

KEOI5-01

Fast Times at Ravonnar High

A One-Round D&D LIVING GREYHAWK[®] Keoland Introductory Adventure

Version 1.0

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On the northwestern border of Keoland a solitary fortress stands a lonely watch against the ever-present enemies of Keoland. Only a very few choose to call Ravonnar their home. Some come out of duty to their kingdom or their Order. Some come seeking fame and fortune across the Javan or in the abandoned ruins of the Rushmoors. Others come with a still darker purpose. And not all are quite as they may appear... A Keoland introductory adventure for 1st level characters only.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half 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 table tracking form, 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 six players participating in the game.

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

the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

As an introductory adventure, no characters above 1st level are permitted to play. Players who have characters above this level limit should choose another PC or create a new one with which to play this adventure.

Time Units and Upkeep

This is a standard one-round introductory adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

For the past several years Ravonnar has served host to a variety of “guests”. During the Greyhawk Wars, many refugees fled their homelands seeking safety within Keoland’s borders. Ravonnar was the first (and final) stop for many of them. When the Giants made their first push against Keoland, it was at the Siege of Ravonnar that it became apparent that their forces had been halted long before they reached Ravonnar’s walls. The creatures that assaulted Ravonnar’s walls that night are believed to still roam the nights, picking off the unwary and foolish. The Keoish Royal Standards, recently returned from the Grand Duchy of Geoff, laid over in Ravonnar long enough to provoke a full-scale assault on the place by an unholy alliance of giant-kin, hags, and followers of the Whispered One.

This latest has event has caused the Knights of the Watch to bolster their forces around Fortress Ravonnar. The Watcher’s Keep, dubbed Ravonnar High, has become home to the majority of Keoland’s Watchers and Dispatchers including Lord Watcher Althon Most Stoic Owlbear, the Margrave of Mandismoor.

During the assault, adventurers uncovered a number of Hag Coveys working with well-trained and equipped kobolds, giants, and even vampires. The Knights have spent the intervening months attempting to clear out the remaining vestiges of this unholy alliance.

As the Fast of the Murder of Bethane (a week of remembrance for the Knights of the Watch) approaches, there are still a few known loose ends remaining regarding the hag coveys and their humanoid allies in the swamps to the north.

Adventure Summary

The novice adventurers have arrived in Ravonnar drawn by tales of the recent events and having heard rumor that there is adventure to be had.

The PCs arrive in Ravonnar during the obligatory “Dark and Stormy Night”. Taking refuge in a local inn they witness (and likely get involved in) a fight between a gang of kobold infiltrators and a Knight of the Watch.

Once the fight is complete the PCs may speak with Dispatcher Malwyn Stalwart Vigil, a Knight of the Dispatch. He will thank the PCs for their help

and promise to stop by and explain everything in the morning.

The next morning, true to his word, Malwyn will return with one of his commanders to talk to the PCs. That commander will explain anything that they have not already heard about the situation in Ravonnar. Based on Malwyn’s report and the information gained from any kobold prisoners, the commander believes that the kobolds were working with the last remaining hag of a covey that Malwyn and some others had been pursuing.

The commander will point out that normally he would send Malwyn and some squires to deal with the situation, however, the Fast of the Murder of Bethane is approaching and most of the order is needed to prepare. Given Malwyn’s report of the PCs actions during the fight the commander will request that they join Malwyn in investigating the hag’s lair and deal with this final threat.

As the party sets out after the hag, Watcher Darius Valiant Vigil, a paladin of Heironeus, joins them. Darius and Malwyn will be present during the adventure to provide point/counter-point discussions about the Knights of the Watch and release information to the PCs as requested.

The first day out will bring the party across a number of scenes to cement the history of Ravonnar. Darius and Malwyn will present their views on the current situation, but otherwise the day will pass relatively uneventfully.

On the second day out, the party comes across the scene of an ambush. A KRS (Keoish Royal Standards) patrol has been attacked and searching about will reveal that the band of humanoids continued on. Further investigation will reveal that several prisoners, including a fairly high-ranking officer (a lieutenant), have been taken prisoner as well and led off by small humanoids in another direction. Malwyn and Darius will suggest that the PCs pursue the prisoners while they go after the Ettins.

The pursuit leads the party to encounter a band of kobolds attempting to fight off the attack of a bog giant. As the party arrives, the bog giant falls. The leader of the kobolds in this encounter carries a “Hag’s Eye”.

If the party can revive the bog giant they’ll have gained a fairly helpful ally. He has a stylized Silver Owl pin that he claims was given to him by an “Owl Knight” as a proof that he’s a friend. He will also be able to tell the PCs that the rest of the Kobolds dragged another “Owl Knight” (the

Lieutenant from the patrol) off to the hag's cave. He can provide a description of the hag, the general layout of her cave, and also give them a hint that there is a trap guarding the entrance. Finally, the giant can also tell the PCs that destroying the Hag's Eye will render the hag momentarily blind. This could come in quite handy.

If the giant is killed or allowed to die, the PCs cannot gain any of this information.

Eventually, Malwyn and Darius will return with several other severely injured KRS soldiers. If necessary, Malwyn will set the PCs on the track to the hag's lair, but he and Darius will need to return to Ravonnar High with the injured soldiers. Malwyn will request that the PCs go and investigate the lair. He will insist on taking the eye back to his commanders (he doesn't know how to destroy it) unless the PCs have found out how to destroy it.

Finally, the PCs arrive at the hag's lair. As the PCs arrive a band of Kobolds will be heading out to patrol. This is a good sign to them that now would be a good time to strike. However, just within the hag's lair is a pit set to ward against unwelcome intrusion.

Once the PCs defeat the hag, they can ransack her lair. The captured Lieutenant, named Geoffrey, turns out to be a Squire of the Watch and his principal concern (aside from thanking his rescuers) will be to get back in time for the Fast.

The PCs return to Ravonnar High in time to catch the procession of the Knights of the Watch out for the ritual ceremonies. KRS soldiers will keep them at bay, but they will be able to overhear the calling of the roll, including a call for Lieutenant Geoffrey. If the PCs have not rescued him, there will be some rumblings and then the parade will move out of sight.

Introduction

Winter in Keoland might pass for spring in cooler climes, but after days of the incessant drizzling rain you are soaked to the bone and even the most cheerful among you are hard-pressed to keep their spirits lifted.

You have traveled to the city of Ravonnar on the edge of the Rushmoors in search of adventure. So far all you have found is cold, wet misery. The city before you doesn't appear to offer much in the way of respite either. The buildings seem dark and huddled tight around the fortress that has lent the city its name.

Almost glowing in the light of the moon, a thin layer of fog rolls off the Javan to circle the city forming an eerie boundary, almost as though the fog were prevented from entering the city or perhaps trying to keep the city's inhabitants trapped within.

Pressing on you eventually manage to make your way into the city itself. The streets are strangely silent and empty of other traffic. Only a few of the windows you pass are lit with lamps and even those are shuttered tight against, who knows what?

Finally you come across some shelter, the aptly named Fading Light Inn. Making your way inside you see you are not the only traveler to have sought refuge in this place...

There are few other people in the inn (besides the other PCs): The inn keep is a mountain dwarf named Gaul Rocksplitter from the Lortmils.

Allow the PCs some time for character introductions; encourage them to get a dialogue going with each other. Gaul Rocksplitter can be an excellent tool for helping along conversation, business isn't exactly booming since the Standards left for Steffenmoor, and "those freeloaders in the corner ain't orderin' nuthin". The information Gaul can tell the PCs (with a successful Gather Information check) is covered in Appendix B.

Once the introductions are complete and the PCs have had some time to get to know one another proceed with Encounter 1.

Encounter 1: Halt!

Just as the warmth of the Inn's fireplace has finally chased some the chill from your bones, the door blows open and a cold wind reminds you of what waits just outside. A gaggle of grimy street urchins rush into the inn out of the rain, slamming the door behind them.

Allow the PCs to make a Spot check. Results for rolls above DC 5 are cumulative.

- DC 5: The PC notices that the urchins look like children and wear filthy hooded cloaks.
- DC 15: The PC notices that the urchins are concealing bundles of some sort under their cloaks.
- DC 20: The PC notices that one of the urchins seem to have a small, black, lizard-like tail.

Give the PCs a moment to process what they are seeing, as they move to react (but before they do) read the following:

Gaul is barely able to holler “Right you lot, settle down!” at the urchins before the door slams open again. This time a tall dark-cloaked Oeridian man steps just inside the doorway.

“Halt in the name of the Watch!” He bellows as he knocks an arrow on his longbow and takes aim at the urchins.

Allow the PCs to make a Spot check. Results for rolls above DC 5 are cumulative.

- DC 15: The PC notices that this individual wears insignia identifying him as a member of the Knights of the Watch.
- DC 20: The PC notices that he is actually not a human, but a half-elf.

One of the urchins pulls a bag out of their pocket and hurls it at the man coating him with a sticky resin even as the archer’s arrow flies across the room striking the urchin solidly in the chest and sending him spinning to the ground.

At this point have everyone roll initiative. Dispatcher Malwyn has just been hit with a tanglefoot bag.

PC Reactions

If the PCs don’t do anything: Malwyn will be entangled in the Tanglefoot Bag. The kobolds will move for the backdoor on the first round and open it, they’ll make good on their escape in the second round, and Malwyn will break free on the third to renew his pursuit.

If the PCs move to engage Malwyn: Malwyn is assumed to have made his save and will fight the PCs assuming them to be allies of the Kobolds. The Kobolds will run out the back door, as above, and escape into the night.

If the PCs move to engage the Kobolds: Malwyn will have failed his save and will be incapacitated for the remainder of the fight, only breaking free to aid the PCs if it becomes obvious that they are going to lose or that PCs will die.

If they attempt to engage both: Malwyn will have failed his save and will effectively be unable to fight back, but he will encourage the PCs to stop the kobolds.

APL 1 (EL 3)

The EL is reduced by 1 due to the presence of Gaul as an aid to the PCs.

Dispatcher Malwyn: hp 30; see Appendix A.

Kobold Infiltrators (6): hp 6; see Appendix A.

