

KEOI5-02

The Unwanted Ones

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

Version 1.1

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Charity and mercy beg assistance to help one who is too weak to help themselves. Can you find a home for the unwanted one? An introductory Keoland regional 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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Visit the LIVING GREYHAWK website at www.rpga.com.

For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

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 record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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, players are limited to using 1st level PCs in this adventure. PCs of 2nd level or above may not play this adventure.

Time Units and Upkeep

This is a standard one-round Introductory Regional 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In the Kingdom of Keoland, half-orcs and half-elves are looked upon with scorn and disdain. As one nobleman has found out, his dalliances have produced something that would ruin his reputation – a half-orc child. This nobleman intends to dispose of the baby in the Javan River. Enter the PCs.

Adventure Summary

In Encounter One, the PCs rescue a good Samaritan who had been trying to save a baby half-orc. This Pelorite priest persuades the PCs to

bring the baby to Haven, where she can be raised amongst her own kind.

In Encounters Two and Three, the PCs brave the dangers of overland travel in route to Haven.

In Encounter Four, a stopover in Jaedrae brings opportunities to find out more about what's going on in the Viscounty.

In Encounter Five, the PCs drop off the baby with the Pelorite priest in town, and can explore the village of Haven.

In Encounter Six, the PCs have the chance to participate in one very brutal drinking game...

In Encounter Seven, the baby has been kidnapped by lizardfolk followers of Sakatha. If the PCs don't rescue the child, she ends up being a snack for the infamous Lizard King.

If the PCs are successful, they have the opportunity to become the godparent to the baby they've worked so hard to protect.

Preparation for Play

As DM, it is a good idea to find out the racial makeup of the PCs, noting in particular any half-orcs, half-elves, or dwarves in the group.

Also, check to see if you have any inexperienced *players* at the table as well. If you do, please extend a warm welcome to the LIVING GREYHAWK campaign on behalf of the Keoland Triad, and please make yourself available for any questions that they might have about how the game works. You and any more experienced players should help the player and be patient with them – remember, we were all new to this game once!

Lastly, don't allow other players to run the new player's PC for them. Balance giving suggestions and advice without detracting from a new player's experience in the game.

Introduction

This adventure begins in the city of Cryllor. Located on the western end of the Kingdom, It is one of Keoland's wealthiest and most strategically powerful provinces. The county stretches along the banks of the Javan, in a fluvial valley cut by the river between the Good Hills and the Little Hills which border the lands of the Yeomanry League. The walled city of Cryllor (pop. 8,400), whose western district opens onto the banks of the

Javan, is the fourth largest city in the kingdom, after only Gradsul, Flen, and Niole Dra. The city and its wealthy Suel lord benefit strongly from the river traffic and trade that passes just outside his walls on the road connecting Niole Dra to Longspear. Additionally, riches are still drawn from the lower Good Hills, most of which find their way to the markets of Cryllor. The counties of Flen and Cryllor have been rivals for centuries, but while the rulership of Flen has been relatively stable over that time, the lordship of Cryllor has changed hands many times.

The current Count of Cryllor is Ignas Manz, a former warrior turned wealthy lord and civic magnate. His personality is often described as imperious, boorish, and unforgiving. While he is often called a philistine by rivals in the Court of the Land, this calumny he ascribes to envy, for his success and power are very real. Manz styles himself a merchant prince and his relative isolation from the rest of the kingdom has bred indifference to the politics of Niole Dra. He made himself very wealthy from the ores he draws from his prodigious mines in the valley, much to the chagrin of the gnomes who find his methods unscrupulous. Manz is a firm believer in the concept of bread and circus and he does not disappoint his citizens. He spreads around just enough of his coin to keep the people happy and his rivals off balance.

Count Manz has long harbored the desire to annex the rich lands in the Little Hills, but has garnered no support to do so. He has made it clear that any alliance with Flen depends upon it. The western half of the province of Cryllor, referred to as the trans-Javan, extends from the western bank of the river to the foothills of the Jotens and the Little Hills. This land was recently acquired during the Greyhawk Wars, when forces of the count marched across the river, ostensibly to secure his lands from invasion from the Jotens. In so doing he has provoked the Yeomanry by mining the foothills of the Littles in abrogation of long-standing treaties.¹

Encounter One: Washed Up

Allow the players a chance to introduce their PCs to one another and give them some insight into why their PCs have ventured to Cryllor. The read-

aloud text assumes that the PCs have come seeking guard duty for a caravan – such work pays well and is favored by new adventurers just starting their careers, as it allows them the chance to travel in safety (and in numbers) while earning some coin. If a PC has another compelling reason why they are in the city, by all means, indulge them and modify the read-aloud text accordingly.

The heavy fog settling over the dock area of Cryllor weighs heavily upon the shoulders of the few that make their way in the evening. It seems all too appropriate though, for it mirrors the disappointment that your rejections have brought. “Not experienced enough to be a caravan guard?” Yet that was the reply that came from potential employers, seeing only inexperienced adventurers and not the true depths of your capabilities. The fog muffles the surrounding sounds, so even the clip-clop of a horse being ridden away quickly only barely reaches your ears from around the block...

Have each player make a Listen check.

- PCs that manage a DC 5 will hear the sounds of someone (a male voice, in Common) crying out for help.
- A PC that manages a DC 10 will hear a splash, followed by those cries.
- At DC 15, the listener will catch the sound of a splash, the man's cries, and the more muffled wailing of a child.

Should the PCs fail to manage even a DC 5 check, they will get a second chance on the following round (a DC 10 to hear the man's cries, and a DC 15 to hear that of the child). If that second set of checks fails... well, perhaps the caravan master's rejection of the PCs for guard duty wasn't so arbitrary after all.

If the PCs do nothing, the adventure is over for them. If anyone chooses to investigate, you may continue with the read-aloud text below.

The calls for help draw you to the end of a nearby dock and come from what appears to be a robed old man flailing in the water, trying, mostly unsuccessfully, to swim. The weight of his robes seems to be pulling him down as he desperately tries to hold a bundle of rags above the water. Catching sight of you, he implores, “Help me, please!”

Although the Javan can often be a swift flowing river, the spring run-off has yet to begin. As such, the river lazily pulls at the old man, rather than

¹ From the *Living Greyhawk Gazetteer*

whisking him away. If the PC's decide to throw him a rope, a ranged touch attack hitting AC 10 will get the rope to him, and a DC 14 Strength check will successfully pull him to shore. Allow up to three other PC's to assist on such a check.

Should a PC decide to dive in, a DC 10 Swim check will get to him, and a second such check at DC 14 will be enough to help him to shore. Other methods may work, subject to DM's generous discretion.

The PCs have three rounds in which to rescue him. If not, he is assumed to have failed his Constitution check to avoid drowning (see rules in the DMG, page 304 on suffocation and drowning). If he drowns, so does the infant, and the PCs have proved themselves unfit for more than just caravan guard duty.

Assuming a happier and more heroic result, once he is dragged ashore the old man profusely thanks the heroes for their assistance.

The old man in the drenched grey robes kneels on the shores of the mighty Javan River. He alternates between thanking you, coughing and looking with concern into the bundle on his lap.

"Thank you, thank you my friends. I am Brother Lorus, a humble priest of Pelor. Were it not for your timely assistance I'm afraid that I would have had the opportunity to serve my lord more directly. But I couldn't stand by and watch another one drown..."

At that point, a tiny grayish hand reaches out from the bundle towards the golden holy symbol dangling from the old man's necklace. Pulling back the folds of the rags, a baby's face appears within, a small smile upon it. It would be all too cute save for the tiny tusks protruding from its mouth. The baby is a half-orc.

