to get there and back in one peace. Although I should have warned you about the spiders, oh well. The tunnels ahead are clear so you should move along quite easily. You tall folk might have to duck a bit, but it'll be easy going, considering were in the middle of Giant infested lands."

He then slowly backs away fading into the shadows, disappearing into the darkness that surrounds these shadows.

Albrecht will first give the picks below to the rogue whose highest level is rogue. If there is more than one qualifying rogue, he will give them to the person who did the most towards freeing the slaves. If the PCs did not free the slaves then he doesn't give out the lock picks.

As you walk of you feel an obvious pat near your money pouch. Looking inside is a set of very finely crafted lock picks with the emblem of a rat engraved upon them with a note wrapped around them.

"I hope my lucky lock picks help you out in your future endeavors. <Signed> A."

The PC has been given Albrecht's Lockpicks.

Encounter 7: The Escape.

Emerging from the dark tunnel you entered not even six hours ago you look about to find your bearings. Your horses hidden to the north await you and your journey back to the Stark Mounds. Making your way back to the small gully that you hid your mounts you see signs of disturbance, but no signs of your horses. Suddenly, you hear the sounds of several large horns blowing behind you and turn to see several mounted hobgoblins crest a hill and begin to bear down on you riding what appear to be your horses.

Note: During the round after the hobgoblins or any wave of reinforcements is defeated the PCs should spot the next wave coming one round away. If they flee immediately assume they can get away from the coming wave. If the PCs stay and fight and then decide to flee during the fight, they will be pursued by the current wave, but no further waves will arrive. Always bring the next wave of reinforcements onto the map at the beginning of the round following the defeat of the last wave.

APL 4 (EL 6)

➤ **Hobgoblin Rgr5** (1): CR 5; Medium-size humanoid (goblinoid); HD 5d10+10; hp 44; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +7 melee (1d6+2, club) and +7 melee (1d6+1, light mace); SA Favored Enemy (gnome +2), Favored Enemy (dwarf +1); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +4, Will +2; Str 15, Dex 16, Con 15, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +8, Listen +11, Spot +11, Wilderness Lore +9; Alertness, Ambidexterity (virtual) Improved Initiative, Track, Two-weapon Fighting (virtual)

Possessions: Club, light mace, chain shirt.

➤ **Hobgoblin Ftr2/Rog1** (1): CR 3; Medium-size humanoid (goblinoid); HD 2d10+6+1d6+3; hp 27; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +5 melee (1d8+3, battleaxe, x3); SA Sneak Attack +1d6; SQ Darkvision 60 ft.; SR None; AL NE; SV Fort +6, Ref +4, Will +0; Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +7, Handle Animal +5, Spot +3, Tumble +7; Mounted Combat, Improved Initiative, Power Attack, Cleave

Possessions: Battleaxe, masterwork breastplate, large wooden shield

➤ **Hobgoblin Sor1** (1): CR 1; Medium-size humanoid (goblinoid); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d4/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +2; Str 11, Dex 12, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Spellcraft: +4, Knowledge (arcana): +4; Spellfocus (enchantment)

Possessions: Dagger.

Spells Known (5/4; base DC = 13 + spell level): o—*magic, disrupt undead, detect magic, flare*; 1st—*sleep, enlarge*.

➤ **Hobgoblin Ftr1** (2): CR 1; Medium-size humanoid (goblinoid); HD 1d10+2; hp 7; Init +1 (+1 Dex); Spd 20 ft.; AC 15 (+1 Dex, +3 Hide, +1 Shield); Atks +3 melee (1d8+2, Battleaxe, x3); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +6, Handle Animal +4; Power Attack, Cleave

Possessions: Battleaxe, hide, small wooden shield

TIER 3 (EL 8)

➤ **Hobgoblin Rgr7** (1): CR 7; Medium-size humanoid (goblinoid); HD 7d10+14; hp 60; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +9/+4 melee (1d6+2, club) and +7 melee (1d6+1, light mace); SA Favored enemy (gnome +2), Favored enemy (dwarf +1); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +5, Will +3; Str 15, Dex 16, Con 15, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +10, Listen +13, Spot +13, Wilderness Lore +11; Alertness, Improved Initiative, Dodge

Possessions: Club, light mace, chain shirt.