Kobold Apprentice: hp 3; see Appendix A.

Gaul: hp 11; see Appendix A.

Tactics:

Malwyn, if engaged, is a competent and intelligent warrior. He will attack any lightly armored foes first hoping to even his odds before going after the toughest targets. He will attempt to position himself in a corner to prevent flanking attacks. Once the fight starts he will not accept any outcome other than surrender or defeat on the part of his foes or his own defeat.

In all cases, Gaul will spend a round yelling for the guards before wading into combat with a club he keeps nearby.

The kobolds are a cowardly lot. The warriors will fire first at any gnomes present (they don’t like gnomes), then at whomever they deem the biggest threat to their own lives. The Sorcerer is a little more intelligent, targeting obvious spellcasters with *magic missile*.

Development:

If the PCs do not intervene at all, the kobolds will escape out the back. It will take Malwyn a few rounds to free himself, but he will eventually give chase. He will not return to gather these unmotivated louts, so the adventure is over for the PCs. Proceed to Conclusion G.

If the PCs beat up Malwyn and let the kobolds escape, they’ve got problems. Gaul will call for more guards to come and arrest the PCs. Do not attempt to play this out. The PCs will be spending the night in the lock up and will need to explain their actions to the Knights of the Watch in the morning. Proceed to Encounter 2B.

If the PCs actually kill Malwyn, well, that’s bad. Gaul will call for more guards to come and arrest the PCs. Do not attempt to play this out. The adventure is over for the PCs. Proceed to Conclusion E.

If the PCs help Malwyn and succeed at capturing or killing the kobolds, Malwyn will break free of the Tanglefoot bag once the fight is over and thank the PCs for their help. He’ll make a special effort

to thank any of the PCs who put themselves at risk to protect either him or Gaul the Innkeeper.

Once he has made his rounds of thanks, he will apologetically explain that he must hurry to gather up any surviving kobolds and make his way to the Fortress to make his report, but he will promise to stop by and explain everything in the morning.

Assuming they have not been arrested, the PCs are free to press Gaul for information. He will be ecstatic that the PCs have helped capture the Kobolds and offer to pay for their stay at his inn for the remainder of the week (Free Standard Lifestyle). The information Gaul may be able to impart is covered in Appendix B.

Encounter 2A: Wake Up Call

The new day brings no respite from the constant pattering of rain against the shuttered windows. Even the roosters seem not to have noticed that a new day has begun. Indeed, the morning might have snuck by completely save a knock at your door. The gruff voice of Gaul the Innkeeper calls out to you from the other side, "Dispatcher Malwyn's downstairs, and would have a word with you when you are prepared."

Allow the PCs to enter the common room whenever they are ready.

Coming down the stairs you see quite a different sight from last night. Several dozen members of the town militia sit about the common room sharing their morning meal. Dispatcher Malwyn is at a rectangular table with several other men (who also wear the Owl Rampant that mark them as Knights of the Watch) near the door enjoying a bowl of steaming porridge and laughing heartily at some unheard joke. Apparently catching sight of you, he excuses himself and waves you over to an empty table in the corner.

Malwyn greets each of you with a nod. "Well, my new friends, I trust Gaul gave you the good beds last night," he says with a smile and just loud enough to illicit a "harrumph" from the innkeep. "I can see by some of your expressions that you are not accustomed to such early mornings. No worries. My commander would like to speak with you, but clearly you haven't had time to eat or make any other preparations you may need to make for the day. Please, sit, have a meal, and we can

go and meet with him whenever you are ready."

Allow the PCs time to memorize spells, perform morning prayers, or any other necessary morning rituals. Malwyn is patient, but he's certainly not going to be sitting around waiting for the PCs to get back from shopping...

Malwyn can also provide much of the information in Appendix B, if the PCs have not already gathered that information.

If the PCs inquire about what the Commander might want, Malwyn can let them know that they have been looking for some assistance with a mission out to the edge of the Rushmoors to help clean out some of the remaining enemies in that area.

Finally, Malwyn's views as a Knight of the Watch are listed in Appendix C.

Once the PCs are ready to go, proceed with the following:

Malwyn has provided a coach to transport you to the meeting with the Commander of the Knights of the Watch while he rides alongside. The coach takes you through the streets of Ravonnar, now bustling with activity despite the miserable weather. You pass a number of other inns and shops, all doing brisk business as the carriage steadily winds its way outside of the city proper. Once outside the city's gates, the driver picks up speed as you move quickly through a sprawling, yet mostly abandoned, shantytown on the outskirts of Ravonnar.

Eventually your carriage reaches its destination, a fortified manor not more than a fast ride from the edge of the Rushmoors. A score of heavily armored warriors are engaged in some manner of military drill on the manor's practice field, moving in crisp formations and engaging each other in mock battle.

Dispatcher Malwyn shows you into the manor's sitting room and out of the rain. "Welcome to Ravonnar High - garrison to the majority of the Knights of the Watch in Keoland." He summons over a servant waiting near the entrance. "Please tell Lord Commander Watcher DeMontvale that I've arrived with the party he asked to see." The servant nods and quickly exits through a pair of double doors. "Are there any questions before we proceed?"

Again allow the PCs a chance to ask Malwyn questions about the Knights of the Watch, or about other matters consulting Appendices B and C as necessary.

If asked what the correct form of addressing the commander would be, Malwyn can explain that any of the following are acceptable – Lord Commander, Lord Watcher, or Lord Watcher DeMontvale would all be acceptable.

When the party is ready, proceed to Encounter 3.

Encounter 2B: Out of the Frying Pan

You've had the night in a cold, dark, and thoroughly miserable prison cell to consider your actions of the previous day. Eventually the light of a torch chases a few of the rats away and signals the return of the jailer. Without a word he motions you out of your cells, up the stairs, and out onto the cold, dark, rain-soaked street. Perhaps you weren't so bad off in the cell...

The man from last night, along with a half-dozen other similarly equipped Knights of the Watch, sits astride a mighty Keobred warhorse next to a waiting flatbed wagon. "Get in," are your only words of welcome before the jailer is loading you onto the wagon.

With a jerk the wagon is moving you through the streets of Ravonnar, now bustling with activity despite the miserable weather. You pass a number of other inns and shops, all doing brisk business as the carriage steadily winds its way outside of the city proper. Once outside the city's gates, the driver picks up speed as you move quickly through a sprawling, yet mostly abandoned, shantytown on the outskirts of Ravonnar.

Eventually your wagon reaches its destination, a fortified manor not more than a fast ride from the edge of the Rushmoors. A score of heavily armored warriors are engaged in some manner of military drill on the manor's practice field, moving in crisp formations and engaging each other in mock battle.

The half-dozen Knights show you into the manor's sitting room and out of the rain. The man from last night is the only one that seems willing to speak to you and even he is all business. "You have been brought to

Ravonnar High - garrison to the majority of the Knights of the Watch in Keoland. You are to meet with our Commander who will determine your punishment for last evening's assault." He summons over a servant waiting near the entrance. "Please tell Lord Commander Watcher DeMontvale that I've arrived." The servant nods and quickly exits through a pair of double doors. "Are there any questions before we proceed?"

Allow the PCs a chance to ask Malwyn questions about the Knights of the Watch, or about other matters consulting Appendices B and C as necessary. Bear in mind, however, that Malwyn is not exactly in a chatty mood.

If asked what the correct form of addressing the commander would be, Malwyn can explain that any of the following are acceptable – Lord Commander, Lord Watcher, or Lord Watcher DeMontvale would all be acceptable.

If asked about their punishment, Malwyn will simply reply that it is entirely up to the Lord Commander.

When the party is ready, proceed to Encounter 3.

Encounter 3: Meetings

The servant returns and leads you into a small meeting room dominated by a sturdy oak table and a dozen equally impressive chairs. A number of colorful banners are hung from the room's walls along with several trophies of war. At the head of the table stands a pair of knights with the pale complexion and blonde hair common to the Suel people.

The first's features, poise, and stature seem to indicate some level of upper class birth. He wears full plate armor, carries a large shield emblazoned with the Owl Rampant, and has a fine-looking long sword at his hip.

The second appears even younger, his plate armor is clearly well cared for and polished to a near-mirror shine. At his side is a long sword bearing the silver lightning bolt of Heironeous.

If the PCs aided Malwyn in Encounter 1:

"I am Lord Commander Watcher Gabriel DeMontvale Rhola Tenacious Athach," says the first of the Sueloise knights and this is Watcher Darius Valiant Vigil." He gestures to the knight beside him and motions for everyone to take a seat. "I wanted to thank you

personally for assisting Dispatcher Malwyn in the capture of those kobold vermin last evening. Dispatcher Malwyn tells me you acquitted yourselves quite well despite his unfortunate inability to assist you."

Allow the PCs a moment or two to respond, maybe even offering a defense for Malwyn...

"It is because of Dispatcher Malwyn's recommendation that I am offering you a task. Several months ago there was attack against Fortress Ravonnar by an alliance of Giants, Hags, and... other creatures. Dispatcher Malwyn and the other Knights have been pursuing the remnants of these bands throughout the countryside and, as you have personally witnessed, even still within the walls of Ravonnar itself. We had believed that the last of the Hags had been destroyed, but there is obviously still someone directing these creatures."

"The time of our Order's most holy day, the Fast of the Murder of Bethane is nearly upon us and those Knights present are needed to prepare for The Remembrance. I would ask you to accompany Dispatcher Malwyn along with Watcher Darius to track down this final Hag."

If the PCs attacked Malwyn in Encounter 1:

"I am Lord Commander Watcher Gabriel DeMontvale Rhola Tenacious Athach," says the first of the Sueloise knights and this is Watcher Darius Valiant Vigil." He gestures to the knight beside him. "He, along with Dispatcher Malwyn will serve as witnesses to this trial. You have assaulted a Knight of the Watch and prevented him from performing his appointed duties in protecting the citizens of Ravonnar. What defense do you offer for yourselves?"