He responds with a look of shock and disapproval towards any PC's making negative comments about the baby (such as "Throw it back in!" or comments of the like).

"Please, come with me, if you would. I would be more than willing to answer whatever questions you have, but I'd like to get this poor child into something dry."

If the PC's choose not to accompany Brother Lorus (or at least meet up with him later or early the next day), he thanks them once again for saving him, a bit of sadness in his eyes. Before he

lets them depart, he asks "Hmm... aren't you that group of adventurers looking for work earlier today? I hope something turns up for you, but if you change your mind, I would deeply appreciate your assistance..." This will be his last attempt at getting the party to help him with this problem. If the PCs again decline, the adventure will end.

The Home of Brother Lorus

Assuming that the PC's either follow Brother Lorus to his home or meet him there later, he explains what happened as he tends to the baby, wrapping it up in a warm, fresh blanket.

Brother Lorus' home is not much more than a humble shack, a single room with little in the way of furniture or comforts. The sole decoration in the abode is a painting on the wall of a large sun with a face, over a small table with two candles on it. The painting matches the holy symbol around his neck.

"I was taking my evening constitutional by the docks when I heard a rider approach. He passed out of sight, but then I heard a man's voice carry through the fog. He said, 'Let this stain on my family's honor be washed away so that none shall know.' Then I heard a splash and the rider left. Looking out on the water, I saw the bundle of rags and heard an infant's cry come from within. I'm not a young man anymore, but I had to do something... I was never a good swimmer in my younger days, and those days are far behind me now."

Brother Lorus produces a bottle of milk from a nearby cupboard and begins to feed the baby. "Refugees from the war in Geoff have flooded this city. Children have overwhelmed the few orphanages we have here. I do my best to help those that need it the most, but I can no longer find any homes to take in human children, let alone a half-orc baby. That is why I... or we," he says, referring to the child in his arms, "need your help. A ray of sunlight does shine down upon us, for I know of a place, far south of here, that can offer this child the chance she would not have here. There is a village, in the Viscounty of Nume Eor, was founded by half-orcs. It is called Haven, and I believe that this child would best be raised by those like her. In Haven, a colleague of mine named Father Jargus has built a small shrine to the Sunfather. He administers to the needs of the people there. Please, I beg of you, deliver this child safely to him. I cannot offer you any sort of material reward, but I will pray that our great

Sunfather shines his blessings down upon you. Will you do this, if not for me, then for the fate of this innocent child, so that she will know a life that is more than discrimination and neglect?"

At that point, the baby coos softly in his arms.

The choice is now in the player's hands. Should they decide to decline Brother Lorus' request, he will appeal to their good natures again, asking if they can find it in their hearts to help this child. If they still refuse, he reluctantly thanks them and lets them leave, and so ends the adventure.

If the PC's ask for some sort of monetary reward, he casts his glance over his humble dwelling and explains that he has nothing, that any money he receives, he uses to help take care of those in need.

If the PC's accept his request of assistance, he will provide a rough map with directions on how to get to Haven (it's nearly a straight run south, along the banks of the Javan), as well as removing his ring from his finger (a *ring of sustenance*) and placing it on the baby. He prepares a bag of supplies for the infant (cloth diapers, drying (talcum) powder, etc.) If the PCs wish, they can spend the night, though he encourages them to leave as soon as possible.

Brother Lorus removes a plain brass band from his index finger and slips it on the child's own. The ring grows smaller. "This ring will keep her nourished for the duration of your journey – none of you look like qualified wet-nurses." He smiles gently. "Er... unfortunately, she will not sleep nearly as much as an infant should. But I'm sure you will manage. I would appreciate it if you left the ring with Father Jargus, as I use it so that I may spend my coin for food to give to others who are needier. Now, this bag contains some cloth diapers... say, I doubt any of you know how to put them on. Come, let me show you."

Brother Lorus makes each of the PCs diaper a small rag doll roughly the size of an infant. Refer to DM Aid #1, which details the challenges the PCs face as well as the effects of the "baby bag" Brother Lorus provides to them. Included there are rules for diapering the baby. Have some fun and encourage each PC to do this in-character; PCs with exceptionally low rolls to diaper the child should be described as diapering the baby's head, sticking themselves or the doll with the pin, and so on.

Brother Lorus will answer any questions the PCs may have to the best of his ability. Here are a few responses to common questions asked of Brother Lorus, as well as some suggested answers.

Do you know who threw the baby in the river? "I didn't see the rider very well, but he was a Suel man in his late thirties. I plan to investigate it myself, but the city watch here in Cryllor has little sympathy towards the plight of a half-orc. Perhaps I can appeal directly to Constable Henning; she is a good-hearted woman."

What is Haven? "In CY 590, Viscount Richart Jorgos granted permission to two half-orcs to found a village for their kind. The Viscount had only recently been granted his title and lands and was anxious to get any sort of settlers in his lands. The land he gave over for Haven abuts the Hool Marsh and is not too far south of the Dreadwood. While it's not the most hospitable area, considering the threats that can come from those fell places, the half-orcs were more than thankful for the opportunity. Over the past five years or so, they've prospered and expanded, having served as a buffer and deterrent to the threats that have come from the Hool, especially those lizardfolk that serve evil masters."

So Haven is a half-orc town? "No, it's not just half-orcs. Shortly after it was built, the founders of Haven recognized the similar plight of discrimination that many half-elves face and opened their doors to them, welcoming them in as equals. They even named a half-elf as their mayor, Vexander Sangreal. While the town is predominantly half-orcs and half-elves, they allow those of any race to come and live peacefully as regular citizens, so long as they follow the rules of the town. The only exception to that are dwarves. Shortly after Haven was founded, several dwarves, especially those of Clan Stonecrow, began making comments about 'burning the town down and cutting the orc half out.' Because of this threat against Haven, the founders established that dwarves were not welcome in Haven. Dwarves are forbidden to come to Haven, and they rarely visit. Now that Haven is more established and secure, they've let some in for brief periods, but even those are treated harshly and certainly not welcomed. From what I've heard, dwarves receive the same type of treatment in Haven that half-orcs receive most other places." (If there are any dwarves in the party, he adds) "I wouldn't expect you to normally have an easy time in Haven, but considering why you are going

there, I would imagine that your race won't be held against you too strongly for this one time."

Who is this Father Jargus? "Father Jargus Lowhill is a halfling priest of the Sunfather. He's built a shrine to Pelor in Haven and is on very good terms with many of the elders and founders of the village. He was an active adventurer for several years but has mostly settled down now, tending to the spiritual needs of the townsfolk."

When the PCs leave Cryllor and make for Haven, proceed to Encounter Two.

DM Note: If at any point before Encounter Seven, if the PCs fail to get the baby to Haven, proceed to Conclusion C.

Encounter Two: It's a Living

Read the first paragraph of read-aloud text if there are no half-orcs in the party.

Read the second paragraph if there are half-orcs in the party.

A day's travel outside of Cryllor brings you to one of the small farming villages that support the city. Farmers and townsfolk going about their business offer friendly greetings and casual conversation, all of which turns decidedly colder when they see the race of the infant you carry.

A day's travel outside of Cryllor brings you to one of the small farming villages that support the city. Farmers and townsfolk going about their business warily eye your group, or more specifically the half-orcs in your group.

Continue for all groups:

The distrust towards those of mixed orc blood is readily apparent, as vacancies in the local inn are suddenly nonexistent and only a bribe to the stable master even gets you the meager shelter of the hayloft and cold gruel for dinner. Mothers pull their children back from your group and a local band of street toughs eyes your group as a source of some amusement before thinking better of challenging a group of armed adventurers. The next day's travel takes you out town onto the main southern road, traveling near the Javan. A sunny day, the wide road winds its way through a small wooded area. As you round a bend past a copse of trees, a figure steps out onto the road. An armed and armored half-orc, he calls out to your group in Common.

