

COR3-17



WHEN ORCS ATTACK

A One-Round D&D[®] LIVING GREYHAWK[™]

Core Scenario

Version 1

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Welcome to the city of Eastfair, capital of the North Kingdom. Within its great granite walls, the people are safe from all that might harm them from amongst the countryside. But what of the threats from within? There are children in trouble and the forces of good are greatly in the minority. You are needed to go into the countryside and rescue an orphanage. Sounds simple, right? It would have been. But, with one too many drinks and a fistfight with a human officer, one of the local orc regiments has gone on yet another drunken rampage. Now the population gets another first hand view of... when orcs attack. An adventure for APL 2-6. Part One of the "Running with the Baatezu" series.

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® scenario for the DUNGEONS & DRAGONS® game. A five-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 scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

SCORING

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

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

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario. This adventure is worth 2 D&D PLAYER REWARD™ Points

After voting, give the Scoring Packet to your Senior DM.

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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in The Great Kingdom of Northern Aerdy. All characters pay two Time Unit 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.

SOURCE ACKNOWLEDGEMENT

In the text of this adventure, sentences, paragraphs and ideas have been borrowed (and expanded on) from the sourcebook *'Ivied the Undying'* by Carl Sargent.

The author of this adventure would like to express his thanks and praise to Mr. Sargent and acknowledge the original source material created by him.

ADVENTURE BACKGROUND

The North Kingdom

The Great Kingdom of Northern Aerdy is ruled by His Righteous and Transcendent Majesty, the Overking of Northern Aerdy, Herzog Grenell the First, Prince of House Naelax (LE male human [Flan-Oeridian] Clr19 - Hextor).

This is a nation of tyranny and oppression. Outside of the large cities, feudal lords hold god-like power over their small fiefdoms, only paying heed to the more powerful liege above them in the social order.

Inside the city, nobles and the others who are lucky enough to be above the salt practice a lifestyle of hedonistic indulgences and cruelty at the cost of those poor souls who fall below the salt.

The vast majority of the warlike noble families pledge their spiritual faith into the many hands of the Scourge of Battle, Hextor. Cavaliers of the darkest hearts,

shiniest armor and most bloodthirsty mounts are a somewhat common sight in these lands. Be they the clerics of Hextor or the knightly lord of the local manor and village.

Though there are a number of small and rather ineffectual 'cults' of good (usually in a chaotic form) that preach and practice rebellion against the oppression of the government and society in whole, finding them is rarely easy, but when they are, a iron fist is used to crush them.

That is not to say there are no forces of good within the North Kingdom. Once, not too long ago, this nation was a part of the truly Great Kingdom and the bastion of Oeridian culture.

Thus as Hextor is apart of that culture, so are gods of good and neutrality. Those who would rebel against the tyranny of the lawful evil society (such as Trithereon) have long since been purged to all but the remotest pockets. Followers of gods who would infer its worshipers to a more direct opposition (such as the Arch-Paladin, Heironeous) have been equally purged.

This leaves the followers of good (and neutral) gods who have found a way to work their dogma within the oppressive bounds of state religion of Hextor. An example of this is followers of the Gentle Hand, Zodal, running orphanages or churches of the Shining One, Pelor, taking care of the poor and sick within the ever-swelling slums of the cities.

The lawful evil nature of the society allows these small good churches who do not practice rebellion as dogma, to operate and take care of those (poor and sick) that the government do not want to waste time on. The thinking is, "if they want to waste their resources on those types, and as long as they obey our laws, then power to them. Besides, it's fun to bully them too, from time to time."

There are some religions that are accepted because they play important niche rolls. Examples of this are the churches of the Money Counter, Zilchus and the Dweller on the Horizon, Fharlanghn, but the political influence of these sects are kept to a minimum. The only power they can express is that bought by coin and even that is limited.

Amongst the common people (with their heavily mixed Flan heritage) the Oerth Mother, Beory is worshiped for nature related issues and to a lesser extent, so are the Oeridian agricultural gods. Even the different evil gods such as the Reaper, Nerull, and the Black Rider, Incabulos are given small prayers and appeasement to ward off their callings and hopefully push them on to the their neighbor, but not them.

Language

The peasants and serfs of the land all speak the common tongue, with a heavy Oeridian accent and usually mixing of many words and expressions in Old Oeridian, though this by no means guarantees that the serf speaker can actually communicate fluently in Old Oeridian.

The nobility, clerics, sages, elite servants and anyone with education speak Old Oeridian as their primary

language, but the common tongue is known to all. Religious and legal issues are dealt with in Old Oeridian, as well as anything that is the domain of those above the salt.

Keeping a Low Profile

When the characters visit Eastfair in the adventure, they should not have too much of a problem with the authorities or the general population (most of which are LE, NE and N) as long as they keep their heads down and don't make a scene.

Those who worship chaotic (of any morality) or lawful good gods and do not pass a DC12 Disguise check (made once for the whole adventure) or whom reveal themselves, suffer a -2 circumstance penalty to all Charisma based skill checks. This is negated if they are dealing with someone of their same ethos (a good worshiper meeting a good worshiper has no problems, etc).

A special case is in store for worshipers of Heironeous, the archrival of Hextor. Since it is assumed that a proud worshiper of such a god would adorn himself with the marks and symbols of his divine patron, the Disguise check is DC 15. This includes not slipping up and using sayings or dogma in speech. The price for being recognized is a -6 circumstance penalty to all Charisma based skill checks. Even if the character fails his skill check, this does not mean that ever city guard and cleric of Hextor automatically spot him in the streets. It's only for when he is up close and interacting with these Heironeous-haters and those who play along out of fear.

Even then though, he only becomes the target of harsh ridicule. As long as the character keeps his cool and dignity, he can get out safe and alive.

If he ever forces the hand of the Hextorians, however "justice" will be swift.

The Hexotrians feel no need to grant a foreigner any sort of honor duel, not in their own capital.

Pets

Large and/or wild animals are not allowed to be brought into the city unrestrained and without a permit. Wolves, bears, any dire animal and other dangerous creatures must be leashed and muzzled or caged. Dire animals must be caged. A one-week permit costs 10 gp per size category of each animal.

Horses, trained dogs, birds and other common domesticated animals cost a copper each to enter the city, but do not require any special restraints, but the master is responsible for any damage the animals cause.

Crime and Punishment

The laws of the land are typically the same as one would find in another lawful kingdom, only much, much harsher. The people are copper'ed and silvered to death with special taxes and tariffs. Most commoners are considered property, either to their liege or to the government as a whole should they be a freeman (an ironic term here).

Minor crimes and public disturbances bring about rough treatment from the town guards or from ones social superiors (with little chance for recourse). Thankfully, gold is an expectable solution to get the characters out of all but the most unforgivable crimes (usually those perpetrated against someone with rank and power). The laws have been somewhat softened (or just corrupted) from ten years ago. An influential man about town succeeded in plying the right people to lower the execution range on items from its original 500 gp to the new 1000 gp limit. Rumors have it he is the main backer of a new fledgling thieves guild. Thus these people can pay the bribes required for getting caught.

To give an example: If the characters cause the death of a commoner, they can discreetly pay their way out of punishment (the authorities make this clear with a wink and nudge) for the sum of 1,000 gp per dead commoner (or 100 gp for an orc, [but not the rioting ones]).

Failure to pay this fee sentences the characters involved to 2d6 TU's worth of imprisonment (the sentence would normally be much longer, life even, but its assumed the crafty adventurers can eventually get themselves out of the situation one way or another, along with all their gear but not gold. All coin is removed from the Adventure Record).

Killing a tradesmen or other such 'middle' class member of society is 2,000 gp per offence. It doesn't matter how the death was caused. Accidentally or premeditated, death is death. Failure to pay costs the characters 2d8 TUs. Otherwise, this is treated the same as the above entry.

Killing a Noblemen or other authority figure requires a DC 15+APL Diplomacy check, just to be allowed to make reparations or else be executed permanently. If the characters succeed in the apology, then they at minimum must pay the full cost to bring the person back from the dead (*raise dead* or *resurrection*) and then another 2,000-4,000 gp (DM's discretion on severity) on top of that (this secondary amount can be reduced as stated below).

Theft Over 1000 gp is a death sentence. Those caught for this crime are almost always publicly executed as an example to the rest of the population. To even attempt to get out of this requires a DC 25+APL Diplomacy check, then confiscation of the item, then a 5,000 gp bribe. Sadly to say, few people have those sorts of resources, so permanent death becomes quite the deterrent. Philosophers have pointed out that the crime of theft is more harshly dealt with than the crime of murder and that speaks volumes on the mentality of the government and its people.