Allow the PCs a moment or two to respond, no amount of convincing is going to sway the Lord Watcher's opinion at this time, but you may alter the tone of the following somewhat if the PCs are convincing or make a decent Diplomacy skill check. The Lord Watcher begins the encounter "Unfriendly" (and has a Sense Motive of +16).

"Enough." The Lord Commander puts an end to the discussion with a slap of his hand on the table. "Personally, I would see you sit for several weeks in Ravonnar's dungeon. The Knights of the Watch have enough difficulty dealing with the enemies we ARE aware of

without needing to worry about adventurers deciding they need to get involved. It is only at Dispatcher Malwyn's insistence that I am offering you a chance to redeem yourselves."

"Several months ago there was an attack against Fortress Ravonnar by an alliance of Giants, Hags, and...other creatures. Dispatcher Malwyn and the other Knights have been pursuing the remnants of these bands throughout the countryside and, as you have personally witnessed, even still within the walls of Ravonnar itself. We had believed that the last of the Hags had been destroyed, but there is obviously still someone directing these creatures."

"The time of our Order's most holy day, the Fast of the Murder of Bethane is nearly upon us and those Knights present are needed to prepare for The Remembrance. You will accompany Dispatcher Malwyn along with Watcher Darius to track down this final Hag, or you may refuse and I will have you returned to your cells."

Development:

Assuming they agree, Watcher DeMontvale will excuse himself from further discussions, suggesting that Malwyn and Darius can handle any further questions the PCs might have.

If the PCs were arrested and refuse the second-chance, the adventure is over for them. Proceed to Conclusion F.

Answers to FAQ related to the attacks in Ravonnar can be found in Appendix B.

Malwyn and Darius's thoughts on the Knights of the Watch are detailed in Appendix C.

When the party is ready to head out, proceed to Encounter 4.

Encounter 4: In Search of...

Your first day of searching takes you back out into the drizzling rain and away from both the Watcher's keep and Fortress Ravonnar. You pass a number of interesting ruins that Watcher Darius explains to you.

Every hour or so Dispatcher Malwyn dismounts and searches for any telltale signs of the kobolds passing, but with no luck. After a day of scouring the edge of the Rushmoors, the Dispatcher finally gives up. "It's this blasted rain, I doubt I could track a troll in this

let alone one of those wretched kobolds,” the ranger complains.

Any PCs that have Track can attempt to aid Malwyn, but will have no further luck themselves.

Watcher Darius calls over from across the way, having found another of the many ruins that spot the edge of the swamp. “Perhaps we should make camp and continue in the morning?”

“Agreed.” Is the Dispatcher’s short response and you set about making camp eager for a warm fire and a chance to dry off.

This is a last chance for the PCs to press Malwyn and Darius for information.

Answers to FAQ related to Ravonnar can be found in Appendix B.

Malwyn and Darius’s thoughts on the Knights of the Watch are detailed in Appendix C.

Malwyn and Darius will set watches with each taking a four-hour watch with half the party. Darius will take the first watch, Malwyn the second. Allow the party to split up as they see fit, it’s really not necessary to get too concerned, but it’s a good habit...

The night passes uneventfully. When the party is ready to head out in the morning, proceed with the following:

It seems as if your second day is unlikely to be any more successful then the first. By noon, the constant drizzle has finally given way to a torrential downpour that soaks to the bone and makes it difficult to see more than a few feet in front of you. After one unfortunate incident nearly deposited Watcher Darius in a peat bog, Dispatcher Malwyn has taken to riding several yards ahead of the main group to make sure the way is clear.

Have the PCs make Spot Checks. The PC that rolls the highest noticed the following:

After another hour of riding in the rain, a flash of lightning briefly reveals a white form about a hundred feet off the trail you are on. No one else seems to have noticed.

The PCs have just discovered an unfortunate patrol of Keoish Royal Standards. The “white form” is the patrol’s standard, sitting at the center of the now ruined campsite, a grave-marker for over a dozen of Keoland’s finest.

The PCs have the option of making a number of skill checks to determine information about the scene, as follows:

Heal Check

- DC 10: Most of the soldiers were killed by small crossbow bolts, some died of massive blows from some sort of large blunt weapon.
- DC 15: The victims fell prey to the ambush several hours ago.
- DC 20: The victims that were killed by the large blunt weapons are all in one area and were most likely severely wounded by the crossbows before being finished off.

Bardic Knowledge, Knowledge: Local (Sheldomar Valley), Knowledge: Nobility/Royalty or Profession: Soldier:

- DC 10: These are members of the Keoish Royal Standards.

Profession (any Military) Check:

- DC 10: Non officers appear to be among the dead.

Search Check :

- DC 10: Several of the soldiers never made it out of their tents before being riddled with bolts. Some still have their weapons in their scabbards.
- DC 15: The ashes of the campfires are still warm, though completely soaked.
- DC 20: There are more discarded weapons than there are corpses.

Survival Check (Bonuses from favored enemies of Giant or Humanoid (Reptilian) apply):

- DC 10: A large creature, some kind of giant-kin, came out of the Rushmoors and into the camp not more than six hours ago. It left to the north and west along the edge of the swamp.
- DC 15: Actually, there were two large creatures and also another group of small creatures, probably kobolds, trailing the patrol. Both large creatures left to the north and west, while the smaller creatures left headed into the Rushmoors.
- DC 20: The large creatures left with an indeterminate number of medium sized creatures with them. The medium creatures were walking heavily and in a single file line.

- DC 25: The smaller creatures were dragging something behind them as well.

If the PCs are having a rough time gathering information, feel free to have Darius or Malwyn lend a hand by taking 10 on any of the above skill checks.

Once the investigations are complete, Darius and Malwyn will determine that the best course of action is that the PCs pursue the kobolds while they go after the ettins. This camp will serve as the rendezvous point once the creatures are dispatched.

When the PCs are ready to set out after the kobolds, proceed to Encounter 5.

Encounter 5: Enemy of My Enemy

The soft ground of the Rushmoors had made tracking the kobolds easier than you might have thought. It is now apparent that they are dragging something fairly heavy behind them as well. After the first half-hour you begin to find pieces of discarded armor half-buried in the mud that sucks around your feet as you walk. First a helmet, then a steel gauntlet, its companion lost to the mud – certainly not the gear of any kobold. The helmet plume is certainly a sign that its former owner held some position of authority. Pressing on you find a discarded shield, face down in the mire. Wiping the mud clear reveals the familiar argent owl of the Knights of the Watch. The weight the kobolds are carrying seems to be getting lighter and it doesn't take a National Academy of Wizardry apprentice to figure out why.

Pause to allow the PCs to gather up the gear.

Finally you come across a heavy steel breastplate just barely beginning to sink under the mire. Its straps have been cut through, but there's barely a puddle resting in the armor concave surface. You must be catching up with your quarry.

Pause to allow the PCs to gather up the gear.

From up ahead, you hear a deep bellow echo out across the swamp. A chorus of high-pitched yips and the sound of crossbows twanging answer it. Now you're close. A break in the clouds reveals just how close.

A dozen... WHAM! Make that eleven... BLAM! ...ten kobolds are attempting to fight off a hideously ugly creature easily twice as massive as a human. Its mottled froglike skin and long, oily black hair blend very well with its surroundings. It appears to be wearing a poorly fashioned crocodile skin as a garment or piece of armor and it angrily skewers a pesky reptilian with each jab of its gigantic spear.

While the giant, now bristling with little spears, is spitting a kobold with every attack there are just too many of them. As you move to react, a sling stone catches the gigantic creature square between the eyes and it crashes into the mud, burying another unfortunate kobold under his massive bulk.

APL 1 (EL 3)

EL reduced by 1 because the kobolds may flee.

Kobolds (8): Male Kobold War1; hp 6; see *Monster Manual*.

Kobold Sorcerer (1): Male Kobold Sor2; hp 3; see Appendix A.

Broogruth: hp currently -1; no stats needed (see below)

The giant is not immediately familiar to any of the PCs. A Knowledge (nature) check at a DC of 30 is required to identify it as a bog giant; making DC 20 only yields "giant" as its general type.

Although the PCs have not seen her, Vengi was aiding the kobolds in the combat. Having suffered a crippling blow from the giant, she used her *invisibility* and *pass without trace* abilities to quit the field, leaving her kobold servants to their fates. No one in the party will be able to track her, and she will not appear in this encounter.

If the PCs do not intervene, Broogruth will eventually die. Keep the tension up on the combat by making secret (but obvious) rolls at the end of every round to get across that he is bleeding to death.

Tactics:

The Kobolds will flee if not engaged leaving Broogruth and their companions to die.

If engaged, these kobolds are a cowardly lot. If six or more kobolds have been killed or rendered unconscious the rest will flee.

The warriors will prefer to launch stones with their slings first at any gnomes present (they don't like gnomes), then at whomever they deem the biggest threat to their own lives.

The Sorcerer is only a little smarter; he'll target obvious spell-casters first and then go after anyone near him with his *magic missiles*.

Development: The Kobolds

If the kobolds are not engaged and are allowed to leave unscathed, add them back in at the hag's cave, in the barracks when (if) the PCs get that far.

The kobold sorcerer has, in addition to what is listed in the Appendix, three clearly marked (in Common) *potions of cure light wounds*, a pouch of fine dust marked "See-Ya Stuff" (in Draconic; a single use of *dust of appearance*) and a stone toad (give the PCs Player Handout 1).

The kobold sorcerer can't read Common, so he has no idea what's in the vials. A Spellcraft check (DC 25) will confirm that the contents of the vials are as labeled.

He'll insist that the Toad is just his pet rock; roll opposed Bluff/Sense Motive checks to reveal he is lying. An Intimidate Check (DC 15) will convince him to admit that his Mistress gave it to him. He doesn't know what it is, but is petrified at the thought that he's lost it.

All attempts to glean from the kobolds information about their lair, the body they carried or their Mistress will fail. However charismatic or forceful the PCs may be, Vengi the Hag has done far worse to those that came before them.

Development: The Giant

Once the combat is over, Broogruth may prove an invaluable source of information if he can be revived.