"Okay, youse gots two ways ya can do dis. Youse can drop yer money an' weapons and stuff an' then keeps goin' or me boys can take yer stuff from yer dead bodies. Which way's it gonna be?" the half-orc asks, lightly tapping the tip of his falchion into his open left hand...

Refer to DM Aid #2 for a map of this encounter.

PCs that attempt to talk their way past Gnarsh will find him adamant (see the Diplomacy skill description in the PHB; Gnarsh begins at Hostile), and he is even unsympathetic to PCs that explain the nature of their mission. ("I'll bring her up right, not da way dose soft half-orcs in Haven would!")

A DC 12 Spot check reveals two other half-orcs hiding ten feet off the road behind some trees, each with a javelin in hand. The trees behind which they hide grant them cover (+4 to AC) until they enter melee. Should the PC's take any other action but drop their purses, the two in the trees throw their javelins before storming into melee with their falchions.

The PCs will not be surprised by the two half-orcs in the woods (Gnarsh did announce that he had friends with him), but PCs who failed the Spot check will not be able to target the other half-orcs until they have revealed themselves (by attacking or moving) or until one of their fellow PCs warns them of their location.

All APLs (EL 3)

Gnarsh, Male Half-Orc Bbn 1: hp 12 (14 while raging); see Appendix One.

Grack and Thrack, Male Half-Orc War 1 (2): hp 7 each; see Appendix One.

Development: If the bandits are slain, the PCs can proceed onward with no further interruption. Should any of the half-orcs be captured, they will admit that they are part-time brigands, usually working as laborers on the docks of Cryllor but resorting to robbery when money gets tight. They do not have much in the way of useful information and simply wish to be released.

The next leg in the journey of the PCs is related in Encounter Three.

Encounter Three: Wily Coyotes

Several long days travel brings you to the Barony of Westgate. The reception you

received in the town of Millen was no different than in the smaller towns outside of Cryllor - ordinary people turning from friendly to cold as soon as they become aware of the orc blooded-ones in your company. Pushing on southward, you find yourselves making camp for the night near the border of Westgate and Nume Eor, not far from your final destination.

Have the players determine their watches for the night (if any). This encounter happens near midnight.

“WAAAAAAA!” The sound of a baby crying pierces the quiet of the night, rousing even the deepest of sleepers from their rest.

Note which PCs indicate they will check on the baby and which ones return to sleep.

A quick inquiry determines the cause of the alarm... there's a diaper in need of changing, a now-familiar chore at this point of your trip.

Again, have some fun with especially egregious diapering checks.

Once the baby is diapered, ask any PCs awake and on watch to make a DC 12 Spot check to notice the approach of the wild dogs. If any PC succeeds, they notice the dogs at the limits of their vision; should no one make the check, the dogs get a surprise round and begin the attack at a 30' distance. Note that some PCs might be prone at the start of this fight (especially if they indicated they rolled over and went back to sleep rather than check on the baby).

Apparently, the baby's cries drew the attention of more than just your companions, as a pack of coyotes, led by a larger alpha, head towards you in search of an easy meal...

The coyotes and the alpha coyote are treated as dogs and riding dogs, respectively. Note that the none of these creatures enjoys the ability to make a trip attack.

All APLs (EL 3)

Dogs (5): hp 7 each; see *Monster Manual* page 271.

Riding Dog: hp 15; see *Monster Manual*, page 272.

Tactics: This pack of coyotes is looking for an easy dinner, drawn by the sound of a crying baby. If four or more of the coyotes are slain (count the alpha as two coyotes), the remaining ones will attempt to flee (they will bite before moving off).

The coyotes will instinctively try to flank PCs, and at least one coyote will go after whoever has the baby.

Development: Once the PCs have dealt with this danger, they will suffer no further hazards and will subsequently arrive in the Viscounty of Nume Eor. Proceed to Encounter Four.

Encounter Four: Highway to Haven

The morning sun shines brightly down upon you as you cross over into the Viscounty of Nume Eor. The road skirts a narrow passage between the Javan River and the dangers of the Dreadwood. Two day's travel brings you to the capital of the Viscounty, Jaedrae, recently renamed in honor of Keoland's departed queen. This town differs from others that you've passed through in two respects. Foremost is the sadness seen in the residents; the passing of King Kimbertos has struck hard here emotionally, for Viscount Richart Jorgos was Kimbertos' first cousin. The second difference that is readily apparent is the manner in which you are treated. The presence of those with orc blood in their veins is no surprise to the people here, and more than a few of them have indicated to you the eastbound road that runs from Jaedrae to the village of Haven.

Jaedrae (formerly Kimberton but renamed for the Queen of Keoland following her assassination) is the capital of the Viscounty. The PCs can, if they wish, find food, lodging and equipment as needed, subject to the usual campaign purchasing restrictions.

If the PCs wish, they may use their Gather Information skill to glean some insight into recent news around the area. Consult the table below:

- ❖ DC 5: “The road to Haven is usually fairly safe. While you need to be careful of wild animals, you won't find any bandits. Haven contains a lot of adventurers and the bandits figured out early on that picking on the wrong group of travelers could be painful.”
- ❖ DC 10: “The Hool used to contain a village of tree-dwelling elves. It was called Ob Noqui, but the place was laid low by a black dragon. That beast was Aulicus, the last such dragon in the Hool. That was

also the same dragon that delivered a prophecy to the King in Niola Dra, gods rest his soul. Adventurers killed the beast, only to see it return as an undead dragon. It was put down a second time, and hopefully this time, it'll stick."

- ❖ DC 13: "The principal threat in the Hool Marshes is the evil lizardfolk. Not all of them are evil, but I can't tell the difference. A few years ago, they were worshipping the light in an old tower known as Balton's Beacon. When some adventurers extinguished it, they lizardfolk seem to have fallen in with Sakatha – a vampire lizardfolk that has menaced this region for many years."
- ❖ DC 15: "Viscount Jorgos has been acting rather erratically lately. He must be under pressure."

When the PCs head off to Haven:

The eastbound road to Haven seems well traveled, the dust indicating the passage of many heavy caravans. As you travel along, a merchant caravan bearing the placard of the House Solas Trading Consortium approaches and offers a friendly greeting as it passes. The bored adventurers serving as caravan guards look longingly towards the freedom your group has as you continue towards your final destination.

Several hours later, you spy a small lean-to built by the side of the road and signs of farmsteads shortly past there. Three humanoid figures can be seen standing near the structure. At closer examination, two can be made out to be half-orcs and the third is apparently a half-elf. You would guess that they are guards.

When the PCs approach:

As you approach the checkpoint, the three guards step forward, the half-elf in front of the two great axe wielding half-orcs. All are dressed in studded leather, with the half-elf having some sort of insignia of rank upon his left shoulder. The half-elf calls out to you. "Hold, travelers. What business brings you to the village of Haven?"

If there are any half-elves or half-orcs in the group, the half-elf addresses the question to them. If not, then the half-elven sergeant addresses the question to the non-dwarf PC with the highest

Charisma. If there are any dwarves in the group, the half-orc guards tend to give them dirty looks but don't make any comments unless provoked.

If the PC's respond to the half-elf's inquiry by explaining their task, he responds gives them directions to the shrine of Pelor in Haven as well as a roughly sketched map (Player Handout #1). ("Shrine to Pelor you say? It's up the main road here, through the town square, past the Beardless Dwarf, make a left at the Council Chambers, and follow the road up about a quarter mile. If you hit the arena and the temple to Kord, you've gone too far.").