➤ **Hobgoblin Ftr2/Rog3** (1): CR 5; Medium-size humanoid (goblinoid); HD 2d10+6+3d6+9; hp 35; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Atks +7 melee (1d8+3/x3, battleaxe); SA Sneak Attack +2d6; SQ Evasion, uncanny dodge, darkvision 60 ft.; SR None; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +11, Handle Animal +5, Spot +11, Tumble +11; Mounted Combat, Improved Initiative, Power Attack, Cleave

Possessions: Battleaxe, Masterwork Breastplate, Large Wooden Shield

➤ **Hobgoblin Sor3** (1): CR 1; Medium-size humanoid (goblinoid); HD 3d4; hp 8; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d4/19-20, dagger); Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +3; Str 11, Dex 12, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Spellcraft: +4, Knowledge (arcana): +4; Spellfocus (enchantment), Greater Spellfocus (enchantment).

Possessions: Dagger.

Spells Known (6/6; base DC = 13 + spell level): o—*read magic, disrupt undead, detect magic, flare, mage hand*; 1st—*sleep, enlarge, magic missile*

➤ **Hobgoblin Ftr3** (2): CR 3; Medium-size Humanoid (goblinoid); HD 3d10+6; hp 21; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d8+2/x3, battleaxe); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +8, Handle Animal +6; Mounted Combat, Power Attack, Cleave, Dodge

Possessions: Battleaxe, hide, small wooden shield.

APL 8 (EL 10)

➤ **Hobgoblin Rgr9** (1): CR 9; Medium-size humanoid (goblinoid); HD 9d10+14; hp 76; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +13/+8 melee (1d6+4, club) and +13/+8 melee (1d6+2, light mace); Face/Reach 5 ft. x 5 ft./5 ft.; SA Favored enemy (gnome +2), favored enemy (dwarf +1); SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +6, Will +4; Str 16 (19), Dex 16, Con 15, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +12, Listen +15, Spot +15, Wilderness Lore +13; Alertness, Improved Initiative, Dodge, Power Attack.

Possessions: Club, light mace, chain shirt.

➤ **Hobgoblin Ftr4/Rog3** (1): CR 7; Medium-size humanoid (goblinoid); HD 4d10+12+3d6+9; hp 51; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Atks +10/+5 melee (1d8+5/x3, battleaxe); Face/Reach 5 ft. x 5 ft./5 ft.; SA Sneak Attack +2d6; SQ Evasion, uncanny dodge, Darkvision 60 ft.; AL NE; SV Fort +8, Ref +6, Will +2; r 16, Dex 16, Con 16, Int 10, Wis 10, Cha 10.

Skills: Ride +13, Handle Animal +7, Spot +11, Tumble +11; Mounted Combat, Improved Initiative, Power Attack, Cleave, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Equipment: Battleaxe, masterwork breastplate, large wooden shield

➤ **Hobgoblin Sor5** (1): CR 5; Medium-size humanoid (goblinoid); HD 5d4; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +2 melee (1d4/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +3; Str 11, Dex 12, Con 10, Int 10, Wis 10, Cha 17.

Skills and Feats: Spellcraft: +8, Knowledge (arcana): +8; Spellfocus (enchantment), Greater Spellfocus (enchantment).

Possessions: dagger.

Spells Known (6/6/3; base DC = 13 + spell level): 0—*read magic, disrupt undead, detect magic, flare, mage hand*; 1st—*sleep, enlarge, magic missile, charm person*; 2nd—*bull's strength, Tasha's hideous laughter*.

➤ **Hobgoblin Ftr5** (2): CR 5; Medium-size humanoid (goblinoid); HD 5d10+10; hp 35; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +8 melee (1d8+3/x3, battleaxe); SQ Darkvision 60 ft.; SR None; AL NE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +9, Handle Animal +8; Mounted Combat, Power Attack, Cleave, Dodge, Sunder

Possessions: Battleaxe, hide, small wooden shield

Reinforcements: For the boulder throwing giants the hillside is rocky enough they can find a boulder lying around to throw if they aren't in melee range.

WAVE 1 (EL 6)

➤ **Hobgoblins** (12): hp 5 each; see *Monster Manual* 119.

WAVE 2 (EL 7)

➤ **Ogres** (4): hp 26 each; see *Monster Manual* 144.

➤ **Hobgoblins** (12): hp 5 each; see *Monster Manual* 119.

WAVE 3 (EL 8)

➤ **Ettin**: hp 65; see *Monster Manual* page 89.

➤ **Ogres** (4): hp 26 each; see *Monster Manual* 144.

WAVE 4 (EL 9)

➤ **Hill giant**: hp 102; see *Monster Manual* page 98.

➤ **Ogres** (7): hp 26 each; see *Monster Manual* page 144.

WAVE 5 (EL 9)

➤ **Hill giant**: hp 102; see *Monster Manual* page 98.