The first curative spell or potion will revive him enough that he can (at least as well as normal) talk to the PCs. This may prove difficult. Broogruth speaks only Giant and has 8 Int, while making him a mental "giant" among his people, has made learning to speak the Common Tongue almost impossible. He can understand Common well enough, if spoken to very slowly and in small words. For example, Broogruth will show the PCs a small, stylized, silver owl pin, and proudly point to the pin and then to himself and say "Friend".

If they can find a way to communicate, charades if necessary, Broogruth will explain that:

- He was trying to save an "Owl Knight" (again showing the party the pin) from the "little dog men".
- Some more of the little dog men got away with the Owl Knight.
- The little dog men have a cave not far from here (he can provide directions, but is in no shape to travel, besides he wouldn't fit)
- There are "more" little dog men inside, but they come and go in packs.
- There is a pit outside the cave, but it's hard to see.
- There is an ugly lady inside that orders the little dog men around. She never comes out since the Owl Knights killed her friends (also ugly ladies).
- (if shown the toad, he'll clap his hands over it to keep it from seeing) "The stone toads let the ugly lady see. If you crush it, she'll go blind."

Once the PCs have finished their questioning Broogruth will wave goodbye and retreat back into the swamp.

Development: The Toad

The Toad is actually a *hag eye*, a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A *hag eye* has hardness 5 and 10 hit points. Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

Short of finding out from Broogruth, it will take a Bardic Knowledge, Knowledge: arcane or Spellcraft check (DC 30) to identify the *hag eye* for what it truly is and know that it can be destroyed.

As only one member of the Covey remains, Vengi will be blinded if the eye is destroyed.

Development: The Next Stop

Broogruth can point the PCs in the direction of the Hag's Lair or the PCs may be able to track the remaining kobolds to the lair with a Survival check (DC 15).

If the PCs decide to report back with Malwyn and Darius and return to the KRS Camp, proceed to Encounter 6.

If the PCs decide to continue on to the hag's lair, proceed to Encounter 7.

Encounter 6: Return to Camp

Having dispatched the band of kobold raiders you slowly make your way back to the ghastly campsite of the Keoish Royal Standards. Your arrival startles a number of carrion that came to feast on the remains including one very large crocodile that returns to the swamp with a speed that belies its enormous size. Fortunately, you don't appear to be on its menu for the evening.

As you approach, you can see several torches coming your way and before long it becomes obvious that Watcher Darius is at the lead of a small band of humans. Behind him Dispatcher Malwyn's horse carries the slumped over form of the Oeridian half-elf.

Development:

Malwyn and Darius managed to dispatch the pair of Ettins and save a dozen soldiers being dragged off to serve as slaves. During the battle, Malwyn was knocked unconscious and he remains so (at – 1) despite Darius using all of his healing ability to revive him.

After hearing the PCs report, Darius will suggest that the group escort the remaining soldiers and Malwyn back to the Watcher Keep, while he goes to deal with the hag.

If the PCs desire to go with him, he'll certainly be happy for the offer, but will insist that someone needs to escort the soldiers and Malwyn home.

A Heal check (DC 10) will reveal that Malwyn is also seriously injured and probably not in much better shape.

A Diplomacy Check (DC 20) with the following modifiers (all cumulative) will convince Darius that he should escort the soldiers back, while the party investigates:

- -1 per Baklunish human, or half-orc in the party (half-orcs of Baklunish human descent get a -2, bless their hearts)
- -10 if the party attacked Malwyn in Encounter 1

- +2 per follower of Heironeous
- +5 per Paladin
- +5 for having spoken to Darius or Malwyn about the Knights and pointing out that the Knight's Code prohibits taking all the glory.

Attempting to Intimidate Darius into leaving with the soldiers is not an option.

If brought up, Darius will not know anything about the stone toad, but if told, will suggest that it be returned to the Watcher Stronghold or used to fight the hag.

If the PCs set off to the hag's lair immediately, proceed to Encounter 7.

If they decided to make camp for the night to recover spells and rest up, proceed to Encounter 7 after another uneventful night. Note: this will have an effect when it comes time to read the conclusion as the PCs will not be able to make it back in time for the ceremony.

If the PCs return to Ravonnar High with the soldiers, proceed to Encounter 8.

Encounter 7: Lair of the Green Hag

"The rain still hasn't stopped, but at least the ground has gotten slightly firmer. Up ahead you can make out a pair of dimly sputtering torches that mark the entrance into some sort of cave carved out of a low hillock. For some reason, mounds of soil are seen around the cave entrance.

This is the Lair of Vengi the Hag, last survivor of a hag covey. See the Map in Appendix D.

Provided the PCs have taken adequate care to conceal the stone frog, Vengi won't know that they're coming. If they've been "showing the toad around" then she'll know whatever they let her see.

The mounds of soil are a hint to the PCs that a pit trap might be in evidence (see Area A). PCs with Stonecunning or that make a Knowledge: Architecture & Engineering roll (DC 10) can determine that the mounds seem to have no obvious purpose and the reason for their placement is unclear.

Area A - Pit Trap

Just outside the entrance is a combination arrow/camouflaged pit set off by a trip wire strung

between the two torches. The first person to cross between the two torches will trigger the trap and will be the recipient of the arrow; the pit trap can affect multiple targets as noted in the trap description. If the trap is triggered, everyone inside the lair will be alerted and anyone in Area 2 will come to investigate.

The entrance to this cave has been crudely dug into the side of the hill. Two torches sputter and spit fighting to burn against the never-ending rain. A rough tunnel continues deeper into the hill, but even the untrained eye can see that it is not the best construction.

All APLs (Total EL 3)

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

Development:

If the trap is triggered, everyone inside the lair will be alerted and anyone in Area 2(below) will come to investigate.

Area B - Barracks Room

This small chamber off the main tunnel seems to serve as some sort of barracks to the Kobolds. Piles of wet stinking fur are strewn about the floor and a variety of crude boxes and crates hold an equally diverse quantity of bones, scrap leather, and other junk.

Add the following additional read-aloud text only if the PCs did not defeat the kobolds in Encounter 5 and they did not set off the trap in Area 1.

Suddenly, several of the piles of fur begin to move and you realize the room is not as abandoned as it first appeared.

All APLs (EL 3)

Kobolds (4): hp 6; see *Monster Manual*.

Kobold Apprentice: hp 3; see Appendix A.

Tactics:

The kobolds have a surprise round, but they spend it rising to their feet as a move action.

These kobolds are a cowardly lot. If more than half have been killed or rendered unconscious, the rest will flee.

The warriors will prefer to launch stones with their slings first at any gnomes present (they don't like gnomes), then at whomever they deem the biggest threat to their own lives.

The Sorcerer is a little smarter; he'll target obvious spellcasters first and then go after anyone near him with his magic missiles.

Development:

The kobold sorcerer has, in addition to what is listed in the Appendix, three clearly marked (in Common) *potions of cure light wounds*, a pouch of fine dust marked "See-Ya Stuff" (in Draconic; a single use of *dust of appearance*) and a stone toad (give the PCs Player Handout 1).

The kobold sorcerer can't read Common, so he has no idea what's in the vials. A Spellcraft check (DC 25) will confirm that the contents of the vials are as labeled.

He'll insist that the toad is just his pet rock, roll opposed Bluff/Sense Motive checks to reveal he is lying. An Intimidate Check (DC 15) will convince him to admit that his Mistress gave it to him. He doesn't know what it is, but is petrified at the thought that he's lost it.

All attempts to gather information from any of the Kobolds with regards to who (or what) their 'Mistress' is will meet with no success. Vengi is, after all, just down the hall...

Area C – Main Tunnel

You would think that you would finally be free of this cursed rain, but no. Water drips constantly from overhead as the soaked earth above you deposits its run-off onto the equally soaked ground beneath your feet.

Squelching through the mud, you finally come to a curtain strung across the tunnel. Just before it one of those small creatures lies face down in the mud, clearly long dead both from the smell and the signpost rammed through its torso. A hastily scrawled message decorates the signpost in some strange language.

The note is written in Draconic and reads "Remember Nixim here before you trouble me again."

Nixim is quite dead, well-picked over both by kobolds and vermin and has been for a long while (months).

Area D – The Hag's Den

The state of this room will depend largely on the actions of the PCs up until this point:

- The worst case for the party is that Vengi has been able to watch them through the Hag Eye, knows they are coming., and they aren't able to blind her. In this case, Vengi is NOT in Area 4. She will hide among the prisoners in Area 5.
- Slightly better for the PCs is that, while they cannot blind Vengi, she doesn't know they are coming either (for example, if the PCs have kept the eye tucked in a bag, or never discovered it at all). In this case Vengi will be here preparing for another round of torture on the Lieutenant to find out what the KRS and Knights of the Watch are up to.
- Better still is if Vengi doesn't know the PCs are coming and is blinded by the PCs well before they attack. In this case, Vengi will NOT be here, but will be in Area 5, hiding among the prisoners, but she will be wounded and blind.
- The best case is if Vengi doesn't know the PCs are coming and is blinded just before the PCs attack the Lair. In this case, Vengi will be here madly clawing at her face in pain and shrieking at the top of her lungs.

Keep the above in mind and modify the following accordingly:

Pushing the curtain aside you see that the tunnel dead-ends in a nightmarish chamber equally cluttered with foul smelling furs and tattered clothing. Nearly a dozen severed heads of humans, dwarves, and kobolds impaled on spikes stare blankly back at you. A hideous writing table crafted of bones and sinew rests in the corner.

If Vengi is here and doesn't know the PCs are coming...

At the center of it all is a hideous, twisted, crone of a woman her wild hair matching her equally wild eyes as she turns to face you hissing and cursing.

If Vengi is here and does know the PCs are coming she will use her *invisibility* spell-like ability, hide by the door and attack the last person into the room.

A hideous, twisted, crone of a woman her wild hair matching her equally wild eyes appears next to one of your members hissing and cursing as she claws at their face.

All APLs (EL 3)

The EL of this encounter is reduced by 1 because of Vengi's efforts to subdue her foes OR because of her blinded condition (see below), and by another 1 because of her lingering injuries from the battle with the giant.