In general, the guards will let most parties pass without comment, the sole exception being any party with a dwarf in it. If the party has one or more dwarves, the half-elf will explain. "Dwarves are not welcome in Haven. If one of you will vouch for his/her behavior and accept responsibility for his actions, then (s)he may enter. Otherwise (s)he'll have to wait out here." The half-orcs look quite willing to enforce this law...

The PCs should NOT have to fight the town guards. Attacking the town guard will not make them welcome in Haven, and therefore unable to finish the module.

Assuming that the party does not cause an incident with the town guard, they progress into Haven proper.

All APLs (EL 3)

Sergeant, Male Half-Elf Rgr 1/Brd 1: hp 12; see Appendix One.

Guards, Male Half-Orc Bbn 1 (2): hp 14; see Appendix One.

Encounter Five: Haven

Read the first paragraph of read-aloud text if there are no dwarves in the party.

Read the second paragraph if there are dwarves in the party.

Following the main road towards the village, you pass several apparently randomly laid out farmsteads. The residents, an assortment of half-orcs, half-elves, a few humans, and even a hill giant, diligently work their lands and offer friendly greetings as you continue on to the town center. Townsfolk offer casual conversation and slight smiles, mixed with a little sadness at the sight of the child you bear.

Following the main road towards the village, you pass several apparently randomly laid out farmsteads. The residents, an assortment of half-orcs, half-elves, a few humans, and even a hill giant, diligently work their lands and offer friendly greetings, which quickly disappear and turn cold upon sighting the dwarf in your company. The smiles on the faces of the townsfolk quickly fade into determined grimaces as soon as they notice the dwarf, with mothers pulling their children close and merchants turning their 'Open' signs to 'Closed' as you approach. As you pass by, some of the younger men of the village spit on the ground at your passing while older women make a gesture to ward off evil spirits.

Continue for all groups:

The map and simple directions lead you through the crowded town square and up the northern road. A short distance up, you see a small structure on the left-hand side of the road. More than a mere lean-to, but less than an actual building, the three-walled structure is open to the east and a few half-elves and a halfling appear to be engaged in conversation.

"Thank you for your time, Father Jargus," one of the half-elves replies as they walk away. The halfling, dressed in the robes of a simple priest, acknowledges your approach. "May Pelor's blessings shine down upon you, my friends. How may I be of assistance today?" The midday sun gleams brightly off the sunburst pendant around his neck.

Father Jargus is not expecting the adventurers, but is very familiar with Brother Lorus and his work up in Cryllor. He listens intently to the PC's words and, when given the opportunity, checks on the baby. He will also heal the PC's of any wounds they may be suffering (as an 8th level cleric of Pelor, he can certainly heal any damage sustained by a group of 1st level PCs).

When the party has finished telling their tale, he thanks them for their efforts.

"You have performed a most kind service in bringing this child here. In Haven, this infant will have a chance that others would have denied her. I have little in the way of a reward that I can offer for your kindness, but at least allow me to provide dinner and accommodations for you for the night. Here, take these," he says, withdrawing a number of gold coins from his pocket. "Let Master Milo at

the Beardless Dwarf know that I'm covering your room and board for tonight. If you would do me the honor, tomorrow morning I will be performing the child's Dawning Ceremony. I would imagine that her foster parents would wish you present. But for now, thank you again. I have much work to do..."

A DC 13 Knowledge (religion) check (automatic success should be assumed for any Pelor worshipping PCs) reveals that a "Dawning Ceremony" is a non-magical ritual, the equivalent of a Pelorite christening, done to ensure health and strength upon the baby. It does not dedicate them to the worship of Pelor, and is done at the behest of many parents of different religions.

If the PCs decide to travel to the Beardless Dwarf, proceed to Encounter Six. If the PCs decide not to avail themselves of lodgings, they may sleep outside the town without incident.

If the PCs decide to attend the Dawning Ceremony, proceed to Encounter Seven.

Unless stopped by the PC's for some reason, Father Jargus walks off with the child, muttering things like "Must check the adoption waiting list... no, Magyr just adopted Shirnk. Is Illena next?" "Have to check the sacred oils... pink ribbons, definitely pink" "First rays of dawn... Yes, that would be perfect now that those trees are down."

Exploring Haven

The PC's are now left to their own devices to get back to the Beardless Dwarf Tavern. Some sights of interest indicated on the map include the following.

Arena and Temple to Kord

The grunts and groans of people exercising and sparring carries out from Haven's arena behind the temple to Kord. The temple, a simple single-story building with large, open doors and a small altar within, seems spartan and not often used. In comparison, the grounds behind the temple seem to be the true place of worship for the faithful of "The Brawler". Numerous pieces of exercise equipment, from weights to ropes to heavy bags all litter the open field. Off towards the side, an exceptionally large half-orc demonstrates a series of intricate maneuvers and a maelstrom of furious blows with his spiked chain to several attentive students.

However, dominating the field is a man-made rise of packed earth nearly five feet high. This 30' square has a pole planted into the ground in each corner and a series of ropes connecting them to each other to form a crude ring. Two half-orcs wrestle within, while a third half-orc, wearing a silver symbol of Kord, stands watch over them, offering advice and praise to each wrestler equally.

After a few minutes of effort, the grapplers break their holds and roll out of the ring as two more combatants climb down from the crude bleachers that surround three sides of the mound and enter the ring. The apparent winner of the match, a half-orc with deep black eyes and a slightly greenish complexion, accompanies the referee to a small cage bolted to a tree stump nearby the ring. Within the cage sits a small potion bottle with the symbol of Kord embossed upon it. Grasping the bars, the half-orc strains with all his might to bend them, cries out "By Aelennial, yield!" but to no avail.

Patting the wrestler on the back, the Kordite priest sends him on his way and turns to you. "Have you a demonstration of strength for Kord? His blessing lies within for those with the might to claim it," he adds, gesturing to the bottle.

The metal cage, no more than a foot on each side, is solidly bolted down to a large tree stump. It has no door, although a closer examination reveals signs that several of the bars have been bent and bent back over time. Within the cage is a small potion bottle with the holy symbol of Kord and the words "Kord-Aid" written on the label.

The challenge is straightforward. Each contestant is given thirty seconds (5 rounds) to bend the bars wide enough to retrieve the potion bottle. To succeed, a person must succeed on three DC 18 Strength checks (these need not be cumulative). Regardless of success or failure, the Kordite priest offers encouragements to each challenger, as it is not the overcoming of the challenge that is an offering to Kord, but the attempt itself. If successfully retrieved, the PCs may keep the prize (but only for the duration of the adventure). The concoction acts as a combined *potion of bear's endurance* and a *potion of bull's strength*.

Beardless Dwarf Tavern

This area is detailed in Encounter Six.

Council Chambers

The ornately carved wooden doors of the Council Chambers are tightly closed, a pair of half-orcs stand at attention before it, their great axes lowered to rest on the ground. From within can be heard the sounds of minor arguing, to which the guards appear oblivious.

The guards will not allow admittance to the Council Chambers to anyone not accompanied by an Elder of Haven, although they will freely share what they know of the Council's debate. If asked, one of the guards will explain "Now they're decidin' what sorta stuff Haven's gonna make available to da people dat live here. Seems like they change their minds every year or so, kinda like they're getting' told da rules are changed an' dey gotta make changes on what they allowed ta sell to members. Aw, who knows?" he adds with a smile. The guards are also willing to explain the format of the council, that there are six Council members – three half-orcs and three half-elves - with the half-elfen mayor, Vexander Sangreal, coming in to break tie votes. Otherwise, the guards have little in the way of useful information.