➤ **Ogres** (7): hp 26 each; see *Monster Manual* page 144.

WAVE 6 (EL 10)

➤ **Hill giant** (2): hp 102 each; see *Monster Manual* page 98.

➤ **Ettin**: hp 65; see *Monster Manual* page 89.

➤ **Ogres** (3): hp 26 each; see *Monster Manual* page 144.

WAVE 7: (EL 11)

➤ **Stone giant**: hp 119; see *Monster Manual* page 98.

➤ **Hill giant**: hp 102; see *Monster Manual* page 98.

➤ **Ettin** (3): hp 65; see *Monster Manual* page 89.

➤ **Ogres** (4): hp 26 each; see *Monster Manual* page 144.

WAVE 8: (EL 12)

➤ **Stone giant**: hp 119; see *Monster Manual* page 98.

➤ **Hill giant** (5): hp 102 each; see *Monster Manual* page 98.

WAVE 9: (EL 13)

Frost giant (*Monster Manual*, page 98), four stone giants (*Monster Manual*, page 98), twelve hobgoblins (*Monster Manual* page 199).

➤ **Frost giant**: hp 133; see *Monster Manual* page 98.

➤ **Stone giant** (4): hp 119 each; see *Monster Manual* page 98.

➤ **Hobgoblins** (12): hp 5 each; see *Monster Manual* 119.

If by some act of god the PCs actually get by all these waves then add 1 to the last EL to determine the EL of the next wave. The to produce monsters for the current wave use the monsters from current EL -1 and the monsters from current EL -3. (Example: Wave 10 would be EL 14, so you should use the monsters from the EL 13(14-1) and EL 11(14-3) waves).

Conclusion

(Success; ys-Caer Intact)

After defeating the Hobgoblins, you ride (walk) toward the hills. Checking your trail many times, you believe that you have no more followers. Carefully avoiding any more giant patrols you make your way back.

In the Stark Mounds, you are found by the gnomes that lead you to their clan leader, a Master Illuminator, Harold Bigofnose.

He listens quietly to the your hero's tales of adventure. Afterwards, he motions for you to follow him into a study. From there he teleports you to spot just outside of Hochoch.

Entering the city you take the most direct path to Graftoon's townhouse. There the guards let you past as you enter his home. He greets you with a welcoming smile.

"Welcome back heroes of Geoff! Come join me." He then gestures toward his greeting room. There in a chair already is the high wizard Abinar. "They have come sooner than expected, but I'm sure it is a welcome surprise."

Abinar stands as he says, "Yes, very welcome. So I take it you found the Book? And what of the ys-Caer? Tell me, please."

Allow the PCs to tell their story. They should hand over everything that they gained in the ys-Caer. If for some reason they try to leave the items behind somewhere, then the items are gone when they go back to retrieve them (they were scryed by Abinar after all).

Allow the PCs to tell their story. They should hand over everything that they gained in the ys-Caer.

If they willingly hand over all the items they found (including the bag of holding), Abinar gives them a wand of keen edge and the wand of magic missiles.

If the PCs try to hide, steal, or keep some of the items, Abinar knows of this through his scrying. He takes back the items, and he does not give them the wands.

"It is too bad the place could not have remained intact. The knowledge lost. I am glad you brought what you did. It must not have been easy. I thank you." He then takes the book of the earth and sits down and begins to read.

Conclusion

(Partial Success; Ys-Caer Discovered)

With the defeat of the Hobgoblins behind you, the way back to the Stark mounds seems far and dangerous. After narrowly avoiding many Giant patrols you make your way into the Stark Mounds. From behind you hear a rumble and you see seven Fire Giants beginning to chase you. Running you pass through a gully that seems to be changing as you pass through it. An opening appears and not wanting to waste an opportunity when it presents itself you run through it. You hear a word of magic before the lights go out.

"If you want to live, follow me." A voice calls out from the darkness. You follow this voice out and you see a gnome in robes nod and take off down a tunnel. Outside you hear a deep booming voice speak in rough common, "Here little snack, come and get eaten." You then follow the gnome.

He takes you deep into the earth until you reach the gathering point where you met Gimley Broomwellen. The turns and speaks, "I am Harold Bigofnose, and I presume you are the hapless heroes that were to find something in Gorna? Well, whether you did or not you stirred up the Giants something fierce." He walks to the office in the wall.

"Come we don't have much time." As you follow him into the office he tells you he is going to teleport you back to Gorna. Once you gather around, he speaks the words of magic and then teleports you to just outside of Hochoch.

Entering the town you take the most direct path to Graftoon's townhouse. There the guards let you past as you enter his home. He greets you with a welcome smile.