DO NOT FORGET TO USE HER REDUCED HIT POINT TOTAL AS NOTED BELOW (20 HP) OR THAT SHE WILL EITHER BE BLINDED OR WILL BE ATTACKING FOR NONLETHAL DAMAGE (-4 TO HIT). Neglecting these factors will almost guarantee an overwhelming combat for a group of 1st level PCs.

Vengi the Green Hag: hp 25; see *Monster Manual*.

Tactics:

Blinded or not Vengi is not a subtle fighter. She will attack, attack, and attack some more. If she has the chance to attack while *invisible* she'll use her special weakness touch. Otherwise, she'll go to the claws.

If Vengi is not blinded, she will look to take prisoners (attacking for non-lethal damage at a -4 penalty to hit), though not putting herself at risk to do so, rather than killing her foes. However swift she may be about rendering them unconscious, she's equally curious what information they may have with regards to the KRS and the Knights of the Watch.

If Vengi is blinded she won't attack for non-lethal damage as she's at enough of a disadvantage.

Vengi, for her part, will fight to the death without even a thought of surrender.

Development:

If the PCs manage to defeat Vengi, they'll have the run of the lair. The wooden boards covering the entrance to the oubliette are concealed under the furs and will require a Search Check (DC 20) to locate.

If Vengi defeats the PCs they'll be tossed into the oubliette to share Lieutenant Geoffrey's fate unless another party of adventurers comes along to save them; proceed to Conclusion D.

Area E – The Oubliette

The state of this room will also depend largely on the actions of the PCs up until this point.

Pulling away the boards reveals a deep and dark pit carved into the earth.

Assuming some means of seeing down inside.

Huddled some eight feet below are a number of prisoners shackled together and unmoving.

If Vengi is here and has had time to watch the PCs, she'll have cast *disguise self* to appear as a priest appropriate to the party (replace Pelor below with a deity overtly worshipped by the PCs).

If Vengi is not here, then the priest of Pelor is actually just that, another unfortunate victim.

Among the prisoners you can make out one barely covered by the remains of formerly stylish merchants garb, one particularly beaten individual in a tunic that bears the symbol of Pelor, one dressed in the tattered remains of the uniform of an officer in the Royal Standards, and a Flan woman, her eyes bandaged over, who seems to be trapped at the bottom of the heap.

All of the victims in the oubliette are pretty badly off. Only the officer, the priest, and the Flan woman have any chance of surviving.

The oubliette is too cramped for more than one PC at a time.

Tactics:

Vengi's hope here is that the PCs will retrieve the priest first. Once she is out of the Oubliette and the Party sets to work on recovering the remaining prisoners, she'll attack.

A number of things could go wrong however:

- Detect Magic will reveal that the priest of Pelor radiates a faint aura of illusion magic.
- Detect Evil will reveal that the priest of Pelor radiates a faint aura of evil.
- A Spot check, made specifically to check the Priest, (DC 18) will notice some flaws in the Vengi's disguise (like the extraordinarily long fingernails (claws).

If Vengi is discovered and forced to fight from below, she will have to spend the first round climbing out of the oubliette, provoking attacks from everyone in the room.

All APLs (EL 3)

The EL of this encounter is reduced by 1 because of Vengi's efforts to subdue her foes OR because of her blinded condition (see below), and by another 1 because of her lingering injuries from the battle with the giant.

DO NOT FORGET TO USE HER REDUCED HIT POINT TOTAL AS NOTED BELOW (20 HP) OR THAT SHE WILL EITHER BE BLINDED OR WILL BE ATTACKING FOR NONLETHAL DAMAGE (-4 TO HIT). Neglecting these factors will almost guarantee an overwhelming combat for a group of 1st level PCs.

Vengi the Green Hag: hp 25; see *Monster Manual*.

Tactics:

Blinded or not Vengi is not a subtle fighter. She will attack, attack, and attack some more. If she has the chance to attack while *invisible* she'll use her special weakness touch. Otherwise, she'll go to the claws.

If Vengi is not blinded, she will look to take prisoners (attacking for non-lethal damage at a -4 penalty to hit), though not putting herself at risk to do so, rather than killing her foes. However swift she may be about rendering them unconscious, she's equally curious what information they may have with regards to the KRS and the Knights of the Watch.

If Vengi is blinded she will not attack for non-lethal damage; she's at enough of a disadvantage as it is.

Vengi, for her part, will fight to the death without even a thought of surrender.

Development:

Lieutenant Geoffrey is unconscious but stable. The priest of Pelor (if not Vengi) and the Flan woman are comatose and will not be revivable until the party returns to Ravonnar.

If Geoffrey is revived (any magical healing will do), he will thank the PCs most sincerely (if somewhat weakly) and then inquire to how long he has been here. Geoffrey is a squire to the Knights of the Watch and must return to Ravonnar High for the Fast.

If the PCs rested at the KRS campsite before coming here, there's no chance to get back in time. Proceed to Conclusion B.

If they pressed on without resting, they should be able to make it back in time. Proceed to Conclusion A.

If Vengi defeats the PCs they'll be tossed into the oubliette to share Lieutenant Geoffrey's fate unless another party of adventurers comes along to save them, proceed to Conclusion D.

Encounter 8: So That's What Happened!

It looks as though this wretched rain may finally let up. You've escorted these weary soldiers, along with Dispatcher Malwyn, to the edge of the Rushmoors and its almost poetic that as your ordeal ends, so does the rain.

Or not... the brief break in the clouds passes and no sooner does the sun disappear back behind the clouds, then the rain starts in again and you hear the Soldiers behind you begin to shout... "AMBUSH!"

This time it's the PCs as well as the KRS who are caught in the ambush. Below are the kobolds the PCs will be facing (the KRS will also be engaged by more kobolds and are assumed to be dealing with theirs while the PCs handle their own).

APL 1 (EL 4)

The kobolds pop up 40' away from the PCs.

Kobold Infiltrators (4): hp 6; see Appendix A.

Kobold Sorcerer: hp 6; see Appendix A.

Tactics:

The kobolds are here to take prisoners.

The warriors will fire first at any gnomes present (they don't like gnomes), then at whomever they deem the biggest threat to their own lives.

The Sorcerer is the real problem, he'll use sleep in the opening round and then switch over to *magic missiles* once the fight gets close in.

As a bit of an added jab, if the PCs let the kobolds go back in Encounter 1. Have them make a Spot check (DC 10) to notice that these kobolds seem VERY familiar and are in fact dressed exactly like the urchins...

Development:

For every 2 rounds of combat, one of the KRS soldiers will be killed by the attacking kobolds. Once (if) the PCs win the soldiers will have fought off the remaining kobolds and no more soldiers will die. Proceed to Conclusion C.

If the PCs lose, it's back to the hag's lair where they'll be tossed into the oubliette to share Lieutenant Geoffrey and Watcher Darius' fate unless another party of adventurers comes along to save them...

Conclusion A

It looks as though this wretched rain may finally let up. You've escorted the weary Lieutenant back to Ravonnar High and its almost poetic that as your ordeal ends, so does the rain. A parade of men and women dressed in little more than coarse tunics has replaced the practicing knights on the field outside the walls of the Keep.

As you draw up to the gathered assemblage you can hear roll being called, each is answered in the affirmative.

"Lord Errant Colonel Watcher Argo Joff Truthful Eagle"

"Princess Dispatcher Kialla Skotti Determined Sparrow"

"Lord Codicier Watcher Vargas Gaspar Adamant Vigil"

"Watcher Darius Valiant Vigil"

"Dispatcher Malwyn Stalwart Vigil"

"Senior Obedient Master Christina Verespucci"

"Senior Obedient Master Rhon Agwen AshWail"

"Junior Obedient Master William Chivalry"

"Junior Obedient Master Jaran Coler"

"Junior Obedient Master Heinrich Rommel"

"Junior Obedient Master Bruno"

And finally...

"Junior Obedient Master Lieutenant Geoffrey"

Geoffrey summons all of his strength to call out, "Here!" All eyes turn in your direction. You see a smile crack the stoic faces of Darius and Malwyn as they nod in your direction.

The Lieutenant bows to you. "You have done me a great service and I owe you my life and more. If ever I can return the favor, please do not hesitate to ask. For now I must go and attend to this service, but you may find me at the fortress once the week is out."

With that Geoffrey take his place in formation and the Knights march inside the walls of the keep, the heavy wooden gate closing silently behind them.

The PCs have earned the Favor of the Knights of the Watch.

Conclusion B

It looks as though this wretched rain may finally let up. You've escorted the weary Lieutenant back to Ravonnar High and its almost poetic that as your ordeal ends, so does the rain. The once active parade field is empty and the enormous wooden gates are closed tight. The rhythmic sound of chanting can be heard echoing from within the keep's sealed walls.

The Lieutenant bows to you. "You have done me a great service and I owe you my life and more. While I am too late for this service, at every one to come I shall remember the risk you took to save my life. If ever I can return the favor, please do not hesitate to ask. For now I must go and report to the Fortress. Thank you my friends and may the gods watch over you."

The PCs have earned the Favor of the Knights of the Watch.

Conclusion C

A day has passed since you've escorted the weary band of survivors back to Ravonnar High and the rain has finally ceased... for now.

A parade of men and women dressed in little more than coarse tunics has replaced the practicing knights on the field outside the walls of the Keep.

As you draw up to the gathered assemblage you can hear roll being called, each is answered in the affirmative.

"Lord Errant Colonel Watcher Argo Joff Truthful Eagle"

"Princess Dispatcher Kialla Skotti Determined Sparrow"

"Lord Codicier Watcher Vargas Gaspar Adamant Vigil"

"Dispatcher Malwyn Stalwart Vigil"

"Watcher Darius Valiant Vigil"

(and there is a moment of silence as there is no response)

"Watcher Darius Valiant Vigil"

(again silence)

"Senior Obedient Master Christina Verespucci"

"Senior Obedient Master Rhon Agwen AshWail"

"Junior Obedient Master William Chivalry"

"Junior Obedient Master Jaran Coler"

"Junior Obedient Master Heinrich Rommel"

"Junior Obedient Master Bruno"

And finally...