For lesser crimes, like;

Insulting a Noble or a Hextor Cleric (Diplomacy check DC10+APL to be allowed to pay 200 gp, otherwise 1d6 TUs of imprisonment).

Interfering with a Guardsmen (50 gp or 1d4 TUs of imprisonment).

Public Disorder (50-200 gp, or 1 TU of imprisonment).

Theft, Minor (Half the value of the items and confiscation of the items or 1d3 TUs of imprisonment and confiscation of the items).

Breaking and Entering (50-200 gp or 2TU of imprisonment).

Vagrancy (a sound beating, then, 50 gp or 1TU of imprisonment and another sound beating).

Use these as a guideline should you find that the PCs are getting into trouble not listed here. When in doubt, though, err on the side of caution and leniency.

These minor crimes can usually be paid on the spot to guards or other authority figures. The more severe charges (like murder) usually take some time to process in the courts. Typically, paying 100 gp can speed it up to 2d6 hours, from 2d8 days (all included in the initial TU's paid for the adventure). This is nothing compared to the poor wretches who spend years in tiny cells awaiting a trial that may never come.

If the characters profess their innocence (whether they are innocent or not, it doesn't matter much) a representative for them all may make a single opposed DC 1d20+3+APL Diplomacy check (per charge). The character may use Knowledge (local) instead for this check.

If this is successful, then the cost in gold or TUs is reduced by 50% (round down). But if the check fails, the penalties are increased by 50% (round up).

Some exceptions to this are when the authorities hate the victims more than the characters. For example, killing a cleric of Tharizdun or Vecna doesn't bring about much reprisal (unless the characters committed a lot of other crimes in the process).

Also, the adventure text may list specific instructions on how to handle a crime or a trial. Always use the specific instructions in the adventure text over those listed above.

An example of this is when the characters are out in the countryside and the local lord finds that they have killed off his blacksmith. He is willing to negotiate with the characters for compensation on his loss of skilled labor (not that he cared too much, for Old Jed was an angry drunk, but he was a good craftsman).

As stated previously, a typical commoners would expect a life sentence for very minor crimes, but the adventurers (with a few exceptions) are only penalized TU's, for it is assumed that they are able to get themselves out of the imprisonment much before the end of the expected sentence.

Guard patrols' interest depends on what part of the city or (in the case of in rural area) whose land one is on.

In Eastfair, the New City is closely watched by both mundane and even magical means. Those committing crimes have a much higher chance of getting caught. In the Old City, guard patrols are fewer and petty crime is rampant, but the patrol sizes tend to be much larger with a higher chance of special support units (such as mages or brute squads), ready to tear a neighborhood apart till they get the people their after.

Rural lands are under the jurisdiction of whichever noble owns that patch of land, which can have several layers of authority. These rural nobles have less firepower to back up an arrest than do the city guards against powerful adventurers, so they tend to be more lenient and willing to deal when they feel they lack the upper hand.

Eastfair, The Granite City

Within the high and heavily fortified outer granite walls of the city, are streets so clean and tidy that they put some high altars of Heironeous to shame.

Heavily worked maintenance crews keep the hard, stark and stern streets sanitary, as much as the elite units of Rakermens (elite troops of North Province) keep the streets orderly as the town guard.

While it has a reputation for urbanity, ordinary folk in the city work hard and need to in order to compensate for the heavy taxation and cruel red tape. One must pass through the second ring of city walls and into the Old City, in order to get to the interior of the city and to see its true seedy underbelly. Here, the poor and the wretched eek out an existence shut away from the outside, only allowed to leave with special permits or by wearing badges sewn to their vests.

In the last decade or so, this poor interior has turned from poor-man's quarters, though kept almost as orderly as the New City, into a true slum (much to the chagrin of the authorities). This has been caused by the ever-increasing migration of refugees into the city. If you can pay the entrance fee, you can enter Eastfair, but if you're not a skilled tradesman or rich, you're shunted to the Old City.

Once there, you can't legally leave without a permit of some sort. This has been causing quite a bit of increased hardship and chaos. The uncaring governments' answer is to send in brute squads of orcs and ogres to thin out the population of troublemakers, but never so much that they'll cause a general revolt. Cycles of famine and diseases keep the population levels of the Old City down as well.

Behind its orderly mask, the population of the city is as prone to hedonistic pleasures. Eastfair has always attracted the most debauched and degenerate nobility and merchants of North Province. If you have the money to pay for it, the Nine Hells itself can be yours to experience.

Eastfair attracts wealth. Those riches are either inherited, or else obtained by the best merchants, that is, the most unscrupulous, swindling, money grabbing ones. Given this, it is not surprising that Eastfair's rich like to spend their money on depraved and immoral activities.

Eastfair has a considerable number of truly exceptional craftsmen and artisans within its city walls. These numbers have swollen by the people seeking refuge in the Granite City from more troubled lands and cities. Now, truly, Eastfair is a city where one can buy almost anything –if one has almost limitless supplies of gold.

When the sun sets, and the streets fill with flickering shadows, it's the poor and common men that pay for the vileness of the rich's entertainment, not to mention all the other hidden evils in the city.

In a nutshell, the common people have very few rights and the government enforces itself on the lower class brutally, but usually overlook the vileness that befalls the common man, as long as it's done quietly and doesn't disturb the order of the city.

Something one does not see walking the streets of the city are fiends. Baatezu and especially tanar'ri are not generally accepted by the church of Hextor. Part of this has to do with their god residing on Archeron, and not the Nine Hells. Though fiends are used for specific purposes, as a policy, the authorities don't want them to wander around within the general populace.

The same goes for undead, for they tend to cause a lot of disorder and public disturbance. Of course, there are always exceptions to those with power and the fact that there are several Animus Nobles in the city makes it a complicated issue. Having undead wandering the streets is an extravagance reserved for the most powerful and connected. Anyone else will find their minions destroyed and themselves held accountable.

It should be noted that, though mostly just rumors, good outsiders have made temporary homes in this large city. They have been called to do good and help the crusading good minority fight the power of evil. When these beings are discovered they are routed out with extreme prejudice and any mortals found to be supporting them (and even those not) are punished brutally, usually by having an ogre pay them a social visit to discuss the transgression.

Locations in Eastfair

In this adventure, the characters are not expected to venture into many locales within the city, though that is not to be the case in further outings in this adventure series. The following are quick descriptions of places within the city that either are discussed with the characters (but not expected to be visited) or are locations that the characters need to visit as listed in the encounters. A more detailed description can be found within the encounter dealing with that location.

Eastfair is divided into Old City and New City. The Old City was built circa 80 CY, and the city greatly expanded in size during the third century when New City began to grow outside the original walls.

The Old City is now mostly the province of the poorer people, save for the complex of buildings known as "The Cyst," while New City contains the homes and workplaces of the well off.

For characters approaching Eastfair, their first sight of the city should give them an impression of grandeur. Huge granite walls confer an air of invulnerability, and the stone spires and slate roofs of the buildings inside crowd together like a phalanx of powerful defenders. Great Gate, bearing its mighty shields of Hextor and North Province, is a forbidding entrance to this majestic city.

The Great Gate is powerfully defended, with ballista platforms flanking the 30-foot high granite walls and a pair of huge (22-foot high) stone statues of Aerdi warriors standing one each side of them. These statues can be animated as massive stone golems (271 hp each) by a cleric of Hextor who stands special watch as part of the gate detail, to fight in defense of the city.

➤ **Greater Stone Golem:** 271 hp; see *Monster Manual*.

An entrance toll is charged of 1 sp a person (1 gp a merchant or freeword, with extra charges of 1 sp to 1 gp for each horse, wagon). The main gates are opened for wagons and horse, with men on foot using smaller side doors at the base of the ballista towers.

Within Great Gate, the broad boulevard known as the Full Path stretches into the heart of the city and on to Newgate and Spider's Gate. Just beyond Great Gate, the extraordinary sight simply named "Waterfall" greets the visitor; 20-foot high and 10-foot long standing waves of water lie either side of The Full Path, a permanent magical reminder that Eastfair lies just north of the headwaters of the Flanmi.

The Fisherman's Gate: The north gate of the city is much smaller than the Great Gate, and receives only visitors on foot or on horse in small numbers.

Originally, this was the gate used by humbler tradesmen, hence its name, but in a reversal of history this gate now opens into the richer areas of the city and merchants are sent to Great Gate if they seek entry.

Though this gate has not the powerful defenses of Great Gate, the gatehouse here contains a minor magical artifact which, if the right command word is activated, can shield the gate in a *wall of stone* which is 90% resistant to any attempts to dispel it, save by use of the same artifact used to create it.