All APLs (EL 3)

Guards, Male Half-Orc Bbn 1 (2): hp 14; see Appendix One.

Dreadwalker Tower

Set a short distance apart from the town is a three-story tower with an attached stable. A pennant flies from its peak, a trio of downward-pointing arrows superimposed upon a shaded oak tree in a field of green. A wood elf perched at the highest window in the tower lets out a bird call that is mirrored by half-elf galloping up towards the tower, his long red hair and Pelorite tabard fluttering in the breeze as his horse slows. He hastily dismounts and makes his way into the tower, a parcel bearing the Dreadwalker insignia held tightly under his arm. The shutters are closed and the solid sound of a heavy draw bolt securing the door can be heard as the wood elf in the top window nocks an arrow in his bow and disappears from view.

The Dreadwalker outpost has just received an important missive and its members are NOT available to anyone not in a position of authority. Anyone approaching within a hundred feet of the Dreadwalker outpost will be challenged - "In the Name of the Court of the Land, leave at once."

If a member of the party is a Dreadwalker, they will nonetheless be ordered to leave. If the party refuses to go, the elf within will fire a warning shot. After that, his second arrow is a whistling flare arrow that will summon Haven town guards, arriving two rounds later, to remove the trespassers.

All APLs (EL 7)

Sergeant, Male Half-Elf Rgr 1/Brd 1: hp 12; see Appendix One.

Guards, Male Half-Orc Bbn 1 (6): hp 14; see Appendix One.

Haven's Keep

The busiest location in town would be this massive construction project on the outskirts of the town proper. Half-orcs, half-elves, humans, even a gnome or two can all be seen working hard on completing what appears to be a large curtain wall anchored by four towers. Within the curtain wall can be seen a two-and-a-half-story manor house, still under construction. A half-elf foreman seems to be overseeing the construction, calling out to one work crew "Check the crenellations at the top of the Pin tower," gesturing to the tower on his left, "and then start bringing the tar and thatch into the Marcus tower. We ever get that plaque for the Ulag tower?" he asks, looking through some scrolls of plans and blueprints.

The foreman, a half-elf by the name of Sperrin, is not in a good mood and has no time to waste on lolly-gagging visitors. If the PC's are willing to assist in the construction, he will quickly put them to work as general laborers. Otherwise, he will order them off "his construction site."

Town Square

The town square in the middle of the village is a cluster of merchants and farm stands, all surrounding the statues of two half-orcs that stands in the center of the square. The figures, one a half-orc in full plate with a holy symbol of Mayaheine around his neck, the other of a half-orc in a hooded robe, appear to stare off into the distance, a look of determination and faith upon their faces. A small bronze plaque at the base reads "Alexander and Eldritch Bloodreaver, Founders of Haven."

The town square is predominantly a farmer's market, although the leather tanner does have a stand here which sells leather (regular and

studded) and hide armor, in addition to boots, belts, backpacks and waterskins, all with a unique pattern to them, reminiscent of alligator hide. A simple inquiry to the merchant will reveal that the hides are not alligator but lizardfolk – "but only the evil ones, just like the Viscount ordered."

Prices for any articles of clothing are 200% of the usual PHB costs. The merchant's stock is slim, and the PCs can only purchase a total of one item from any of the types listed above; however, this item is unique and should be noted on the AR (see the *Lizardfolk Hide Clothing* item). Normal and masterwork versions of the armors listed above are available; the 200% markup should be calculated *before* the +150 gp additional expense of masterwork armor.

Encounter Six: The Beardless Dwarf Tavern

Read the first paragraph if there are no dwarves in the party; otherwise, read the second paragraph.

If the Council Chambers is where the policies of Haven are decided, The Beardless Dwarf Tavern appears to be where the will of the people is made known. Boisterous laughter echoes out from the open door of the tavern as the patrons within relax after a long days work. The bar itself is barely visible past the cluster of customers and most of the tables within are full. Several patrons let up a low cheer as another spits loudly into the spittoon near the door. More accurately, he spit at the unusual backboard behind the spittoon, a double-bladed battleaxe with a carving of a raven perched on an axe, bolted securely to the wall behind the spittoon. One table in the back is noticeably devoid of customers, its sole occupants are an empty shot glass and the words engraved upon it. An unusual pelt of some sort of animal adorns the western wall, beads and ribbons braided into its hair. A slightly intoxicated half-orc mumbles a simple rhyme that draws laughs from his companions. 'Fuzzy wuzzy was a dwarf, Fuzzy got his beard shaved off, Fuzzy wuzzy wasn't fuzzy, was he?' After a moment, a table opens up and you find yourselves a seat. A muscular, unattractive female half-orc wearing an inappropriately small and revealing tavern wench's dress comes to the table. "So, what can I get you all? Tonight's special is 'Evocation Gator', as Master Milo calls it. It's flash-seared alligator steak that Master Milo works his magic on, and

it's pretty popular. Can I start you with a round of Orkpish? It's the Haven home brew, made with the freshest Hool hops," she explains.

OR:

If the Council Chambers is where the policies of Haven are decided, The Beardless Dwarf Tavern appears to be where the will of the people is made known. Boisterous laughter echoes out from the open door of the tavern as the patrons within relax after a long days work. The bar itself is barely visible past the cluster of customers and most of the tables within are full. One table in the back is noticeably devoid of customers, its sole occupants are an empty shot glass and the words engraved upon it. An unusual pelt of some sort of animal adorns the western wall, beads and ribbons braided into its hair. Within moments of your group entering, the laughter dies down to be replaced with whispers, all eyes in the bar turning towards your group. A slightly intoxicated half-orc mumbles a simple rhyme that draws snickers from his companions. 'Fuzzy wuzzy was a dwarf, Fuzzy got his beard shaved off, Fuzzy wuzzy wasn't fuzzy, was he?' A particularly foul-looking half-orc eyes your group and spits loudly into the spittoon near the door. More accurately, he spit at the unusual backboard behind the spittoon, a double-bladed battleaxe with a carving of a raven perched on an axe, bolted securely to the wall behind the spittoon. The tension in the bar seems to attain an almost palpable level as a muscular and unattractive female half-orc wearing an inappropriately small and revealing tavern wench's attire comes towards your group. "Can I help you with something?" she asks, her question directed to the group but her eyes never leaving the dwarf among you. As she speaks with your group, the young half-elven male behind the bar starts pouring out free drinks for those within reach in an attempt to distract the crowd from your presence. The silver-bladed spear hanging over the bar glints in the firelight.

Depending on the PC's responses, the barmaid, Tora, will either bring them to an isolated table near the kitchen and away from the rest of the patrons, or she will escort the dwarves in the party upstairs (or any other PCs that might not wish to dally in the bar) to their rooms for the night, bringing up a tray of food and making sure that they lock their door. If anyone in the party is repeatedly rude to her, she will not hesitate to

have the three half-orc bouncers throw the offending parties out of the tavern. If problems grow outside their ability to resolve, town guards will arrive within ten rounds to help end the disturbance (see Appendix One).

If asked about the tavern, Tora knows can speak about the features of the place.

"The table is a memorial to fallen Havenites. When a resident of Haven steps forever past the bounds of this world, their name and fate gets engraved on the table. The pelt is a collection of dwarf beards that was started by one of the Founding members of Haven and has been growing ever since. The axe that serves as the backboard for the spittoon was made by Clan Stonecrow, Haven's fiercest rival. The clan's mark makes a suitable target, and since the were giving them away so freely a few years ago, when one fell into the hands of a member of Haven, he found a good use for it."