"Junior Obedient Master Lieutenant Geoffrey"

Again there is no response.

"Junior Obedient Master Lieutenant Geoffrey"

Still no response.

As one, the Knights turn in formation and march inside the walls of the keep, the heavy wooden gate closing silently behind them.

And the rain begins to fall once more.

The PCs have earned the Favor of the Knights of the Watch, but cross off Watcher Darius' name from the AR.

Conclusion D

You awaken to find yourself in stifling darkness. All around you other bodies press against you, their labored breathing a testimony to their current condition.

From above, you can hear the muffled cackling of the hag as she issues orders to more of her kobold lackeys.

You are trapped in an oubliette. Bound and gagged you're only hope is that someone will notice you are missing...a scream pierces the darkness from above...and they'd better notice soon.

The PCs have been captured by Vengi the hag and will need to be rescued. Until they are rescued the PCs are removed from play.

Conclusion E

The next couple of days pass in a blur. You are moved from dungeon cell to trial and back to dungeon cell, again and again. Each time you are more certain of your impending fate. One last time you are roughly removed from your dungeon cell and dragged into the harsh light of the courthouse. A phalanx of Knights of the Watch stands before you.

“Guilty!” is the sentence and the judges gavel slams down.

The PC(s) that actually delivered the deathblow are sentenced to Execution and prohibited from being raised in Keoland. These PCs are, effectively, removed from play. Collect the PCs character sheets and any ARs and turn them over to the Senior GM.

Any other PCs that were present and did not move to intervene to stop the murder are Banished from Keoland and have earned the Disfavor of the Knights of the Watch; mark this on their AR.

PCs that attempted to intervene, but could not stop the murder, will not be punished further.

Conclusion F

Shaking his head in disbelief, the commander sighs. “Very well. If you would rather repay your debt in the dungeons of Fortress Ravonnar, I am not going to waste my breath arguing with you. Malwyn, Darius, return these ungrateful wretches back to the hole you found them in.”

In short order you find yourself back at the dungeon of Fortress Ravonnar’s gaol. With a wicked grin that belies even a hint of sincerity, the jailer closes the cell door and speaks the only words you’ll hear for the next several months. “Enjoy your stay.”

The PCs are imprisoned for 3 months. Mark an additional 12 TUs off of on the ARs. These PCs have also earned the Disfavor of the Knights of the Watch.

Conclusion G

As the rest of the night passes, the rain picks up. It doesn’t let up for the better part of the week. Whatever adventure there was to be found here has apparently been washed away with the rain.

Bored and tired of the rain you decide to look for adventure elsewhere...

The adventure is over for these PCs.

The End

Experience Point Summary

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

* Can only be earned once.

Introduction

Gathering Information about Ravonnar* – 15 xp.

Encounter 1

Defeating Malwyn or the Kobold Infiltrators – 90 xp.

Encounter 2 or 3

Gathering Information about Ravonnar* – 15 xp.

Encounter 4

Investigating the Camp – 15 xp.

Encounter 5

Defeating the Kobolds* – 90 xp.

Reviving Broogruth – 15 xp.

Blinding Vengi the Hag by destroying the Hag Eye – 30 xp.

Encounter 7

Bypassing/Disabling/Surviving the Pit Trap – 60 xp.

Bypassing/Disabling/Surviving the Arrow Trap – 30 xp.

Defeating the Kobolds* – 90 xp.

Defeating Vengi the Hag – 90 xp.

Encounter 8

Defeating the Kobold Ambushers – 120 xp.

Conclusion

Getting Lt. Geoffrey back in time for roll call – 15 xp.

Total Possible Experience

450 xp.

Treasure Summary

During an adventure, characters come upon treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time

Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1 (Kobolds only):

APL 1: L: 100 gp; C: 0 gp; M: None.

Encounter 5:

L: 2 gp; C: 0 gp; M: *potions of cure light wounds* x3 (5 gp each), *dust of appearance* (300 gp each).

Encounter 7:

Kobolds (if not encountered above)

L: 2 gp; C: 0 gp; M: *potions of cure light wounds* x3 (5 gp each), *dust of appearance* (300 gp each).

Vengi’s Lair

L: 50 gp; C: 300 gp; M: None.

Encounter 8:

L: 100 gp; C: 250 gp; M: None.

Total Possible Treasure (Maximum Reward Allowed)

L: 152/202 gp; C: 300/250 gp; M: 315 gp – Total: 767 gp (450 gp maximum).

Items for the Adventure Record

Item Access

- ❖ *Favorable Notice of the Knights of the Watch* – This PCs has earned the recognition of the Knights of the Watch and, provided they meet the requirements, may receive a recommendation to Squire from either Dispatcher Malwyn or Watcher Darius (Contact the Knights of the Watch PoC – lordkhardrus@yahoo.com for additional information.)
- ❖ *Disfavor of the Knights of the Watch* – This PC has earned the disfavour of the Knights of the Watch. In future interactions with Knights of the Watch NPC those NPCs will begin the encounter no better then “Indifferent” with respect to the PC.

- ❖ *Banished from Keoland* – This PC has been banished from Keoland. The PC may not participate in further Keoland Regional Modules or Meta-regional Modules taking place primarily in Keoland.
- ❖ *Imprisoned* – This PC has earned the honour of spending the next several months in the gaol of Fortress Ravonnar. Mark off an additional 12 TUs.

Appendix A – Monsters and NPCs

Residents of Ravonnar

Dispatcher Malwyn Stalwart Vigil, male half-elf Ftr2/Rgr2: CR 4; medium humanoid (elf); HD 2d10+2d8+4; hp 30; Init +3; Spd 30 ft. (6 squares); AC 17, touch 13, flat-footed 14; BAB/Grapple +4/+6; Atk masterwork composite longbow (+2 Str) +9 ranged (1d8+2/x3) or masterwork shortsword +7 melee (1d6+2/19-20); Full Atk masterwork composite longbow (+2 Str) +7/+7 ranged (1d8+2/x3) or masterwork shortsword +7 melee (1d6+2/19-20, x2) and masterwork shortsword +7 melee (1d6+1/19-20, x2); SA Favored Enemy (Humanoid [Reptilian]); SQ Half-elf traits; AL NG; Fort +7, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +4, Knowledge (Nature) +3, Listen +4, Move Silently +4, Ride +7, Search +6, Spot +4, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot, Track, Two-Weapon Fighting, Weapon Focus (Longbow).

Possessions: Masterwork composite longbow (+2 Str), two masterwork shortswords, chain shirt.

Description: Dispatcher Malwyn is only about 5' tall betraying his elven heritage, but also has the darker skin and hair color of his Oeridian ancestry. He wears dark green clothing with a black sash emblazoned with the Argent Owl Rampant of the Knights of the Watch.

Gaul, male mountain dwarf Exp1: Medium Humanoid; CR 1; HD 1d6+6; hp 11; Init +0; Spd 20 ft. (4 squares); AC 10 (no armor), touch 10, flat-footed 10; BAB/Grapple +0/+2; Full Atk club +2 melee (1d6+2;20/x2); AL LN; SV Fort +3, Ref +0, Will +3; Str 14, Dex 10, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Appraise +6, Diplomacy +2, Gather Information +2, Intimidate +2, Knowledge (history) +4, Knowledge (local) +6, Knowledge (nobility) +4, Listen +3, Spot +3. Toughness

Possessions: Club.

Watcher Darius Valiant Vigil, male human (Suel) Pal4: CR 4; medium humanoid (human); HD 4d10; hp 30; Init +0; Spd 20 ft. (4 squares); AC 20 (armor +8, shield +2), touch 10, flat-footed 20; BAB/Grapple +4/+7; Full Atk masterwork longsword +9 melee (1d8+3/19-20, x2) or masterwork lance +8 melee (1d8+3/20, x3); SA Smite Evil; SQ Aura of Courage, Divine Grace; AL LG; Fort +6, Ref +3, Will +4; Str 16, Dex 10, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +5, Handle Animal +7, Knowledge (Nobility/Royalty) +1, Knowledge (Religion) +1, Listen +1, Ride +9, Search +0, Sense Motive +3, Spot +1 Mounted Combat, Ride By Attack, Weapon Focus (Long sword).

Smite Evil: 1 timer per day, add +2 to attack roll; if the creature struck is evil add an extra 4 points of damage.

Aura of Courage: Immune to fear. Allies within 10' gain +4 to saves vs. Fear.

Divine Health: Immune to all diseases including magical diseases.

Possessions: Masterwork longsword, masterwork lance, full plate armor, heavy steel shield.

Description: Dispatcher Darius is young, only 17 and still has that wet behind the ears look about him. He has the pale complexion and light blonde hair common to the Suel and stands just over 6' tall. He is almost always dressed in his immaculately maintained suit of Full Plate Armor and bears the holy symbol of Heironeous on the pommel of his sword.

The Kobolds

Note that the Kobold Apprentice and Kobold Sorcerer are *not* the same; make sure you are looking at the correct stat block.

Kobold Apprentice: Kobold Sor 1; CR 1; Small Humanoid (Reptilian); HD 1d4; hp 3; Init +5; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +0; Grp -6; Full Atk -1 melee (1d6-2/x3, Spear); AL LE; SV Fort +0, Ref +1, Will +1; Str 6, Dex 13, Con 10, Int 8, Wis 9, Cha 13.

Skills and Feats: Concentration +4, Listen -1, Search -1, Spot -1; Improved Initiative.

Sorcerer/Bard Spells Known (5/4; save DC 11 + spell level): 0 – *Daze*, *ghost sound*, *mage hand*, *open/close*; 1st – *Disguise self*, *magic missile*.

Possessions: Spear.

Description: The kobold sorcerer is also unusually tall. Its scaly skin is brown with black streaks and it is dressed in a dark orange robe.

Kobold Infiltrators: Kobold War1; CR 1/2; Small Humanoid (Reptilian); HD 1d8; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -4; Full Atk +3 ranged (1d6/19-20, Repeating Light Crossbow) or +1 melee (1d6-1/x3, Spear); AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Intimidate +3, Listen -1, Search -1, Spot -1; Exotic Weapon Familiarity (Repeating Light Crossbow).