Once the trouble starts in the countryside, this gate is magically sealed (as above) and only opened for use by the most powerful of the city. The characters have no chance in getting it open.

The Cyst comprises three sets of buildings located behind iron railings protected by priests of Hextor and squads of Rakersmen all in the Old City. None can enter without an invitation or the summons or granted pass of the Herzog himself.

The central building here, the Herzog's Palace, houses Grace Grenell and the hierarchy of the priesthood of Hextor, together with the most senior city officials (Chancellor, city architect, Commander-General of the Watch). To the right of the Palace are the barracks of the Rakersmen, with some 600 troops and a dozen of their most senior commanding officers.

Unless the characters really act up, they should never need to go here. If the situation warrants them going here and getting inside, they are not coming back.

The Whirling Dervish: Nested in the Streets of Delight, the Whirling Dervish is a hostelry offering

entertainments marginally less depraved, and more varied, than most establishments around it.

The proprietor, Clinorus Kradner, dresses in Baklunish robes and a turban, even though he's never been west of Edge Field in his life. To someone who is from the Baklunish West or has visited them, it is obvious that Clinorus has dressed to the descriptions of embellished stories, not to mention the man is not Baklunish, more of a dark Flan-Oeridian mix.

Clinorus is, in fact, a cleric of Olidammara as well (Clr4), with a strong tendency to good alignment.

This location is visited in the Introduction Encounter.

The Merchant Quarter contains the better markets of Eastfair and the homes of many ordinary merchants. At the center of the entire quarter is the main Temple of Zilchus for the city.

This quarter is also home to an enclave (subsection) of merchants who specialize in exotic goods: silks, spices, peppers, rare herbs, alchemical goods, tropical hardwood furnishings, Ketite rugs and carpets, and all manner of unusual items. This square is sometimes referred to as 'Little Bakluni Town'.

Nearby to these shops of Exotic section is the walled compound of the Zilchus Western Company. This is the major supplier to these particular shops of western goods, though they by no means hold any monopolies on Baklunish trade. This just happens to be the sister headquarters (the other in Kalstrand) of an order of Zilchus clerics that operate this company.

A small part of this quarter is visited in Encounter 1.

Old City: The houses here are those of laborers, serfs (including church serfs), and unskilled workers. This is the new slum district for Eastfair, though it has only formed in the last ten years.

The houses here are dilapidated, and people live in very overcrowded homes, with a fair amount of violence and drunkenness. However, this is the best place for anyone wishing to lie low in Eastfair.

Racketeer landlords rent a bare room for a copper or two a day per person, and the town guard (Rakersmen) patrol the streets rarely unless there has been a recent bout of worse than usual street fighting.

To keep the newly forming slum-like conditions in check, orc and ogre brute squads smash any shanty towns or tent districts that occasionally form out of desperation. The more vocal troublemakers also get the occasional courtesy call from the brute squads. There's nothing like an ogre to change your opinion during a philosophical debate.

Good churches and clerics tend to the unwashed masses as best as they can with the limited resources they are allowed, though they are often victims of the brute squads themselves. Some of the more charismatic clerics have made contacts within the guardsmen and/or authorities (gold is usually involved) and get some special consideration from that.

Orc Quarter: Part of the reason for the overcrowding in the rest of Old City is this district, which is walled off from the rest of the Old City (but still inside the Old City). The 3,000 troops of the Euroz Angry Army have settled into barracks here and have made it their own.

At the present, the town guard tries only to patrol the outskirts of this zone, but the orcs have taken to kidnapping ordinary people in Old City (the orcs have secret ways out of the district) and taking them back to their barracks for supper (as it were) or just to torture and kill them out of boredom.

The orcs also act as jailers in the city prison directly opposite Spider's Gate, which allows them some opportunity for indulging their sadism and brutishness.

The orc warlord, Snaggrip Grekk, swaggers about Eastfair as if he owned the place, and there are many humans in Eastfair who would like to have the general population rise up and slaughter him and his men—no matter how many casualties might be suffered.

The situation is very tense, and Grenell knows that while the orc leaders want to be in Eastfair to have a very definite presence in Grenell's capital city, their soldiers often grow rebellious and irritable, needing the fresh stimulus of battle. Brawls and drunken rebellions when out in the countryside are happening with more and more frequency. Usually once the rampaging orcs run out of beer and/or troops are sent out to rein them in, everything settles down again.

A few orc ringleaders (and often their human officers) are severely punished, but the orc regiment is put right back to what ever it was doing before, as if nothing happened.

Thought the city has a standard garrison of 3,000 orcs, usually about 1,000 of those orcs are farmed out to nearby garrisons or for special projects (usually as hard laborers).

In this adventure, such a regiment of 600 orcs have gotten drunk and rebelled. While the orc troops are mostly concerned with looting and debauchery, some of the orc "officers" are trying to spur the troops on to sack the capital (Eastfair), though this is a rather unwise (and hopeless) mission. The orc regiment will be reined in long before they get that close to the city (not that they had a chance in the first place).

ADVENTURE BACKGROUND

Welcome to Eastfair, capital of the North Kingdom. Within its great granite walls, exists a small conspiracy. A flan man smelling of fish who by night is only known (to very few) as "The Opaquer" and is completely unknown by day, is on his own private quest of evil and has moved into the city. He's a real heart breaker. Leading into a comedy of errors, this mystery Flan man hires two down on their luck thugs to do a hatchet job for him. Their orders are to retrieve the heart of a young cleric of Zilchus (and member of the Zilchus Western Company) who may know too much.

Without the knowing (or permission) of the tenuously fledgling thieves guild of the city, these two

thugs do the act, but a witness gets away. One little boy has seen too much, and a newly resurrected young Zilchus cleric is hopping mad.

The thugs just need to track down the boy and use magic to interrogate him to find out if he has told anyone else. Problem, the thugs can't let anyone know about what they are up to. The fledgling thieves guild is terrified of getting the heat put on them by the cruel authorities of the city.

These thugs did the deed without the permission of the guild, nor would they have ever gotten it. Now they need magic from a source that lives out side of the underworld circles, as well as outside the city. They need old Jed, a washed up cleric of Pyremius.

Now the thugs just need to pick up the boy in question at the orphanage in the countryside that he is hiding out at, and then carry him off to a nearby thorp where the Old Jed lives.

Sounds simple right? It would have been. But, with one too many drinks, and a fistfight with a human officer, one of the local orc regiments have gone on yet another drunken rampage in the countryside. This is what happens...when orcs attack!

Now the father of the once murdered young Zilchus cleric is offering a reward for someone to look into the case. The adventurers could be such people. They want those thugs collected up and the Money Counter knows, the authorities are not bending backwards to take care of it.

Cast of Characters

Clinorus Kradner: This is the proprietor of the Whirling Dervish and is described under that inn's description above. He spent the night of the murder entertaining his young friend Dantoni with tales of the Baklunish West and other far off places. As a good cleric of the Laughing Rogue and as the boy's friend, he shall do his crafty best to steer the adventurers into taking on Afronidious's mission. Clinorus is also willing to give helpful and friendly advice about the city, but he won't expose himself or his operation, not now. Not when theirs so much more on the line.

☛ **Clinorus Kradner:** Human Male (Flan-Oeridian) Brd4/Clr4 of Olidammara; CG; 46 hp; *undetectable alignment* always cast; speaks Ancient Baklunish (but very poorly).

Dantoni of the ZWC: This is the young cleric that was murdered by the two thugs five days before the start of this adventure. He was attacked while coming home from a late night at The Whirling Dervish spent talking with his friend Clinorus Kradner (the proprietor).

Dantoni was not a random victim and was specifically targeted for a reason that remains undisclosed in this adventure (though there are clues). He normally works alongside his father in the Zilchus Western Company (where his father is the holy clerk) where he is training for a lucrative and prestigious position with the

senior controllers, once he has gained more knowledge and experience.

Currently though, he (and other junior order members) have been farmed out to both the main Zilchus temple in the Eastfair and as independent trade negotiators (a typical position for acolytes), being paid to oversee the fair and honest deals between two parties. Once western trade picks up, they'll be brought back in for their main duties.

After his murder and *resurrection* (which took the vast majority of the family's [and friend's] available wealth) he was sent away from the city to both protect him and so he could recuperate. The Zilchus Western Company is baffled at why he was murdered and have chalked it up to a random murder, but his father, Afronidius has a gut feeling otherwise.

♣ **Dantoni of the Zilchus Western Country:** Male human (Oeridian) Clr3 of Zilchus; LN; hp 18.