The Games Half-Orcs Play

If the PCs decide to stick around for a while, continue with the following:

Once the food and drink has come and gone, the waitress Tora returns to your table. "You know, they're starting up a round of 'Knock 'em Back, Knock 'em Out.' It's our version of a drinking game, if any of you are up to the challenge," she adds with a frightening smile.

If asked, Tora will explain the rules of the game:

"It's simple, really. You take a shot of whatever the drink for the round is, then you take a swing at the person sitting to your left. If you can't hold your liquor or can't take a hit, you're out. Last man up able to take a drink wins. No armor, no shields, no magic, and if you know how to be lethal with your bare hands, then no hittin' for real injury, just to knock the person out," she explains.

The rules of the game are as follows. Determine the seating order of the participating PC's in a circle, then mix the NPC contestants in. The first contestant takes a drink and if he passes the DC 10 Fortitude save, he makes an unarmed attack on the person sitting to his left. If the struck party is still conscious after being hit, he takes a drink and then makes an attack. If not, the next person in line drinks, then attacks. Once everyone has taken a drink and taken an attack, the DC of the Fortitude save increases by 2 as stronger

alcoholic beverages are brought out. This continues until a winner is determined. The winner of the contest is the last person able to take a drink. As there is no armor, shields or magic allowed during the game, this should be considered a regular touch attack. Note that as there is no initiative rolled in this 'combat,' and no one is considered flatfooted. PCs that strike for lethal damage will find the town guards called and the patrons returning such acts in kind.

APL 1 (EL 3)

Drinking Game Contestants, Male Half-Orc War1 (3): hp 10 each, see Appendix One.

Regardless of the outcome of the game (and even if a dwarf wins) the PC's will be able to retire (or be brought upstairs, if they lost) to their rooms at the end of the night. Resting here will be without incident.

Encounter Seven: You Lost What?

The read-aloud text below assumes that the PCs are staying at the Beardless Dwarf. If they are not, Tora will come and find them, wherever they are camped, with the same message.

Before the first rays of Pelor's light even pass through your room's windows, you find yourselves awoken by a soft knocking at the door. "Alright sleepyheads, Father Jargus said for me to make sure ya didn't sleep through the ritual". You clearly recognize the voice of Tora, the tavern wench, coming from the other side of the door. "He sez ta meet him on the outskirts of town, ova by tha clearin' that last storm made. Follow tha east road down a ways. If ya hit tha Hool, ya gone too far," she adds, with a husky chuckle.

Let the party prepare themselves as they desire. Tora has awoken them with plenty of time (about two hours) to get ready and get there before the ritual. Should the party decide to go to the shrine of Pelor, they will find no one present. A DC 15 Track check shows halfling-sized tracks that appear to be weighted down, as if carrying several heavy objects. These tracks lead down to the east road and appear to be less than an hour old.

Assuming the PCs head for the clearing as Tora instructed them, continue:

The east road leads out of the Town Square past several farmsteads. Up ahead, a small circle of trees once stood, judging by the large number of fallen trees that now lay scattered about. A large table sits in the center of the clearing, a bright yellow tapestry with the symbol of Pelor embroidered upon it clearly visible in the early morning light. Unlit candles sit upon the table and smoke wafts out of an incense burner, a soft breeze blowing the smoke off in the direction of the Hool Marsh, visible several hundred feet back. It appears that the only things lacking to conduct this ritual are a priest and a baby.

A DC 10 Spot check (or a search of the area) will reveal a small body and a familiar basket lying in the grass near the altar. Upon closer examination, the body is that of Father Jargus, unconscious (-1 hp and stable) with a large lump swelling on his head. The basket is the one with the baby supplies in it that Brother Lorus had given the PC's.

If revived, Father Jargus is barely coherent - "The baby... Lizardfolk... sacrifice to the Lizard King. You must save her..." he'll mutter. Discourage the party from wasting too much healing on Father Jargus and have him hurry the party off to go rescue the baby while he runs into town to get help. (He will not accompany the PCs.) He can point out the direction in which the Lizardfolk went.

Should the party not revive Father Jargus, a DC 10 Search check will find the trail of the kidnappers, though no further information about them will be revealed. On the other hand, a DC 13 Track check will reveal that it is a party of four reptilian humanoids, moving at a moderate pace.

If the PCs pursue the baby-napping lizardfolk:

Following the trail of the kidnappers, it isn't long before you hear the crying of a baby up ahead. Tearing through the muck and mire of the Hool, you see your quarry up ahead... four reptilian humanoids, one of which is preoccupied with a squirming bundle of cloth as the other three hiss foully at each other. They are slowly heading towards a dark path on the far side of the clearing and appear to be unaware of your presence...

Creatures: The four lizardfolk believe that they've gotten away freely with their sacrifice to Sakatha. Should any of the PC's speak Draconic, two of the lizardfolk are making comments such as "Sakatha will have this one as a snack to awaken to this evening," and "It's not nearly enough to slake his

thirst, but the young are always the sweetest.” Confident in their escape, the four lizardfolk are not paying close attention to their surroundings. As such, the party will get a surprise round on them. Should the party not act, the lizardfolk will head deeper into the Hool, eventually losing the PC’s if not confronted. The distance between the party and the lizardfolk is roughly 30’ at the start of the encounter and the lizardfolk are roughly 60’ from the other trail. On the map, the PC’s are at point X, with the lizardfolk being at points 1, 2, 3. Lizardfolk #3 is Sek’Kess, who carrying the baby. C marks the location of Sek’Kess’ animal companion, a Medium viper.

The EL of this encounter has been reduced by 1 because the PCs will surprise the lizardfolk.

All APLs (EL 3)

Lizardfolk (2): hp 13 each; see Monster Manual page 169.

Sek’Kess, male lizardfolk Drd 1: hp 25; see Appendix One.

Snake, Medium viper: hp 12; see Monster Manual, page 280.

If the PCs successfully rescue the baby, proceed to Conclusion A.

If they fail to save the baby, proceed to Conclusion B.

Conclusion A: All’s Well That Ends Well

Returning to Haven with the young infant, you find Father Jargus speaking animatedly to a contingent of guards. Standing next to him, clearly worried, are a male and female half-orc.

When he sees you with the baby, his face breaks into a smile and a sigh of relief at the sight of the infant in your arms. “Praise Pelor, you’ve got her. May his light always shine upon you, my friends,” he exclaims, struggling to his feet as the tension weighing upon the two concerned half-orcs visibly eases.

As Father Jargus takes the baby from you, the two half-orcs crouch beside him to ensure that the child is well. After a moment, they look at each other, stand and face you. The female half-orc addresses you in surprisingly clear Common. “I am Illena, this is my husband Thrump. We owe you so much... not only for

safely bringing this child to us, but for rescuing her from those foul beasts as well. Father Jargus told us of how she came to Haven, and now, with this...” Illena pauses, choked up with emotion and smiling so hard that tears form in her eyes.

“Father Jargus is going to perform her “Dawning” ceremony now, and we’d like you to please join us... not as spectators, but as participants. Surely the gods must have smiled upon sweet Crylinda that she would wind up in hands such as yours to bring her to us safely. Would you be her godparents?”

Let the players decide if they accept the offer before handing out the AR. Each player can freely accept or deny the offer at their own discretion, with no ill-feelings generated for refusing. Cross off the *Godfather/Godmother of Haven* AR item for PCs that refuse. (Yes, Crylinda can have multiple Godmothers/Godfathers.)

Regardless of their decision, congratulate the players on successfully completing the module.