"Welcome back heroes of Geoff! Come join me." He then gestures toward his greeting room. There in a chair already is the High Wizard Abinar. "They have come sooner than expected, but it is a welcome surprise."

Abinar stands as he says, "Yes, very welcome. So I take it you found the Book? And what of the ys-Caer?"

Allow the PCs to tell their story. They should hand over everything that they gained in the ys Caer.

If they willingly hand over all the items they found (including the bag of holding), Abinar gives them a wand of keen edge and the wand of magic missiles.

If the PCs try to hide, steal, or keep some of the items, Abinar knows of this through his scrying. He takes back the items, and he does not give them the wands.

He nods and takes a deep breath. "I see dark times ahead of us. The giants now have access to some of our most powerful magic. Although it is good you have brought the Book of Earth I think that there are dark times in store for us all." With that said he takes the book and walks out of the room.

Conclusion (Captured or Dead)

Captivity, an existence that drains your body of strength. Everyday you are forced to farm, dig, or move dirt. You think that you are feeding the entire giant army or maybe just a few giants? Attempts at escape have proven futile and the daily beating everyone takes is almost too much to bear.

The heroes that live are held in captivity for 3 months until they can eventually use their knowledge of the sewers to make their escape. They are without any items (including certed items) or gold brought with them. If the PCs left items and gold in Hochoch before the adventure, they still possess them. However, PCs must have declared that they left the items in Hochoch before Round 1. They can still gain the experience of this adventure.

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 1: The Destruction

Gain entrance to Gorna	50 xp
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Encounter 2: Sewer Brigade.

Defeat the monsters	150 xp
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Encounter 3a: The People Saved.

Free the Slaves	150 xp
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Encounter 4: Phased?

Defeat the Spiders	50 xp
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Encounter 5: Swyn ys-Caer.

Rescue the Book of Earth	150 xp
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Encounter 6: The Escape.

Defeat the Hobgoblins	150 xp
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Total experience for objectives	700 xp
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Discretionary roleplaying award	0-50 xp
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Total possible experience	750 xp
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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 [insert campaign value] 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, such as Infamy. 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 6: Albrecht's Congratulations.

- Multifaceted Fine Thieves Picks with the Insignia of a Rat (200 gp; Tiny; N/A; Yes; Rare; N/A): These masterwork thieves' tools of fine Gnomish craftsmanship are set into a small holder with swivel mounts. In addition to the regular tools of the trade, it also contains a small file, a small saw, a small magnifying glass and a toothpick. Because of the tiny magnifying lens, these picks also provide a +1 circumstance bonus to search checks when searching locks for traps.

Conclusion

- Captured in Gorna (Rare): At the mercy of the Giants for 3 months (12 TU's) you escape through the sewers to your freedom. You will forever bear the scars either mental or physical of your experiences in Gorna. You gain Giant as a language.

If the PCs retrieved and willingly returned the magic items found in the ys-Caer, Abinar gives them the following:

- Influence Point with Abinar the High Wizard (Uncommon): This influence can be used in a number of ways.
 - 1) The PC listed on the certificate can use this influence to be trained in the use of Energy Substitution. Abinar will put the PC named on this certificate into the service of someone capable of teaching Energy Substitution of the appropriate energy type. This service lasts two weeks (2 TU's) and must be done at the beginning or end of a Geoff regional adventure. Anytime after spending the 2 TU's the PC make take the Energy Substitution feat as the next feat gained in level progression. The PC must still meet any prerequisites for the feat. The expenditure of this influence and the TU's should both be noted in the player's log and on the cert at the time it is used
 - 2) The PC may spend this influence to be trained in the use of any 1st level spell from the *Player's Handbook* or *Tome and Blood*. For each additional influence point spent a spell of one level higher may be learned. For example two influence points can be used to learn a 2nd level spell, three for a 3rd level spell, etc. The PC must still pay the monetary and time costs of scribing the scroll, but need not pay the cost of researching the spell. Abinar will teach the PC any spell of any school other than necromancy of up to 6th level in this fashion. PCs may combine influence for the purpose of having one person learn a higher-level spell. Only one person may benefit from this pooling of influence, however. Influence

spent in this fashion must be done at the beginning or end of a Geoff regional adventure and the expenditure of this influence should be noted on the players' log sheet. A PC may not learn a spell of higher level than they are capable of casting.

3) May be combined with other influence points or used for other things at a later date.