Possessions: Repeating light crossbow, spear, leather armor.

Description: These kobolds are all tall and bulky for their race, their scaly skin is a dark rusty brown and they are dressed in dark orange cloaks of human manufacture.

Kobold Sorcerer: Kobold Sor2; CR 2; Small Humanoid (Reptilian); HD 2d4; hp 6; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp -5; Full Atk +0 melee (1d6-2/x3, Spear); AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 10, Int 8, Wis 9, Cha 13.

Skills and Feats: Concentration +5, Listen -1, Search -1, Spot -1; Improved Initiative.

Sorcerer/Bard Spells Known (5/3*; save DC 11 + spell level): 0 – *Daze*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*; 1st – *mage armor**, *magic missile*.

Possessions (potions and *hag eye* appear in Encounter Five ONLY): Spear, three *potions of cure light wounds*, stone toad (*hag eye*).

Description: The kobold sorcerer is also unusually tall. Its scaly skin is brown with black streaks and it is dressed in a dark orange robe.

**Mage armor* is pre-cast and will last the duration of the combat.

Appendix B – Talk of the Town

There are any number of reasons the **Adventurers** may want to make Gather Information checks throughout the course of this module. The information here should cover most eventualities.

General Information

DC Information Gained

- 1 No one goes outside of the city's walls after dark unless they have to. The Night Haunts may have disappeared for now, but how long will they stay away?
- 5 Things have gotten better now that the Royal Standards have moved on to Steffenmoor. That was too many mouths to feed for this small town.
- 10 It also helps that most of the Refugees have headed back to Geoff. Say what you want about them, but I'm glad to see 'em gone.
- 15 Just a few months ago, a bunch of kobolds attacked the town. There was something going on in the Fortress too, but I don't know what. Must have been something important because Lord Althon called in a bunch of Knights of the Watch after the attack.
- 20 Those pesky little buggers have still been seen often enough to keep most folks off the streets at night. The Watchers are usually out in force too. Ah well, guess you take the bad with the good. Crimes down, even if I can't risk a moonlight stroll.
- 25 Some sort of shadow critters were attacking the Fortress when the Kobolds attacked the town. It took some of Keoland's most experienced adventurers to fight them off, including Lord Sterling, the Castellan's brother.
- 30 I heard the Shadows and the Kobolds were working together with the Giants.

About the Attack, Specifically

DC Information Gained

- 1 Oh yeah, some kobolds stormed out of the sewers. They got mopped up pretty quick.
- 5 The kobolds killed a whole lot of folks over in the Shantytown, not too much later all the Refugees packed up and left.
- 10 There was something going on in the Fortress too, but I don't know what. The Knights of the Watch and a bunch of adventurers stormed all over the place that night and the next day cleaning up the mess. Must have been something important over at the fortress because Lord Althon called in a bunch of Knights of the Watch after the attack and they've been here ever since.
- 15 Those pesky little buggers have still been seen often enough to keep most folks off the streets at night. The Watchers are usually out in force too. Ah well, guess you take the bad with the good. Crimes down, even if I can't risk a moonlight stroll.
- 25 There were giant-kin attacking the Royal Standards when the Kobolds attacked. I heard they were working with some (whispered) undead critters out of the moors too.
- 30 Some sort of shadow critters attacked the Fortress when the Kobolds attacked the town. It took some of Keoland's most experienced adventurers to fight them off, including Lord Sterling, the Castellan's brother.

About the Knights of the Watch

DC Information Gained

- 10 The Knights of the Watch are an order of Knights that are sworn to protect the Sheldomar Valley. They seem nice enough. Most of them are called Watchers, wear lots of armor, and ride around on big warhorses. Some of them wear lighter armor, but they're called Dispatchers...who knows what the difference is. They have really confusing names.
- 15 Ever since the attack the Margrave, Lord Watcher Althon Most Stoic Owlbear, has summoned in a lot more of the Knights of the Watch. They even built a new keep out next to the Rushmoors. They call it Ravonnar High. Most of the Knights around here are Oeridian or Flan. Most of the Suel knights are over in Linth.
- 20 There are a whole lot of Paladins and Clerics in the Knights, almost all of them flash some sort of holy symbol about. Makes this Keolander a little nervous having so many holy warriors around. I'd rather more of the Standards stuck around.
- 25 The Knights mostly keep to themselves now that news of what's going on in Linth has started to trickle through the streets. They all seem a little bit grumpy now days.

Appendix C – Talking to the Knights

There are two Knights the PCs may ask questions to about the Knights. The PCs may be surprised to hear different responses from the two knights. Some of the questions that may be asked are covered below. Use this as well as the “Knights in a Nutshell” GM Aide to craft answers to the PCs questions.

Why did you become a knight

Malwyn: My family is from Linth, so we'd only ever known the Knights of the Watch as bullies and the “Them” in the “Us vs Them”. Then one of my good friends (a Suel) got asked to join out of the militia. He was thrilled. A year later he was knighted and recommended I join as well. I had my reservations, but I took his advice.

Darius: I have dedicated my life to protecting those who are unable to protect themselves and living by the virtues of the Lord of Battles. The Knights of the Watch are one of the most virtuous Orders in the Sheldomar Valley and I was honored to be offered the privilege to join their ranks.

What do you think about Linth

Darius: I cannot believe that all of the stories I have heard are, indeed, true. It is unfathomable that so many of my Brother-Knights would behave in such a manner unless a dire charm had placed upon all of them. Nevertheless, the Great Beasts are discussing the matter and I have faith that they will deliver a resolution to whatever problem there is in that troubled County.

Malwyn: As my family is from Linth and Oeridian, you can imagine that I am greatly concerned. My Sueloise friend, who is a Watcher, is also still in Linth, though I have not heard from him in some time. Whatever is happening there, I pray each morning that the Great Beasts will rescind Lord Narthistle's decree against the rest of entering Linth so that we can help restore order.

What's with the titles?

Darius: I cannot tell you much other than it is similar to the rankings in the military. The rankings of a knight extend from Vigil (like myself and Malwyn) to a Magical Beast of the Earth (like the Lord Commander), to the Grandiose Imperial Wyvern Hugo of Geoff who is the Highest Ranking knight in the Order. The rest is not for those outside of our order to know.

Malwyn: I found that very confusing as well. I'm not sure I understand much more now, but I can tell you this much. Paying attention to the titles can be a handy hint. I'm fairly certain that you'll find Watcher Darius a valiant warrior if we enter combat. As for the Watcher versus Dispatcher, that's no big news. It has to do with a change in tactics after the Greyhawk Wars. Those who are called Dispatchers tend to use more “subtle” tactics, while the Watchers continue to use the tactics of heavy cavalry.

GM Aid 1 – The Knights in a Nutshell

(You can either use this as an aid or a Player Handout if only a few players are interested)

An Excerpt from the *Living Greyhawk Gazetteer*:

The Knights of the Watch formed several centuries ago, built upon the foundation an earlier organization based in Gran March. Tasked with protecting Keoland, Gran March, Bissel and Geoff from the incursions of Paynims and westerlings, the Watchers, as they are generally known, hold several castles, fortresses and strongholds along the border with Ket, as well as in the western mountains. The order's strongest bases of power can be found in Gran March (Hookhill), Geoff (Hochoch), and Bissel (Pellak), though members of the knighthood are drawn from the best and wisest of the lands throughout the Sheldomar Valley.

The Knights of the Watch are devotees of a near-monastic school of teachings based upon the writings of the philosopher Azmarender, who first chronicled a code of duty and belief known as the Twelve and Seven Precepts. The Twelve Precepts govern how a knight of the order is to carry out his day-to-day activities, with a particular eye toward traditions of battle. The Seven are said to guide the "life beyond the self," to give meaning to the universe beyond the field of battle. These latter precepts are jealously guarded secrets revealed to knights only as they gain station within the organization. The mysterious Seventh Precept, said to reveal ancient secrets about the establishment of the world of Oerth, is known only to the Grandiose Imperial Wyvern, titular head of the knighthood (currently the ailing Hugo of Geoff).

As befits the mysticism that dwells at the heart of their organization, the Watchers are known internally by a selection of fanciful titles. General knights, the lowest in rank, are called Vigils, with minor ranks adding to the base title (Stalwart Vigil, Resilient Vigil, Radiant Vigil, etc.). As knights ascend in rank, a number of adjectives are added to their titles, with "vigil" replaced by the names of fantastic beasts (manticore, hippogriff, griffon, etc.), such that a mid-level commander is known as the Magnificent Elder Gorgon. Few outside the order understand the ranking-system of the Watchers, a fact that gave rise to the peasant saying "frightful as a Watcher's title" to denote someone who wishes to appear grander than he truly is.

Prior to the Greyhawk Wars, the Knights of the Watch claimed more than 6,500 members. War trimmed that number by more than half. Currently, 2,500 Knights of the Watch roam the Sheldomar Valley, protecting the interests of their nations and sussing out agents of the hated west.

The Greyhawk Wars brought a new development for the knighthood, as well, a factionalization of the order into two distinct branches, the traditional Knights of the Watch and the new Knights of Dispatch. The Watchers continue much as they always have. The Dispatchers, however, have eschewed traditional rites of battle, often forming themselves into scouting bands to range within conquered Geoff (and, until recently, Sterich). The Knights of Dispatch have traded their hatred of the west for a deep loathing of the humanoids who have caused their homelands so much trouble in the last decade. While some within the greater order despise the "cowardly" tactics of this new branch, the leaders of both organizations have pledged support for each other, and share the same (confusing) hierarchy.

Both the Knights of the Watch and the Knights of Dispatch share a common coat of arms, an owl displayed argent.

The Twelve Precepts

Above all others are the Grand Precept and the Precept of Judgement. The other precepts define how the Knight should behave, but the first two define how he should follow the other ten. The Grand Precept imbues the Knight who follows it with strength. The Precept of Judgement grants flexibility. As with a blade, it is this combination of traits that makes the Knight the exceptional weapon that he is.