Afronidius the Holy Clerk: The father of young Dantoni. When his son was found murdered, the Church of Zilchus, the members of the Zilchus Western Company and the authorities were baffled as to why the Dantoni was murdered in such a way. After questioning everyone they could think of nothing and even casting divinations, they could not pinpoint the specifics of the motives. It was chalked up to evil cult activity (rather common as of late) and little more was done.

Even with the discount that Afronidius was entitled to, it was still a very costly procedure to have his beloved son *resurrected*. It has tapped him and his friends (whom he borrowed a fair bit of money from) of their liquid assets and most of Afronidius non-liquid assets.

Now Afronidius has put out the word among his friends that he's looking for some inexpensive yet reliable adventurers to try and look into the matter deeper and off the record, for his own church (and the city authorities) have closed the book on the incident. He doesn't have much in the way of coin anymore, but he promises he'll own a favor and his word can carry a lot of weight across the Flanaess.

Afronidius is the holy clerk of the temple of Zilchus in the Zilchus Western Company compound. He is the man who sits at the desk at the entrance to temple and makes sure that visitors are following the proper procedures. He also controls access to the temple and coordinates who sees who and when.

♣ **Afronidius, Holy Clerk:** Human Male (Oeridian) Exp4/Clr4 of Zilchus; LN; hp 46.

Snip the orphan: This rather young lad arrived with his parents in Eastfair at the ripe age of four. Within a year, both his parents and siblings were dead. A combination of sickness, starvation, cold winter and crime took all of family except little Snip. Four years have passed since that first day, and Snip has learned a lot, including how to survive on the mean streets of the Old City. Not only that, but like many others of his size and quasi-criminal

attitude, he has found himself secret access to the streets of the New City. Gangs of tiny street youths foray through the secret access tunnels under and through the inner city walls and into the alleyways of the New City. These petty thieves spend their time harassing the much wealthier folk both day and night with their small time antics. When the authorities get too close, the kids run back to their escape tunnels and the safety of the crowded slums. The kids open up new routes faster than the authorities can shut down the old ones.

It was on such a nightly thieving run that Snip saw something he would have been better off not seeing. Recognizing the two thugs and they recognizing him, he managed to elude them till the next morning, when Peacemaker Galrent, servant of the Gentle Hand (Zodal) and master of a local countryside orphanage came into the Old City.

While the street orphans usually avoid Galrent like the plague, Snip decided the cleric's wagon was the best way out of the city and away from the thugs. When the heat wore off, he could always just run away from the cruel slave-trading orphanage (or so the rumors describe it as).

Snip was just getting to like his new home when the two thugs tracked him down and kidnapped him.

Snip was so young when he was orphaned that he does not remember his own name. He was bestowed with the nickname "Snip" due to his ability to swipe purses from unsuspecting marks.

♣ **Snip the orphan:** Human Male (Oeridian) Rog1; N; hp 3.

Tillie: This strong willed cleric of Pelor is directly responsible for well over 200 men, women and children still being alive and relatively healthy within the slums of the Old City.

She is neutral good and darn proud of it. What ever it takes to heal, nurture or just save in general the wretched souls of the slums, she does. She has gained herself a reputation for being the person to talk to when they need helping.

She has used this (along with as much gold as she can get her hands on) to grease the wheels with the authorities. Among other things, she has gained a pass that allows her to pass in and out of the Old City (but its not the kind of pass that's approved by the higher level authorities, so she tends to cover-up to obscure her identity should an officer be nearby).

Tillie's full name is Tilliann but she is often called Tillie.

♣ **Sister Tillie:** Female human (Flan-Oeridian) Clr3 of Pelor; hp 24; see Appendix 1.

Peacemaker Galrent: He is a servant of Zodal and the master of a local orphanage located in the countryside east of Eastfair. He is a kind and good man who does all that he can to save the few orphans he can collect from the infernal work houses of the nobles or the cruel gangs

of the streets. He educates them the best he can and sets up trade apprenticeships with fair-minded masters for the more gifted children

When he has room for more children he brings his wagon into the Old City of Eastfair and sees what unfortunate youths he can save. The authorities allow him to do this for their own reasons (and kindness is not one of them) but Galrent has a terrible time just finding children to help. They all seem to run in terror of him as someone has been spreading wild tales on the streets that he is there to bring the children to their doom, or at least that's what he's been told by the orphanages who came eventually came to stay with him.

Galrent was almost knocked over when young Snip ran into him begging to get into the wagon and be taken away. Galrent recognized the hidden look of terror in the boy's eye and accepted him, no questions asked.

☛ **Peacemaker Galrent:** Human Male (Flan-Oeridian); Clr3 of Zodal; hp 21; NG; See appendix

Syad and Nye the Thugs: These two bunglers have been working as a team for quite a while, but never getting very far. They were only young street thugs when the thieves' guild was being formed under the sway of a charismatic new comer to the city, a gentlemen rogue. Syad and Nye figured that was the life for them and started to hone their skills past their typical clubbings. They became skillful enough to eventually join the lowest ranks of the guild and never made it any farther up. Trying to find some shortcut, they've foolishly started doing things that could get them dead in a matter of time. Thinking themselves more than what they are, their boastings soon had them cross paths and into the employ of The Opaquer. For a decent wage, the two thugs murdered people (usually drunk minor clerics) and cut out the heart, all to the specific directions given to them by their new master.

Their meeting places always differed and the thugs are clueless to the true identity of cowed villain. They only know that he's Flan and smells of fish.

Now Syad and Nye are desperately trying to find Snip, a local street urchin who witnessed them murder the Zilchus cleric. After a few days of discrete inquiries, they found someone who mentioned seeing Snip leave on the orphanage wagon.

See Appendix I for stats.

Old Jed: Old Jed, is really Jedlin Fireblood, cleric of Pyremius and a failed assassin. He at one time was a young up and comer among the then very fledgling thieves guild, but on one mission, another up and coming Pyremius cleric stabbed him in the back and left him for dead (literally). Jedlin took to the drink to ease his pains, until at last he became the laughing stock of the Guild. For his disgrace, he was banished from the city by the Guild. The people of Eastfair's underworld generally know his name and whereabouts, but few care. His name and story is used more as a warning, to those who might fail, then an actual useful resource. In the city, there are

far more useful and available agents of evil then to ever need Old Jed.

In his new life as Old Jed the blacksmith, he has kept his temper and his addiction to the drink. When he's sober, he makes a decent sword and an expectable horseshoe, but when he's drunk, he rips his workshop apart and takes swings at the first available person. He doesn't talk about the old days, even when drunk, and the thorp he's in now has no knowledge of his past, though they might not even care if they did know.

The two thugs Syad and Nye come to him wanting him to help in a magical interrogation. The price is right so he'll do it, but he needs to wait a day for his spells to refresh to those needed.

Old Jed's full name is Jedlin Fireblood. He is known as simple Jed.

See Appendix I for his statistics.

The Opaquer: Very little is known about this man and he does not make an appearance in this adventure, but his actions have relevance.

Based on what Syad and Nye can say, the man is average height, with skin typical of Flan decent. He wears a leather cowl to obscure his features and always stinks of fish. He pays well, but it is threatening fear that keeps his two thug minions in line and loyal. His hideout, or even if he has one, is unknown, but he must store somewhere the many hearts he's had the two thugs bring him. From his accent, he's not from the city but he's certainly from somewhere within the old Great Kingdom.

Time Line

- **Five days ago:** Dantoni was murdered.
- **Four days ago:** Snip fled to the orphanage.
- **Two days ago:** Syad and Nye discovered Snip's hiding place
- **Last midnight (approximately):** Syad and Nye set about kidnapping Snip and Galrent gave chase.
- **Today, approximately 2 a.m.:** the orc regiment rebelled and started rampaging to the east of the city.
- **Today, approximately 3 a.m.:** The first expanding wave of orcs met up with the two thugs, the boy and the Peacemaker chasing them. The Peacemaker was turned back and the thugs were wounded and hid.
- **Today, approximately 5 a.m.:** The expanding orc wave starts to focus more on heading towards Eastfair. The selfish and scarred peasants in the countryside are slow to warn those ahead of them about the threat, more keen on saving their own hides and wealth.
- **Today, approximately 6 a.m.:** The adventurers arrive at the Main Gates of Eastfair and spend two hours looking for a good place to become non-vagrants.