- *Wand of magic missile* (8 charges, 135 gp per charge; Small; Tradeable): This small bone wand casts *magic missile* spells as a 9th level caster.
- *Wand of keen edge* (5 charges, 225 gp per charge; Small; Tradeable; Uncommon): This hornwood wand is brandished with iron on the tip. It cast at 5th level.

NPCs:

Prythyn Graftoon An ex-Long Bowman who feels his duty to Gyruff is more important than any title or lands he may have(had). He is of an average height and is just now developing a bit of a paunch. His long slightly graying hair does not hide the long scar that goes along his face. An old mistake will be all he says. He dresses in slightly better clothes than that of a Long Bowman, but that just might be because he doesn't go out as often anymore.

High Wizard Abinar The current high wizard who was there in Gorna during the Fall. He was only the High Wizard's assistant at that time. His has a neatly trimmed grey beard with a long braided goatee. His head is completely bald either through shaving or just age is unknown. He carries a long gnarled staff, for good luck he would say. He dresses in fine silk robes and has a golden ring or two adorning his hand. He is used to being in a court and doesn't think twice about being haughty.

Gimley Broomwellen Gimley is a very laid back person, but he is not very outgoing mainly due to shyness. He loves to take long quiet walks through Geoff. He loves Geoff & the Mounds and is determined to make his adopted homeland once more free of Giants. Play him as not very talkative. He relays the information necessary in the fewest words possible. He doesn't hold back anything, but he is very economical with words. Don't forget that he can disappear between one blink of the eye and the next, even if in plain sight.

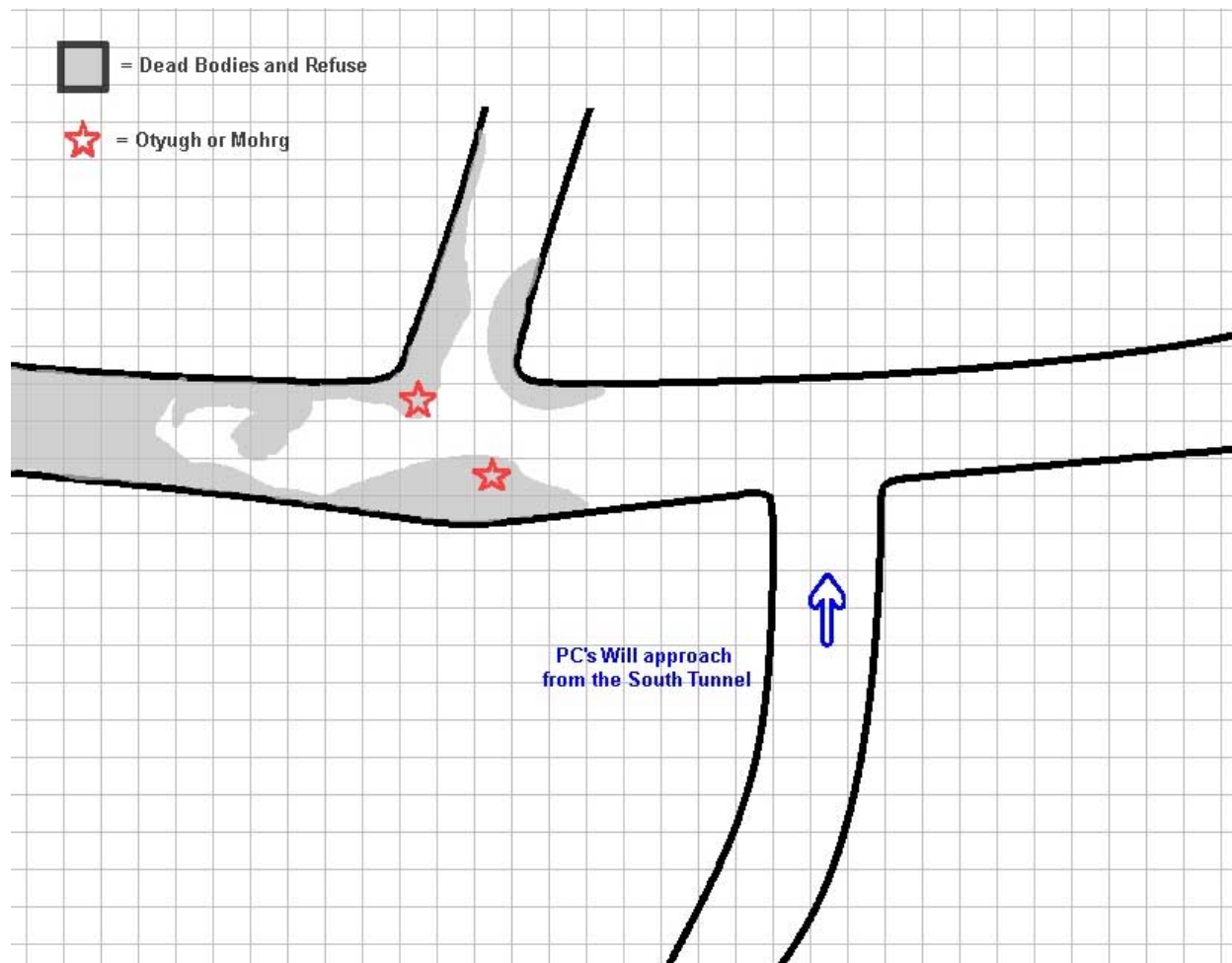
Albrecht "The Rat" Proudfoot Albrecht is the ex-Captain of the Sewer patrol. A very secretive individual he will only give as much information as is needed to accomplish the goal at hand. He is a friendly chap to those that have earned his respect. To earn his respect, just don't be stupid and stick your neck out to be seen by a giant. He is one of Geoff's greatest information gatherers. He also is fond of the phrase, "Damn that cat."