Conclusion B: Kidnap Successful

Returning to Haven empty-handed, you find Father Jargus being attended to by a human Pelorite and several half-orcs. The look of hope on his face fades away as he realizes that the child is not with you. With but a single word in orcish, the four half-orcs at his side draw forth their weapons and hurry past you at a breakneck speed down the path from which you returned, a look of determination and rage upon their faces.

“I only hope they can save that poor child from whatever foul fate the minions of Sakatha have in store for her,” Jargus laments. As you find out later, they can’t. Not long afterwards, a small contingent of half-orcs politely but firmly asks you to leave Haven.

The four half-orc barbarians do not return with Crylinda – in fact, they don’t return at all. Cross out the *Godmother/Godfather of Haven* AR item before distributing the ARs to the players.

Conclusion C: It Was Over Before It Started...

The skies overhead darken as clouds roll in to block out the sunlight. A slow rain begins to fall, slowly soaking through the thickest of protective garments and leaving one chilled to the bone. Perhaps tomorrow will bring a better day... at least for you, if not for the infant whose safety was entrusted to you.

Cross out the Godmother/Godfather of Haven AR item before distributing the ARs to the players.

The End

Experience Point Summary

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

Encounter Two

Defeating the Brigands: 90 xp

Encounter Three

Defeating the Jackals: 90 xp

Encounters Five and Six

Retrieving the potion OR Winning the drinking contest: 90 xp (reward all PCs in the party this XP)

Encounter Seven

Defeating the Lizardfolk: 90 xp

Story Award

Achieving Conclusion A: 90 xp

Total possible experience

All APL's: 450 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at

least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two:

All APLs: L: 100 gp, C: 17 gp, M: *potion of cure light wounds* x2 (4 gp each).

Encounter Seven:

All APLs: L: 39 gp, C: 0 gp, M: *potion of cure light wounds* x2 (4 gp each).

Total Possible Treasure (Maximum Reward Allowed)

All APLs: L: 139 gp, C: 17 gp, M: 16 gp – Total: 172 gp (172 gp).

Items for the Adventure Record

Special

Godparent of Haven: You have accepted responsibility for being a godparent of Crylinda, the infant female half-orc. Such responsibilities include sending cards and presents for birthdays and appropriate holidays. For accepting such responsibility, the townsfolk of Haven acknowledge your actions. These responsibilities translate into an annual cost of 1 TU and 5 GP. The acknowledgement from the townsfolk translates as follows:

Non-dwarves that choose to join the Haven meta-org do not have to pay their first year's GP & TU costs for the meta-org. This does not exempt the PC from their annual taxes. They still must meet all other requirements of being a Citizen (language, home region, skills, etc.)

Dwarves, while not welcome to join the meta-org or live in the town, may enter the town unaccompanied and move about unescorted. In addition, while in Haven, they need not fear being shaved or Hool-tossed, the open jests and derision being subsumed into grumbling by the townsfolk.

Regardless of race, all Godparents of Haven receive a +2 circumstance bonus to Bluff, Diplomacy and Gather Information skill checks when dealing with Havenites.

Lizardfolk Make Good Clothes! In Haven, you found one of the following items and purchased it: hide and leather (regular and studded) armor, boots, belt, backpack and waterskins, all made of the hide of evil lizardfolk. Prices for any of the above are 200% of the usual PHB costs. Normal and masterwork versions of the armors listed above are available; the 200% markup should be calculated before the +150 gp additional expense of masterwork armor. Note that wearing this armor will not endear you to evil lizardfolk that you may encounter in the future...

Item Access

As an Introductory module, this adventure offers no item access.

Appendix One

Encounter Two

Gnarsh, male half-orc Bbn 1: CR 1; Medium humanoid (orc); HD 1d12+3; hp 11; Init +4; Spd 40 ft. (8 squares); AC 14 (armor +4), touch 10, flat-footed 14; BAB/Grp +1/+4; Full Atk: +5 masterwork greataxe +5 melee (1d12+4; 20/x3) or +4 melee (2d4+4; 18-20/x2) or javelin +1 ranged (1d6+3; 20/x2); SQ Rage 1/day; AL CE; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 8.

Rage (Ex): While raging, Gnarsh's statistics change as follows: hp 13; AC 12, touch 8, flat-footed 12; BAB/Grp +1/+6; Full Atk: masterwork greataxe +7 melee (1d12+7; 20/x3) or falchion +6 melee (2d4+7; 18-20/x2) or javelin +1 ranged (1d6+5; 20/x2) SV Fort +6, Ref +0, Will +2; Str 20, Con 20.

Skills and Feats: Climb +6, Intimidate +3, Listen +4, Survival +4; Improved Initiative.

Possessions: masterwork greataxe, falchion, javelins (5), masterwork chain shirt, 2 potions of cure light wounds, 40 gp.

Grack and Thrack, male half-orc War 1: CR 1/2; Medium humanoid; HD 1d8+2; hp 7; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp +1/+3; Full Atk: greataxe +4 melee (1d12+3; 20/x3) or javelin +1 ranged (1d6+2; 20/x2); AL CE; SV Fort +4, Ref +2, Will -1; Str 14, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +5, Listen +1, Spot +1; Alertness.

Possessions: Greataxe, javelins (5), masterwork chain shirt, 30 gp.

Encounter Four

Sergeant, male half-elf Brd 1/Rng 1: CR 2; medium humanoid (elf); HD 1d8+1d6; hp 10; Init +2; Spd 30 ft. (6 squares); AC 16 (+3 armor, +1 shield, +2 Dex), touch 12, flat-footed 14; BAB/Grp +1/+1; Full Atk masterwork rapier +4 melee (1d6; 18-20/x2) or shortbow +3 ranged (1d6; 20/x3); SQ: Bardic knowledge, bardic music, favored enemy (reptilian humanoids, +2), AL CG; SV Fort +2, Ref +6, Will +2; Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +4, Knowledge (geography) +4, Knowledge (nature)

+4, Listen +5, Perform (sing) +7, Profession (guide) +3, Spot +5, Survival +5; Track, Weapon Finesse.

Bard Spells Known (3; DC = 12 + spell level); 0—daze, detect magic, light, message.

Possessions: studded leather, masterwork rapier, masterwork buckler, shortbow, 30 GP.

Guard, male half-orc Bbn 1: CR 1; medium humanoid (orc); HD 1d12+2; hp 10; Init +4; Spd 40 ft. (8 squares); AC 13 (armor +3), touch 10, flat-footed 13; BAB/Grp +1/+5; Full Atk: greataxe +5 melee (1d12+6; 20/x3) or sap +5 melee (1d6+4; 20/x2) or sling +1 ranged (1d4+4; 20/x2); SQ Rage 1/day; AL CG; SV Fort +4, Ref +0, Will +1; Str 18, Dex 10, Con 14, Int 6, Wis 12, Cha 6.

Rage (Ex): While raging, the guard's statistics change as follows: hp 12; AC 11, touch 8, flat-footed 11; BAB/Grp +1/+7; Full Atk: +7 melee (1d12+9; 20/x3) or sap +7 melee (1d6+6; 20/x2) or sling +1 ranged (1d4+6; 20/x2); SV Fort +6, Ref +0, Will +3; Str 22, Con 18.

Skills and Feats: Listen +5, Survival +5; Improved Initiative.

Possessions: studded leather, great axe, sling, 20 sling bullets, sap, 10 GP.

Encounter Six

Drinking Game Contestant, male half-orc War 1: CR 1; medium humanoid (orc); HD 1d8+2; hp 7; Init +2; Spd 30 ft. (6 squares); AC 16 (armor +4, Dex +2), touch 12, flat-footed 14; BAB/Grp +1/+3; Full Atk: unarmed strike +3 melee (1d3+2; 20/x2); AL CG; SV Fort +4, Ref +2, Will -1; Str 14, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +6, Listen +1, Spot +1; Alertness.