- **Today, approximately 8 a.m.:** The first trickle of refugees fleeing their countryside homes start to trickle in to the main gate along the main road. Reports to the authorities are confusing and contradictory. The two wounded thugs begin to limp towards Kalimthorp while hauling Snip with them.
- **Today, approximately 10 a.m.:** The trickle of refugees has turned into a traffic-stopping flood. The main gate is plugged with people and carts (holding all the possessions that managed to pile on) coming into the city. Outbound traffic for vehicles and animals is completely cut off and only important persons can use the smaller exits that are surrounded with mobs of pushing and panicked people.
- **Today, approximately 10:30 a.m.:** Word has spread about the city like wildfire and a large amount of the middle class have been allowed to mount the city walls and use the view of the poor wretches screaming to get into the city as a pageant to keep the population entertained and calm. The military forces of the city are preparing to sally forth and deal with the orc 'Angry Regiment', but the different factions are having a disagreement on who is going to do it.
- **Today, approximately 4 p.m.:** The sneaking, limping and hauling thugs reach Kalimthorp and receive minor wound healing from Old Jed, but must wait for his spells to reset at midnight.
- **Today, approximately midnight:** If the characters have not arrived in Kalimthorp by this time, Snip is magically interrogated and then murdered and his body disposed of. The two thugs escape before the characters arrive, but Old Jed is still around to be fought or bought.

ADVENTURE SUMMARY

Introduction

The characters enter Eastfair early in the morning and are informed they need to find residence in order not to be vagrants. After looking around, the least vile establishment is the Whirling Dervish. From here, the proprietor tells the character of a possible adventure.

Encounter 1

Checking up on the lead, the characters go to a sub section of the Merchant District, Little Bakluni Town. Here they meet up with the Holy Clerk of a small merchant order of Zilchus clerics. His son has been murdered and he needs the characters to help him.

Encounter 2

The bells start to ring and the people of the city flock to the walls. The gate into the city is packed. This is what happens when orcs attack. The characters meet up with

Tillie who first offers to hire the 'mercenary' characters into saving an orphanage trapped out in the riot of orcs.

Encounter 3

With the gate completely packed, getting out of the city might be difficult. Luckily, Tillie knows a guard and get the group sneaked out a small bolt door. But if the characters want a horse or other Large creature (or vehicle) they there going to have to schmooze the Walker of Fharlanghn who's on traffic duty.

Encounter 4

Tillie has a particular route in mind to avoid the most orcs, yet make it to the orphanage quickly. On this route, the cries of an infant draw the characters to an otherwise empty farmstead, just like all the others they've past. Too bad the cries have brought orcs as well.

Encounter 5

Arriving at the orphanage, the characters find evidence of recent orc occupation. They also find orcs, though they might be hiding. The children and Peacemaker Galrent are hidden below. Once saved, they tell the characters that two thugs stole away their newest arrival just last night. Chase was given, but it was interrupted by orcs. The boy's name is Snip and he was from Eastfair.

Encounter 6

The thugs were last seen in a clearing in Kalim Wood. Going there, the characters have a chance to pick up on a blood trail made by the thugs that leads to an old bear cave. Inside, Snip left a note for rescuers, explaining where he is being taken. It's not a difficult trail to find, but each failure costs the characters an hour, and if it gets dark, their movement slows. At midnight, Snip is killed.

Encounter 7

Snip has been taken to Kalimthorp, the hub for the lands southeast of Kalim Wood. Here, the thugs are making arrangements with an ex-assassin and cleric of Pyremius. The intent is to have him cast a *zone of truth* to help the thugs interrogate the boy. They need to know whom he has told of what he saw. Add a drunken rage and there may be combat.

Conclusion

Heading back to Eastfair with either Snip or the Thugs (dead or alive) in tow, the Holy Clerk and the Church of Zilchus rewards the characters.

INTRODUCTION

Welcome to Eastfair, The Granite City. You have passed through the main gate early in the morning, paying your gold piece and wandered into the New City quarter. The streets are clean and well kept with not a single beggar to be seen. Towards the center of the city is the second set of giant granite walls that ring the Old City quarter. A guard near the main gates warns you to stay away from the Old City, that unless

you have a pass, access is restricted, then he tells you to move along or he'll run you in.

It seems everyone in this city needs to have a place to call home or else they are declared vagrants. Checking out the different establishments, you finally come upon one that lacks the cruel and debauched feel of all the other Inns. This one is still debauched but it's surprisingly friendly. The sign reads, 'The Whirling Dervish' and it has a Baklunish motif, but the costumed host looks much more local than far west.

"Well come Infidels, come join my tribe for a feast and a dance!" says your host in a horrible imitation of a Baklunish accent.

Of all the inns to stay at in the city, this one is the most friendly and least evil. Nested in the Streets of Delight, this inn has the least number of evil auras per capita. Characters asking around would eventually be directed here as being 'more suited' to them.

Location Information: The Whirling Dervish

Nested in the Streets of Delight, the Whirling Dervish is a hostelry offering entertainments marginally less depraved, and more varied, than most establishments around it.

The proprietor, Clinorus Kradner, dresses in Baklunish robes and a turban, even though he's never been west of Edge Field in his life. To someone who is from the Baklunish West or has visited there, it is obvious that Clinorus has dressed to the descriptions of embellished stories, not to mention the man is not Baklunish, more of a dark Flan-Oeridian mix.

But he plays the foolish part well, and has a range of "mystical conjuring tricks of the exotic west" aided by the small time magic his talent as a Bard (level 4) gives him (*animate rope, mage hand, prestidigitation, summon instrument, hypnotism, monster summoning, etc.*).

His dancing girls are the best trained in Eastfair—though most are working their way into much loftier careers, and his other attractions include "Kumbli, the strongest man living outside Ekbir" (a shaven headed tanned Pontylver exile with Strength 20). As well, he has boas from Hepmonaland trained to curl lazily out of their wicker baskets when Clinorus plays his purposely out of tune conch pipe. To round this all off, vividly colored liqueurs of brain numbing potency, dice game tables, and far more besides are all there to entertain.

Clinorus is, in fact, a cleric of Olidammara (Clr4), with a strong tendency to good alignment. He is always interested in new visitors among his clientele, and if he spots good aligned people he often goes out of his way to give them some tips on who, what, and where to avoid within Eastfair.

He overhears indiscretions mumbled by drunken nobles and others at his gaming tables, and might pass on something of what he has heard—for the right price—if he trusts the individual he is dealing with.

In this adventure, Clinorus has dealings with the Zilchus Western Company who supplies him with perishables from the Baklunish West. He is also good friends with Dantoni and often regales him with wild

stories of the west (though these are often rehashed stories Clinorus hears from more senior Zilchus Western Company members). It is through this that he has the knowledge of the bounty offered by Dantoni's father and passes it on to the characters.

Other than that, he doesn't reveal his true self or go out of his way to aid the characters (but won't hinder them) besides friendly hints on the city.

Perhaps if they meet again, he may help them more.

☛ **Clinorus Kradner:** Human Male (Flan-Oeridian) Brd4/Clr4 of Olidammara; hp 46; CG; Will +11; Undetectable alignment always cast; Speaks Ancient Baklunish (but very poorly).

Time

It is approximately 8 a.m. when the characters arrive.

ENTERING THE DERVISH

The Whirling Dervish is known for its friendly manner and exotic entertainment. The host, Clinorus Kradner and all of his staff (and the entire inn) are dressed up like a storybook version of the Baklunish west. The selection of food and entertainment is likewise.

Clinorus is dressed in Baklunish robes and a turban, though his style of wearing them is hardly authentic. He plays the fool to better guile those who would threaten his true nature. He is also willing to use his array of bardic spells to amuse the clients (*animate rope, mage hand, prestidigitation, summon instrument, hypnotism, monster summoning, etc.*).

The characters are free to enjoy any of the entertainments listed:

- Baklunish styled dancing girls.
- Kumbli the strongest man living outside Ekbir.
- Trained boas from Hemopland.
- Dice games.
- Food and drink from the far west.

Clinorus is eager to chat up the characters. Ever since Afronidious's asked him to be on the lookout for inexpensive, yet trustworthy adventurers, he has been keeping a close eye out for foreigners. There are few locals who can be trusted and this group of adventurers look like just the right match.

"Greetings my infidel friends! Please have a round of our most exotic drink on me. Perhaps some breakfast as well? For it is early, and adventure seekers such as yourselves should eat heartily before seeking out fame and fortune. My name is Clinorus the owner of this Inn. Allow me to join you for breakfast?" says the man, sitting down, before his request is even answered. He grins.

"So what brings you to Eastfair?"

Clinorus answers questions about the city and culture as best as he can. Consult the section adventure pre-text on the city for the answers. If the characters ask Clinorus if

he knows of any jobs or opportunities for adventure, he smiles knowingly and says, "yes, yes I do".