Harold Bigofnose Harold is a bit of a stuffed shirt (LG instead of the more gnomish NG or CG). He's very proper and a bit precocious. He lectures others on how they can improve their spellcasting or the advantages of using an illusion instead of an offensive spell. He KNOWS he's always right and his know-it-all attitude is rather grating. He has a very fine nose of which he is EXTREMELY fond of and often rubs it as he speaks. However, he is not above the practical joke or two or three and he usually uses illusions or shadow magic to pull them.

DM AID 2

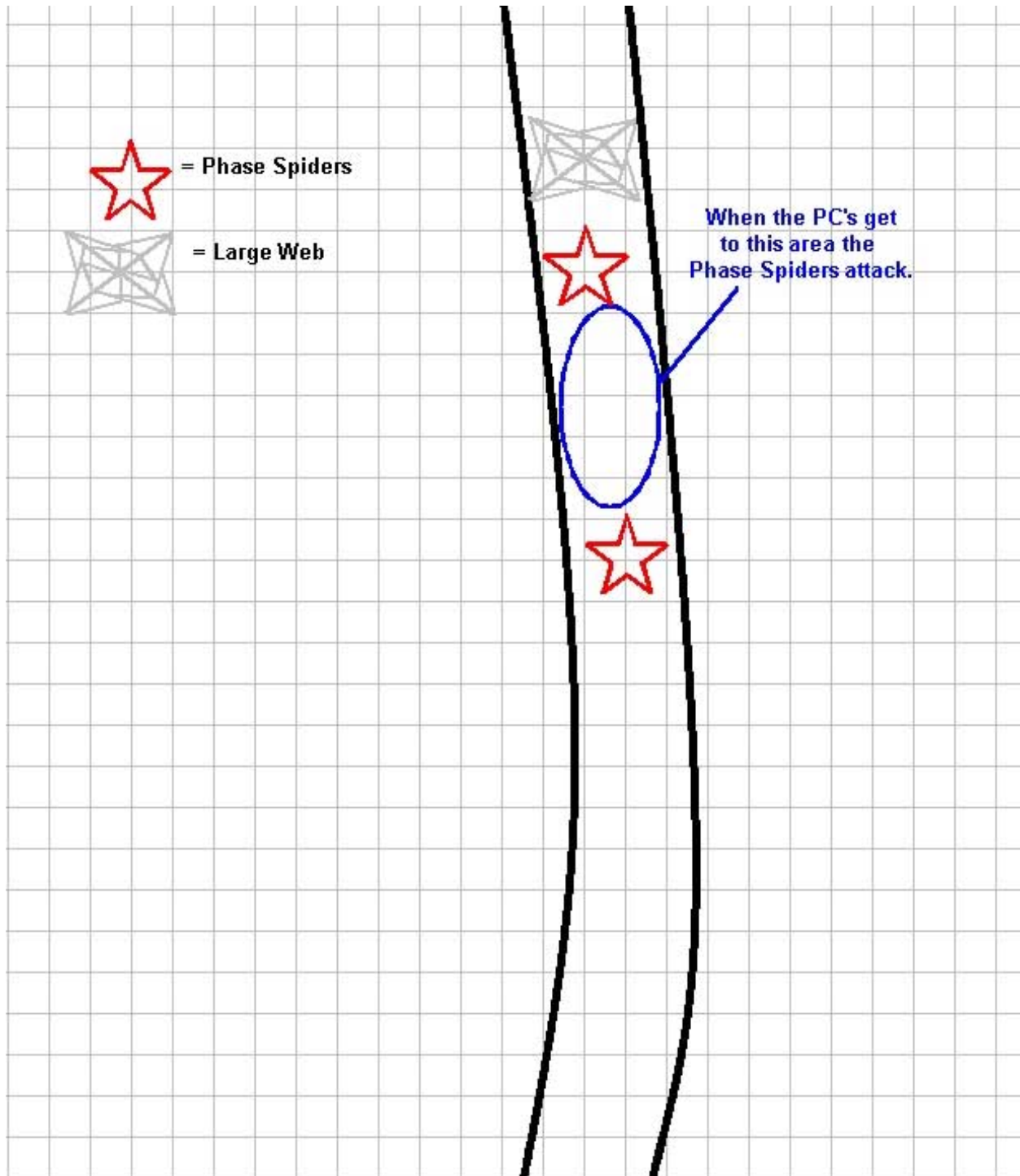
Otyugh or Mohrg Combat:

The Otyughs are moving out...



DM AID 3

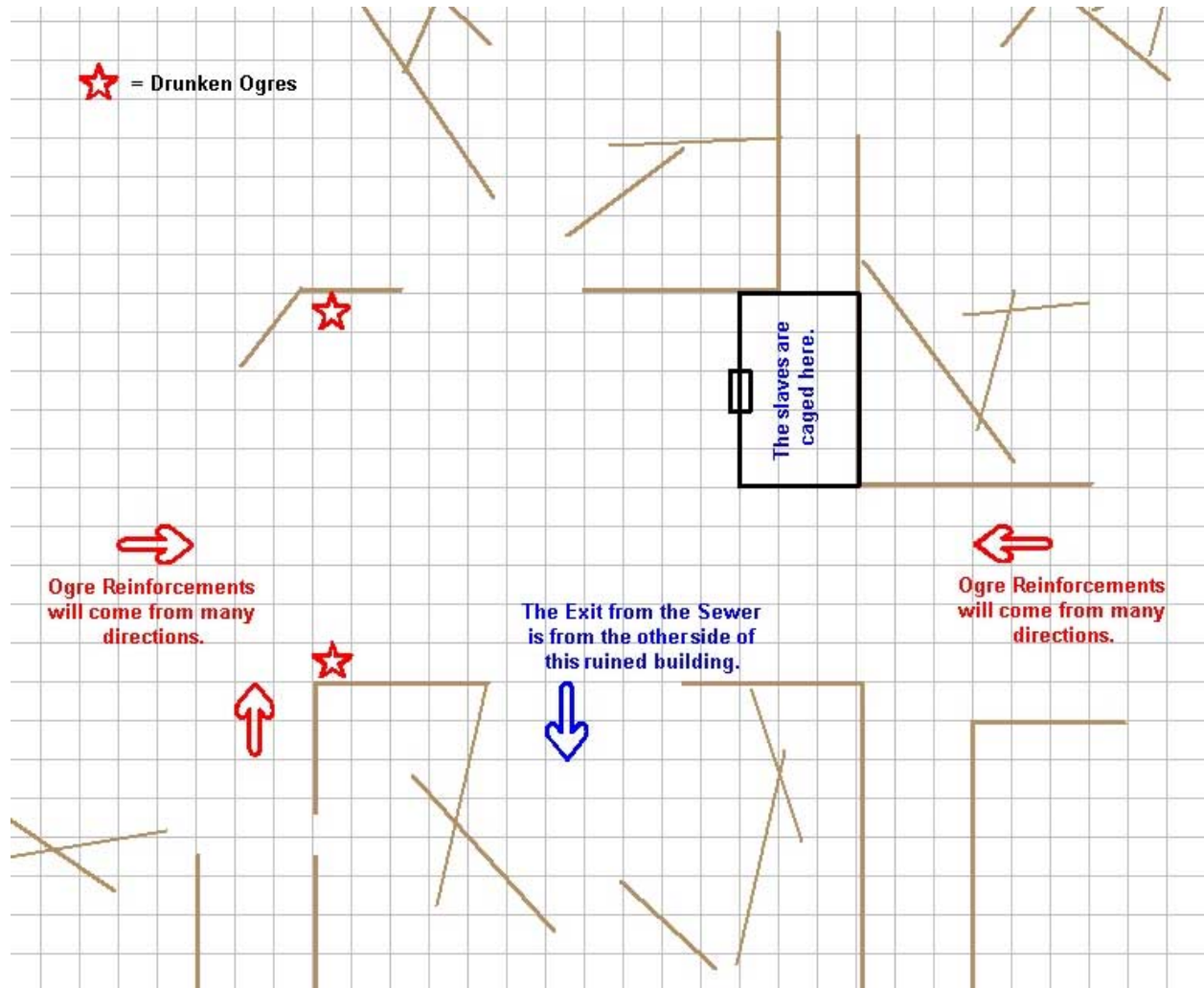
Phase Spider Combat:



THE SPIDERS ARE LOOKING FOR THE
WEAKEST PREY.