The Grand Precept: A Knight is known by his actions. There is no higher calling and no greater duty; therefore, a Knight will lay down his life rather than violate a Precept.

The Precept of Judgement: The Precepts are of mortal hand; therefore, they may conflict. A Knight will always remain true to the spirit of the Precepts and use the judgement granted him to know the right path. A Knight will never allow legalism to excuse any action.

The Precepts of Duty

The Precept of Duty to One's Order: A Knight's Order defines his place in the world. A Knight will remain true to the rules of his Order and will follow the commands of the leaders of his Order.

The Precept of Duty to One's God: A Knight's God has granted him the greatest gift of all, the life of a Knight. As such a Knight must remain true to his God's teachings and to those who represent his God in this world.

The Precepts of Courage

The Precept of Bravery: Battle and defense are the purpose of the Knight in this world. As such, a Knight may never flee battle unless failure to do so shall place those in his charge in greater harm. A Knight must never allow another to place himself in danger when the Knight can accept the danger himself. However, the Knight should also not allow dishonor to come to his companions by denying them their rightful share of glory.

The Precept of Chivalry: A Knight must never doubt his prowess or his worth and he must not allow others to think that he has done so. Therefore, a Knight must not take unfair advantage of any opponent, but must strive to show the rightness of his cause by victory in the fairest fight possible.

The Precepts of Demeanor

The Precept of Deference: A Knight has been placed in his position in the world for a purpose. To question this is to lack faith. Therefore, a Knight must pay appropriate honor to those placed above him in his Order, his State, and his Church. A Knight must ensure that those placed below him observe this, so that disrespect for the Precept is not created.

The Precept of Mannerliness: A Knight's behavior, manners, and etiquette must be above reproach lest dishonor fall on his Order.

The Precepts of Honor

The Precept of Oath-Taking: A Knight's word must be trusted. Therefore, a Knight will not violate an oath that he has sworn nor should a Knight swear an oath that he knows he cannot keep.

The Precept of Retribution: It is a duty of a Knight to ensure that any Knight who has broken an oath is brought to justice, lest all Knights' words become meaningless.

The Precepts of Charity

The Precept of Service: The poor, the oppressed, the widowed, the orphaned, those who seek after justice – these all are worthy of a Knight's service. A Knight should not deny it.

The Precept of Property: A Knight owns nothing. All material things are simply held by him in trust to fulfill his purpose. Therefore, a Knight must be generous in all things and disdain the gaining of wealth for its own sake.

Organization

The Knights of the Watch and the Knights of Dispatch are a selective organization, focused on the defense of the Sheldomar Valley, particularly from humanoids (including giants) and the Baklunish. Though they differ in their tactics and methods, they adhere to the same general principles (as spelled out in the Precepts, above) and share a common organization structure. Prior to becoming a Knight, a candidate must be invited to squire, and serve a full term in the ranks of the squires and senior squires (known as Junior and Senior Obedient Masters, respectively). Once Knighted, Watchers or Dispatchers

can rise through the ranks. The Knights are hierarchical, with the Grandiose Imperial Wyvern setting policy, along with the Great Beasts. The Monsters of the Air are responsible for disseminating information and enforcing discipline, while the Monsters of the Earth are in charge of day-to-day operations.

Allies

The order is closely aligned with the government and military of Gran March, and with the church of Heironeous. In addition, it considers as its formal allies all the nations of the Sheldomar Valley (though those nations do not necessarily reciprocate). The Darkwatch, a sister organization based in Keoland, is also counted an ally.

Rivals

Grand Duke Owen of Geoff has recently dealt several affronts to the order, including kidnapping several of its leaders temporarily, as a political ploy. While there has been some grumbling that the order ought to allow the giants to overrun what's left of Geoff, the leadership is firm in their conviction that the order's sacred duty will absolutely not permit them to concede Geoff to the giant invaders.

Foes

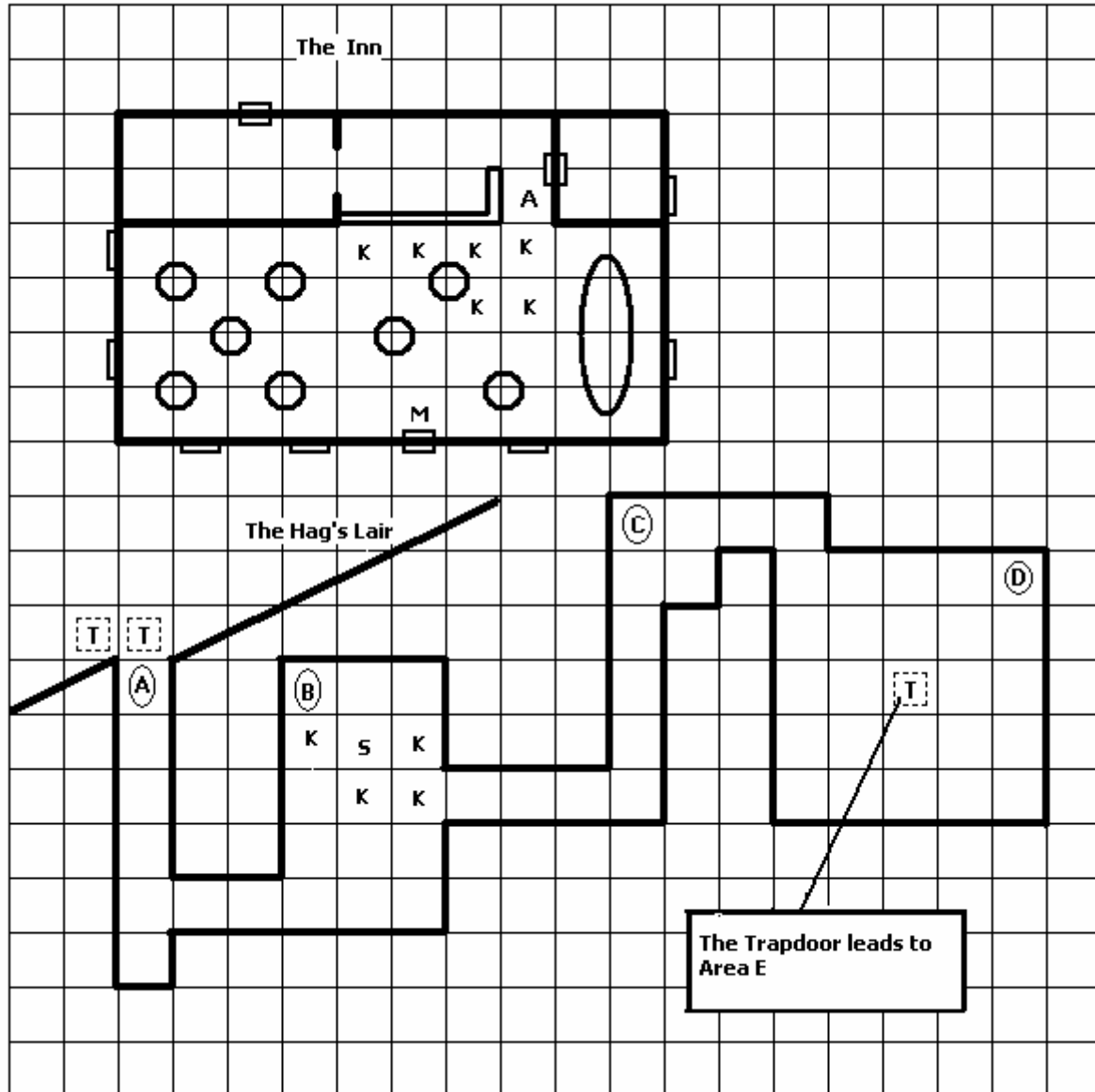
The order counts as its foes all goblinoids, orcs and similar creatures, giants, and Hextorians. They also consider most Baklunish in the same category (though there are a handful of Knights of Baklunish descent, mostly those who had some reason to renounce their heritage).

Titling Conventions

Though the Knights do not make their titling conventions public, observation has given outside observers insight into how titles are handled. Though there seem to be subtle nuances that are not apparent, the general consensus is as follows:

- Knightly titles seem to follow the pattern (outside title) (Watcher/Dispatcher) (name and surname) (modifier) (rank) (outside title). The first outside title and the Watcher/Dispatcher designation are occasionally inverted, apparently for no reason other than aesthetics.
- Outside titles such as Elector, Commandant, Colonel, Knight Field Marshal, or the like can be placed either before or after the Knightly title. There seems to be no particular pattern as to whether they are placed before or after, and the placement is probably selected for ease of use.
- Watcher/Dispatcher clearly refers to which branch of the Knighthood the Knight belongs to. This is also the form of address. Where you might say "Sir Tannel," or "Master Tannel," or "Lord Tannel," a Knight of the Watch would be addressed as "Watcher Tannel." Where "Sir" or "Lord" would suffice, use "Watcher." Always use the full name or surname, never the common name alone, unless instructed otherwise or if your intent is to give offense.
- Modifiers (usually one, sometimes two or three) seem to often indicate subrank within a general rank (see below). That does not always seem to be the case, however. A "Most Invincible Basilisk" is not always higher ranking than an "Invincible Basilisk." It may be that these modifiers are used only for style.
- Rank seems to be based on a system of beasts and monsters. The lowest and highest ranks are exceptions to this general rule. The lowest ranking Knights are called Vigils. The highest ranking (the commander of the order) is the Grandiose Imperial Wyvern. In between, there seem to be 5 general ranks. The lowest of these seems to be mundane, land-bound animals or monsters (example – bear, wolf). Above those are mundane, airborne animals or monsters (example – hawk). Next seems to be fantastical, land-bound monsters (examples – minotaur, basilisk). High ranking Knights are titled after airborne, fantastical monsters (example – griffon). The highest ranking Knights other than the Grandiose Imperial Wyvern are named for the most fantastic and dangerous of monsters. Examples from history include Dragon (or Wyrn), Vampire, Beholder, Demon (at least once, Glabrezu specifically was used, indicating a type of powerful demon), and Nightshade.

GM Aid 2 – Maps



Player Handout #1

This is what you found in the Kobold's Pockets...



...a simple grey stone carving of a frog about 4" long.