He says the following:

- He does indeed have a lead on a legitimate adventure for which the characters would be perfect. He says legitimate, because there are many dangerous and treacherous arrangements that can befall adventurers looking for excitement. Deathtraps abound.
- Five days ago, his young friend Dantoni, a cleric of Zilchus and acolyte of the Zilchus Western Company, was murdered.
- The murder happened after Dantoni was on his way back home (the Zilchus Western Company compound) in the streets of the Merchant Quarter. He was somewhat drunk. His heart was cut out in a ritualistic fashion and the heart is still missing.
- Dantoni often visits to be regaled of stories of the far west.
- The Zilchus Western Company is a trading organization run by an order of Zilchus Clerics.
- Thankfully, Dantoni was resurrected, but it took all the sums of money that his father and his friends (including a gift from Clinorus himself) could put together. It's a misconception that all clerics of the Money Counter are filthy rich, and 5,000 gp is a lot of money on short notice.
- The authorities and the Church of Zilchus are at a loss to figure out the culprits or even a motive. Dantoni only remembers being hit on the head and being carried into an alleyway by two men before he completely blacked out. The authorities have declared it a random murder and the Church of Zilchus is complaining through formal channels to little results.
- Dantoni's father, Afronidious the Holy Clerk for the Zilchus Western Company compound here in the city, suspects it maybe more than just a random murder. He suspects cult activity (which there is a fair amount of) and fears that they may strike again.
- Dantoni has been sent off west to recuperate and to stay protected if who ever killed him wants to take a second shot.
- If the characters are interested, they should leave immediately and go speak with Afronidious at the Zilchus Western Compound in the exotic section of the Merchant Quarter.

If the characters agree to take the mission, then Clinorus agrees to give them free room and board and to look after their mounts (should they have any).

At no time does Clinorus tip his hand about being a cleric of Olidammara.

Development: At about this time, the first of those fleeing the countryside are arriving at the city gates. Most are panicked and all have little accurate information, nor are they going out of their way to be overly helpful (the downside of evil). The authorities are using an iron glove

to straighten the situation out and to stop citywide panic while they try and assess the situation.

The Whirling Dervish is farther away from the main gate, so it takes longer for word to spread to here, but the closer the characters get to the main gates and the merchant quarter, the more people start to whisper and spread unfounded rumors.

If the characters decide not to head to the Merchant quarter to meet about the bounty, or dally here or even head somewhere else, by approximately 10:30 a.m., there should be enough crowds and talk to draw the characters to the city walls.

Otherwise, assume the characters are heading to the Zilchus Western Company compound to speak with Afronidious the Holy Clerk. With good directions from Clinorus, the walk to the Merchant Quarter only takes 20 minutes.

ENCOUNTER 1: LITTLE BAKLUNI TOWN

After twenty minutes of strolling through the streets of Eastfair and experiencing the different scents in the morning air, you arrive in the part of the Merchant district known as the Exotic Merchant Quarter, or sometimes Little Bakluni town.

This small section of shops and services all have a distinct western motif that is much more authentic than that of the Whirling Dervish. On the opposite side of the square is your destination, the walls of the Zilchus Western Company compound.

There are two important locations here in the square. The Zilchus Western Company compound and the other is the Spice of Life tavern.

Location Information: Zilchus Western Company; **The Spice of Life**

The Merchant Quarter contains the better markets of Eastfair and the homes of many ordinary merchants. This is also home to an enclave (subsection) of merchants who specialize in exotic goods: silks, spices, peppers, yarpick nuts, galda fruit, rare herbs, alchemical goods, tropical hardwood furnishings, Ketite rugs and carpets, and all manner of unusual items.

Their shops have become poorly stocked due to the looming war and trade interference in the Baklunish West, and they often gather at The Spice of Life, a noisy tavern run by a Ketite expatriate (formerly of the Falwur District) named Sumdaa Al'Firs, who fled during the Ket-Bissel war. Back home, his small trade business relied on his personal good relations with his Bisselite neighbors and relatives. But after the war and the crack down by the zealot church, there was nothing left for him in Ket.

☛ **Sumdaa Al'Firs:** Human Male (Baklunish-Oeridian) Com8; hp 20; N.

Nearby to these shops is the walled compound of the Zilchus Western Company. This is the major supplier to

these particular shops of western goods, though the Zilchus Western Company by no means hold any monopolies on Baklunish trade. The company also maintains a small mission in Kalstrand.

In addition to the obvious financial factors, this Clerical Order uses their trade network for other purposes and have done so for many generations.

The father of the young cleric in question (and the one organizing the reward) is Holy Clerk Afronidious, cleric of the Money Counter, Zilchus, and a middle status (but very prestigious position) member in the Clerical Order that operates the Zilchus Western Company.

☛ **Afronidious, Holy Clerk:** Human Male (Oeridian) Exp4/Clr4 of Zilchus; hp 46; N.

ZILCHUS WESTERN COMPANY

This small compound sits on the far side of the square in little Bakluni town.

Though its main gates are open, the walls are patrolled by the feather plumed and richly dressed pikeman common to the orthodox Zilchus customs originating in the old Great Kingdom.

A sign in both old Oeridian and Common proclaims, "The Zilchus Western Company."

As long as the characters are polite, civil and can come up with any sort of reasonable cause for entering the compound (such as to talk to the Afronidious the Holy Clerk), then they may do so and though the elite guards do not search the characters, they do eye them very carefully.

Inside the walls, a courtyard is filled with wagons and horses. Along the sides of the walls are small warehouses, offices and living quarters. At the far end of the compound is the temple itself.

Guards wearing decorated half-plate and sporting halberds line the entrance to the Temple. They wear a rather lavish livery of expensive materials and construction. Their helmets fly a loan feather, with color seemingly to denote rank.

If the PCs approach the temple entrance gate read the following:

Standing open, are two very thick and sturdy looking double doors. Above them written in both old Oeridian and common are the words, "Pray within my halls those who desire exchange."

The double doors lead to the main chamber for public worship. This is where those dealing with the Zilchus Western Company go to give praise and thanks to Zilchus, or meet with one of the clerics of the Order to arrange business matters. All the offices and vaults are secure within the temple.

Depending on the law of the land, Temples of Zilchus can make arrangements or broker deals on many, many items or services. Their confidentiality is guaranteed, with the exception of some of the most dire

circumstance, or if the deal betrays the Temple. Here in the North Kingdom, the church of Hextor does its best to suppress the amount of influence and control of the Zilchus clergy. It's only because of the need for coffer filling effects of trade that the servants of the Money Counter are allowed even this much latitude.

It's rumored that at the main temple of Zilchus in the city (not this small one) that what ever needs you have can be efficiently and discreetly brokered for the right price. From information to hiring independent of assassins to having your much sought after artifact stored for safekeeping. The Church of Zilchus prides itself on discretion and getting the job done or most of your money back.

This particular small temple is part of the Zilchus Western Company, an Order formed for the organization of trade investors and Under-Writers dealing in the Baklunish west. In addition to looking after their own interests, they also (for a fee) keep an eye on the interests of others in the western lands, for those as far away as the old Great Kingdom. A much less advertised function of this order is to act as bases of operation for agents of finance to help keep trade flowing, including the trade of information.

Two more fancy dressed soldiers flank the large ornate double doors leading into the Prayer Hall. About a foot past the doors into the hall, standing waist high in the center of the doorway, is an ornate clay vase. The vase is nearly filled with coins of different denominations. A heavy oak desk is off to one side with many papers and ledgers on it. A gold scale and several electrum weights and measures sit upon a tray on the desk. Behind the desk is a middle-aged man in plate mail. He sits in a throne-like chair. His gauntlets are off, exposing his wrinkled ink stained hands.

About his neck is the holy symbol of Zilchus. "Greetings patrons, what business do you have with the servants of the Money Counter?" says the man as he dips his quill into his ink and straightens his ledger book.

To enter the hall, it is sacrilegious to not place a coin in the pot that stands just within side the hall. It can be any type of coin.

The holy clerk has a desk near the entrance as well. He is an armored cleric of Zilchus who performs certain duties within the temple. One of those duties is to direct the business of worshippers and patrons and record names and dates, and collect fees. He becomes quite upset if people enter the hall without dropping a coin in (he can see the pot, and watching it is part of his job).

Have all characters succeeding at a DC 15 Knowledge (religion) know that they must drop a coin to enter. Any character that has Zilchus as their main patron god automatically knows this and should be informed of it.

This is Afronidious, the man the characters have been sent to talk with. It is not the Church of Zilchus or even the Zilchus Western Company that is offering the reward in this matter. It is Afronidious personally.