DM AID 4

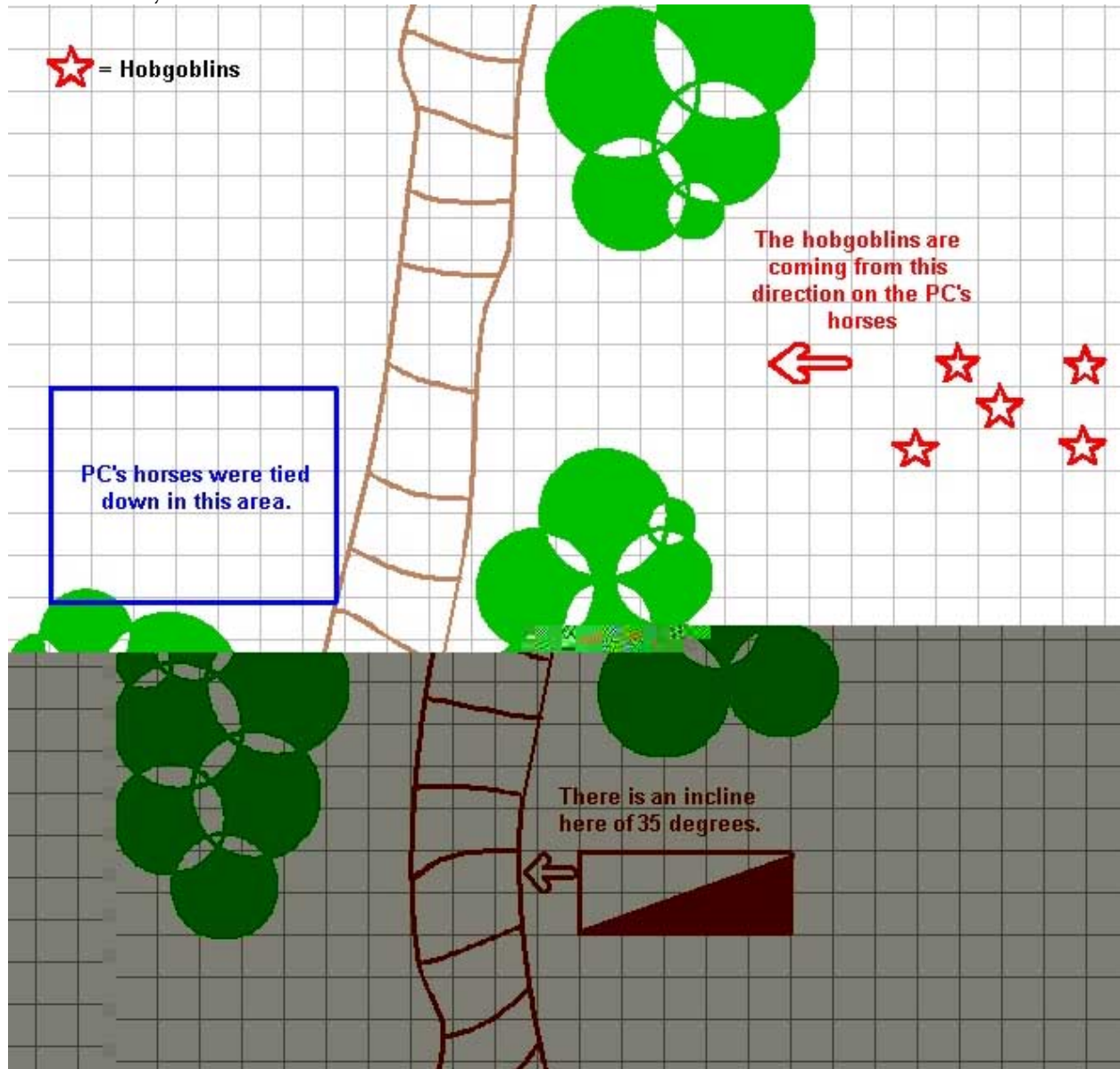
Free the Slaves Combat:



DM AID 5

Hobgoblin Combat:

Make sure the **PCs** have had the opportunity to be fully healed and ready before this combat!



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.