Possessions: falchion, chain shirt, 10 gp.

Encounter Seven

Sek'Kess, male lizardfolk Drd1: CR 2; medium humanoid (reptilian); HD 3d8+9; hp 25; Init +1; Spd 20 ft. (4 squares); AC 20 (armor +3, Dex +1, natural +6), touch 11, flat-footed 19; BAB/Grp +1/+4; Atk claw +4 melee (1d4+3) or spear +5 melee (1d6+3; 20/x2); Full Atk 2 claws +4 melee (1d4+3) and bite +2 melee (1d6+1) or

spear +5 melee (1d6+3; 20/x2) and bite +2 melee (1d6+1); SQ Animal companion, hold breath, nature sense, wild empathy; AL NE; SV Fort +5, Ref +4, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +7*, Jump +2*, Knowledge (nature) +2, Survival +2, Swim +2*; Improved Natural Armor, Multiattack.

Druid Spells Prepared (3/2 per day; DC 12 + spell level): 0 – *create water*, *know direction* x2; 1st – *charm animal*, *produce flame*.

Possessions: Masterwork hide armor, masterwork spear, 2 *potions of cure light wounds*, spell component pouches, kidnapped half-orc baby.

DM Aid #1 – The Care and Feeding of Half-Orc Babies

Crylinda, female half-orc infant

Str 1

Dex 1

Con 4

Int 2

Wis 2

Cha 16

AC: 5 (-5 Dex), touch 5, flat-footed 5

HP: 1

Speed: Effectively immobile

Saves: Fort -3, Ref -5, Will -5.

Attacks, Skills and Feats: None

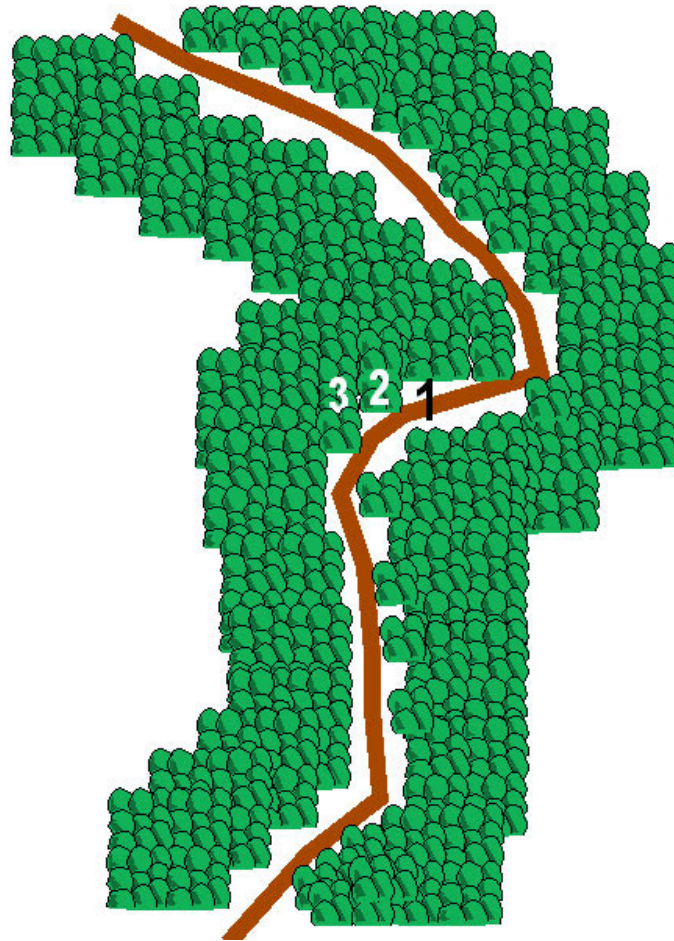
There are several important things to keep in mind when dealing with Crylinda:

Foremost, she is a *baby*. As such, she is very delicate. Dropping the baby as a free action is NOT acceptable by the PCs, nor is requesting a Cover bonus to your AC for carrying the baby.

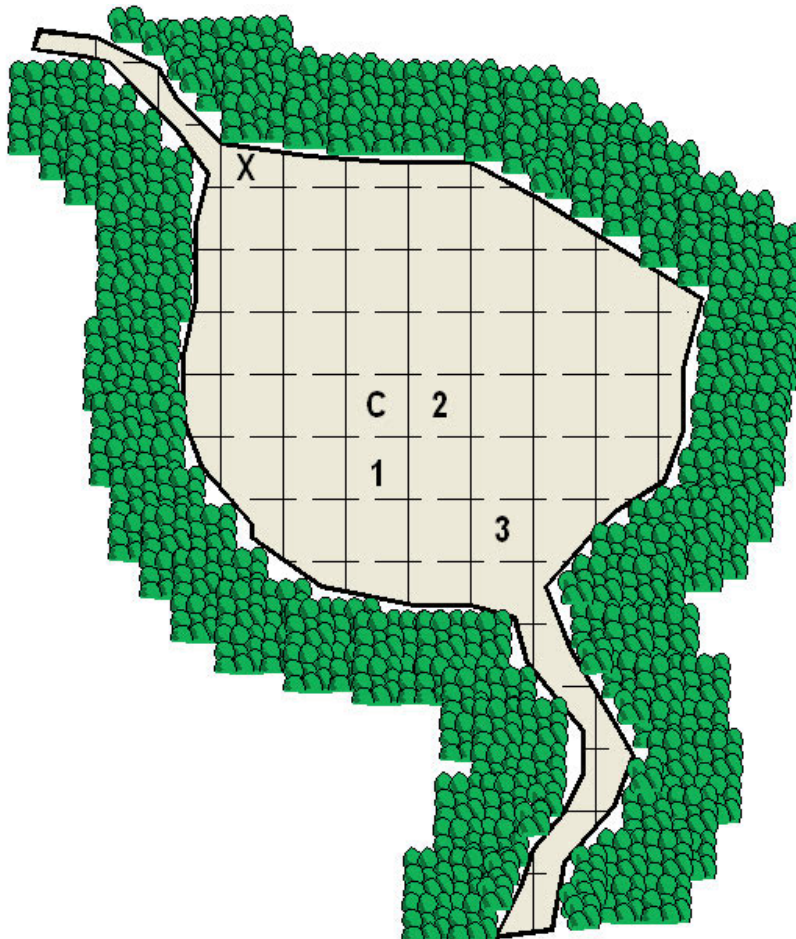
Certain abilities are acceptable for calming Crylinda when she is fussing. bardic music, *charm person* spells, *sleep* spells, etc. Even a druid's wild empathy ability or a simple music-related perform check (DC 10) will suffice. Damage dealing spells, nonlethal or otherwise, are NOT acceptable (these are undoubtedly evil acts and are not allowed in the LIVING GREYHAWK campaign). Any language-dependant effects, and Diplomacy checks, will automatically fail as she has no linguistic ability as of yet.

Diapering the baby can be resolved by several different means. DC 10 Survival, Heal or Disable Device will all suffice. Fortunately, all tools necessary for dealing with any baby-specific situation are included in the bag Brother Lorus gives the PC's in Encounter One. There are sufficient supplies in the bag to address all of Crylinda's needs for the duration of the module; it weighs 20 pounds (it contains a *lot* of cloth diapers!)

DM Aid #2 – Encounter Two Map



DM Aid #3 – Encounter Seven Map



Player Handout #1 – Map of Haven