Though he has not been forbidden to, it has been made clear the church wishes to handle the matter through official channels first to avoid the risk of giving the Church of Hextor and the authorities an excuse to censure them for interfering in official matters. That is something the authorities would love for the Zilchus church to do and some suspect that is the reason for the delay in the official investigation.

Because of this, Afronidious wants to keep the mission low profile and is using his own (now limited) funds and resources for the initial transactions.

Once the characters make mention that they are here to for the mission read the following:

The armored man rises from his throne-like chair and comes around the desk to speak with you.

"Greetings and well met, I am Afronidious, the Holy Clerk of this small temple. We have much to discuss, but here is not a good place for that. Please be my guest for an early lunch across the street at the Spice of Life tavern. I need to close up shop so to speak and I shall meet you there in only a few minutes" says the man in a courteous tone.

Afronidious has no ulterior motives towards the characters. He just needs time to get someone to cover for him while he leaves for a lunch break. He meets up with the characters five minutes after they have entered the Spice of Life tavern on the other side of the square.

THE SPICE OF LIFE

Crossing the not so busy market square, you enter the Spice of Life tavern. The smell of exotic dishes and rich flavorful spices waft over you as you open the door. The sounds of non-angry arguments and intense discussions in both common and Baklunish tongues prevail the air. A man with a Ketite accent asks you if you are here for a meal, and then seats you.

This is Sumdaa Al'Firs, owner of the tavern.

The characters do not have much time to interactive with the other patrons or Sumdaa before Afronidious arrives, but they may pick up some scraps of information:

- The supply of trade from the West via the Zilchus Western Company and other smaller merchant sources is starting to slow down due to the political strife back in the home country.
- Profits are going to be hit hard, only after just starting to turn up again after the whole ether creature incident threatened to destabilize things.
- It was a horrible thing, what happened to Afronidious's boy. He was a good lad, and talented too, just started working for the small time merchants in the quarter doing Honest Deal mediator work. That boy had a future.
- The western section of the New City has become plague with shadow spirits that roam the darkest alleys at night. Some powerful force has driven them out of the Old City and right through the walls into the New City.

- The murder and missing person rate in the New City hasn't been so bad the last few years, not ever since that last big influx of refugees into the Old City. They must be good luck.

An 'Honest Deal' mediator is referring to when a cleric of Zilchus is contracted by both parties to ensure neither one is attempting to cheat the other one (other than normal hard bargaining). This usually involves the use of a *detect thoughts* spell (with the information gained remaining in confidence unless it violates proves that one side is going to cheat the other). A successful DC 15 Knowledge (religion) or DC 20 Knowledge (local) checks indicates the PCs know this.

At about that time, Afronidious arrives.

"My apologies keeping you waiting, I needed to get an acolyte to cover my position and make sure he got everything straight. Please enjoy your meal on me and allow me to tell you what I want of you." Says the armored Holy Clerk as he sits down with you.

In a nutshell, this is what he wants:

- In a discreet manner, investigate the murder on my son. Find out who ordered it and why.
- The authorities are being less than helpful and my own church is playing it cautious. They fear that if the Church of Zilchus uses its own resources within the city to look into the case, it may be a trap by the authorities to have an excuse to censure the church. Meanwhile, the Church of Zilchus is protesting through official channels.
- Though I have not been forbidden to, my superiors in my order and the church would not be approving if they knew I was hiring others to look into the matter.
- I have sent my newly resurrected son into the west, where I am certain he will be safe for now. What I need to know is, was it just a random killing or was it something targeted specifically for him? Will who ever did this try to harm him again? Was this aimed to hurt me personally (via my son) or to harm the Zilchus Western Company?
- Other than his money pouch, the jeweled ring I gave him for his Ordaining, and his heart, nothing of great value was taken. He carried no secrets of the Order or keys to the vaults. The closest thing to a lead was a town guardsmen spotting a running and frantic gutter child close to the area at the same time, probably escaping back to the Old City.
- I realize that this sort of low-key investigation can take a long time in a city as cruel as Eastfair, so I put no time constraints on you. If it takes 100 years to solve this, I shall be happy, as long as it is solved.
- My funds are severely depleted due to the cost of the *resurrection* of my son, but I promise you this, on my word as a Holy Clerk, you shall always be able to count on others who hold that office to help you

when it comes time to truly need it. That and I'll give you 100 gp each.

- You know where I am should you need to ask me anything, just be discreet.

By now, it should be a little after 10 a.m.. Give the characters time to ask one or two questions (and answer them as best as possible from the info provided in the NPC and Plot section) then read the following:

From somewhere out in the square, a loud bell starts to ring. Then several more bells from farther off begin to ring as well. Afronidious quickly rises from his seat. "That's the temple's warning bell, and the warning bells from half a dozen other places. What in Limbo is going on? I'm sorry my friends, I must return to the compound and seal it shut" declares Afronidious as he heads to the door only to be run into by a young lad no older than ten.

"Quick everyone, you got to come see this! They're letting people up onto the walls to watch! Follow me, no time to explain!" says the boy as he motions for everyone in the tavern to follow.

Afronidious shakes his head.

"You go, I have to report to the compound. This better not be another damn drill." Says the cleric as he hustles across the square to the waiting guards of the compound. None of the other patrons seem all that interested in the young boy's frantic excitement.

Assuming the characters follow the boy (who stops to allow the characters to catch up should they fall behind, but refuses to expand on his statement, sticking to his original assessment of the situation), he leads them to a staircase that ascends to top of the great granite wall, not too far from the main gates.

Development: The boy leads the characters to the great wall that many people have gathered on top of.

If the characters decide that following the boy is not for them, then keep track of the time they spend wandering (aimlessly) elsewhere. It may matter should the characters decide to investigate the wall later.

If the characters start asking people what's going on, the general population shall have heard rumors by now that a massive orc army, led by a powerful undead beast has risen up and is slaughtering the countryside and heading towards Eastfair. As well, the people of the countryside are streaming into city, clogging the gate.

Although there are clues and such that could be investigated concerning the murder case, that shall be covered in the next adventure. For now, the population of the city is focused on something else.

ENCOUNTER 2: THE CITY WALLS

With the ringing of the warning city bells dying off, the boy leading you stops for a drink from his waterskin. You stand before one of the great granite staircases that lead all the way up to the top of the wall's ramparts. The heavily armed soldiers

poke at stragglers on the steps as common folk rush up the stairs to join the already large crowd some 30 ft. up. The main gates are not far away.

Once the boy has finished his drink of water and caught his breath, he begins to explain.

- The main gates are clogged with people from the countryside trying to get into the city.
- The line up of wagons, carts, animals and people with baggage is lined up almost a mile (an exaggeration).
- The town guard is encouraging towns' people to go up on the wall (normally, citizens are never allowed on the walls) and help motivated those lining up with heckling and thrown rotten produce (being supplied by the town guard).
- It seems there's a massive army of orcs being led by a dragon heading towards the city. They're plundering all the farmsteads, thorps and estates between them and Eastfair.
- Of course, this isn't the first time that the orcs have rioted.

With that, the lad runs up the massive stairs himself and eventually disappears into the crowd.

Streaming in on the main road are hundreds of people from the sounding countryside, all with loads of baggage and many animals. These greedy people need to take it all with them, regardless of the danger the clutter may cause to them all. The gate guards are calmly assessing them as per orders, taxing each on accordingly.

The City Authorities are using it as free entertainment for the masses. The somewhat evil natured people of Eastfair are eating it up. The guards are even providing barrels of rotting produce for the people to hurl down. The mass cruelty is keeping the peoples' minds off of the wild rumors of the orc uprising.

The best place for the characters to go right now is up on the walls with the rest of the crowd, to survey the eastern approach to the city. They can point out new smoke columns to judge the advance of the orcs as does the crowd.

Once atop the walls, the common people make way for you after noticing your equipment. The near noon sun beats down on the grassy plains, growing crops and humble farmsteads that cover the eastward countryside.

The noise of animals and panicked people yelling hostility at one another in unproductive aggression attracts your attention directly downwards.

Below you is a crowd of country folk with all their worldly goods strapped to their backs and in carts. They form an unruly line towards the great gate of the city not too far south from you. Every farmer, laborer and dependent is trying to get into the city to stay for the next few nights. Only the occasional gentle caress of a club or lance from the mounted troops amongst the crowd keeps it moving, though slowly.

No one on this side of the wall seems to have any real fear. Many snicker and make off-color jokes and jabs directed loudly at their countrymen who are currently stuck outside the walls. Perhaps, not the most kind hearted of crowds. It's only made worse by the city authorities encouraging this and having the town guard bring up barrels of rotting produce. The crowd is making short work of the barrels contents, but are very careful not to hit any of the mounted soldiers amongst the frantic crowd.

Archer troops line the city wall in extra numbers. They are looking for anyone attempting to scale the wall either up or down. They don't want this to turn into a chance for someone to flee the city that should not be, or for anyone to get in that doesn't go through the gate. The archers also take pot shots at anyone flying or using other types of magic to go over (or above) the walls. While they deep down realize magic using types are not the types there meant to stop, they know they can get away with a little sport and not get in any trouble for it. The same goes for those who scale the walls in either direction. Anyone goes down the wall become more of a sport shoot than a full alert (no patrol or effort is sent to stop the climber once they're off the wall).

Taking a steadier look into the distance of the countryside reveals:

Looking back to the countryside, several miles out, thick black smoke can be seen rising in many places.

Occasionally, some commoner yells out, "there, I see another one!" only to be corrected by another, "no, that's a duck!"

With your keen eyes, you can see no orcs in sight and from the nearest billowing smoke, they're still a few miles out.

On a DC 15 Intelligence check (the character can add ranks of Knowledge [geography] OR [survival]) characters can ascertain by the smoke patterns the following information:

- From dissipating smoke columns to fresher ones, the pillaging originally started out in an expanding circular pattern, but at some point stopped its momentum in other directions and is condensing into a wave or arrow shape heading towards the city.
- Not all buildings are being torched, though close by settlements have been. There is no discernable pattern. (Because there is none, the orcs loot as they go, burning on a whim or if they have time before being pushed on by a leader type).
- In the far distance, some thorps and fortified manors can be seen and they don't look to have any uncontrolled burning. (With only a few minor exceptions, no villages, thorps or fortified structures have had any but the most halfhearted attacks. The only large fires coming from them are defensive and infrastructure sources).
- Estimating from where the advancement appears to be now, the orcs are 6 miles away and could be at the city walls within anywhere from 6 hours to 3 hours.

PEEPING GRUUMSH

During all the pushing, shoving and jeering on top of the wall, the characters notice from their vantage point something interesting inside the city.

From your vantage point the inside of the city is just as interesting to observe. You can see several companies of infantry along with some squadrons of cavalry mustering in a walled barracks not far from the main gate. On a stone balcony off of the barracks a group of officers draw in your attention even further.

There seems to be a fair amount of arguing between the senior military figures. A statuesque man, obviously a senior cleric of Hextor, seems to be winning one of these...discussions...on military protocol and tactics. Despite the affirmation in leadership, it looks like it could be several hours before the main body of the army gets to a position where fighting will happen—with the enemy anyways.

As if on cue, some of the largest orcs you've ever seen enter the balcony. At the forefront swaggers an old and gluttonous orc, with an ogre bodyguard only a step behind. With a renewing of gesturing hands, the swaggering orc joins the discussion.

These are representatives from the different military forces in the city. Rakers, Regular Army and Euroz "Angry Army" of orcs, all arguing about who is going to have the fun of going out there and putting down this riot.

It may take some time before they get it figured out. The military structure of the North Kingdom has the basic flaw that its different military branches are designed to compete and impede each other, instead of cooperate. This makes it more difficult for one organization to gain supreme power (and makes less threat to the Herzog) but makes for lousy joint campaigns.

What's more, the humans are concerned with both having the orcs go out and deal with their fellows (for fear of them joining up) and the other prospect of leaving the orcs in the city while the human troops leave. Who watches the watchers? Once the military might of the City gets its act together (within 3 or 4 hours), the rioting orcs won't last long, they never do. Usually everything quiets down when they run out of ale and find themselves surrounded by far superior numbers and troop quality.

With all the arm-waving, yelling and the good line of sight from the battlements, the characters should not have too much of a problem gleaming some information from this exchange, despite it being 140 ft. away.

If any familiars are sent over, a perceptive mage guarding the meeting notices such a rank amateur spy method right away. A magic missile or two into the familiar should be enough to chase off whatever apprentice tried to pull one over on him.

With a DC 10 Listen or Spot check and a DC 10 Sense Motive the characters learn the followings:

- There are three factions arguing

- None seems to trust the other too much
- Each faction wants to be the one to sally forth
- The humans openly dislike the orc
- The orc flaunts the humans dislike of him

With a DC 15 Listen or Spot check *and* a DC 13 Sense Motive the characters learn the followings.

- The orc is named Snaggrip Grekk and appears to be some sort of warlord among the orcs.
- The cleric of Hextor seems to represent the Herzog and a squadron of cavalry.
- The lowest man in the pole clearly represents the Rakers, as he's dressed in a similar uniform.
- The humans were speaking mostly Old Oeridian until the orcs arrived. Then they switched to common

With a DC 24 Listen or Spot check *and* a DC 20 Sense Motive the characters learn the followings.

- The army will probably leave the city in 3 or 4 hours
- The garrison is expected to round up the main body of the orcs within 4 hours of first engagement, just like last time.
- Scouts report the main orc front is 6 miles from the city but have no fear of the orcs harming the city, only the settlements in the countryside
- Scouts report no thorps and few manors have been attacked as they all rallied their troops in time. But farmsteads and other smaller settlements are being attacked and looted badly.
- Small stragglers behind the wave front will add to deadly bandits for weeks to come.

With a DC 27 Listen or Spot check *and* a DC 23 Sense Motive the characters learn the followings.

- The orc regiment that revolted was called 'The Boyz of Richfest' and is about 600 strong
- The regiment was being used as labor and guards for excavating the ruined estate some 10 or so miles north of Kalimthorp, near Kalim Woods.
- The orc stragglers will be heaviest near the ruined estate.

The above DC's take into account the distance. This is compensated by the loudness and openness of the group being spied on. Allow the characters to roll both a Listen and Spot roll and if either succeeds, accept that as success. A successful Sense Motive is still required.

GOODNESS IS NOT MEASURED BY HEIGHT

After the characters have had a chance to look both outwards and inwards in regards to the city wall, they now have a chance to look downwards, or into the crowd anyways.

The crowd continues its cheers and jeers as another not-so-fresh barrel of produce is brought to replace the empty ones.

A small framed women, wearing a nondescript but full cloak (in this summer weather) has a concerned look on her face, which switches to disgust as the crowd reaches for more fruit.

She has no rotting fruit in her hands and yells no jeers at the poor souls below. Because of this, she sticks out like a sore thumb in this crowd.

She pushes her way through the crowd, passing by and you hear "This is horrible. They're all making jokes about those poor people. Won't some please think of the children?" she says to no one in particular.

Another in the crowd rudely bumps into her and her wrapped cloak comes open revealing the holy symbol of Pelor around her neck. She notices you looking and tightens her cloak back up.

This is Sister Tillie, acolyte of the small Church of Pelor located deep in the Old City. She works out of a small shrine in the poorest district of the Old City. She has a pass that allows her to enter and exit the Old City as needed and she happened to be on such an excursion when the warning bells rang.

Tillie is not the only one to stick out in the crowd. With their gear and foreign accents (assuming that they are talking to one another) Tillie recognizes them for that they are, for hire mercenaries. With the money in her pouch that she was carrying to buy blankets, she'll offer it to the characters in exchange for helping her with a much more pressing need.

After giving you a hard look over, the women comes close to you and whispers to you, "Foreign Mercenaries, please accept the sum of 50 Crowns to aid me in a rescue, out there" offers the women while pointing towards the east.

Once the characters are agreeable, she insists that they leave the wall and the crowd, for a more secure alley down below. Once there, she tells them the following:

- Her name is Sister Tillie (or just Tillie to her friends) and she is a humble cleric of The Shining One, who tends to the sick and poor of the Old City.
- She was in the New City (via her pass) to use the 50 Crowns (that she's now paying the characters) to purchase blankets for the needy in her district. Then she heard the bells and learned of the rampaging orcs.
- She wants the characters to accompany her (and quickly) to a place that is on the edge of the rampaging orc wave.
- She feels if they hurry, they can make it southeast before the orc wave comes west. Then the party can veer east again and head straight for the target.
- The party will need to stay clear of the various manor houses and estates that dot the countryside, between tracts of farmland. The reaction from these nobles is unpredictable under the circumstances.

- The target is an orphanage run by a servant of The Gentle Hand, named Peacemaker Galrent. He is a good friend and ally of both Tillie and the other servants of kindness and mercy within Eastfair.
- Galrent rescues children from the streets (when they can be convinced to come along) and brings them to his small orphanage where they are educated and (when possible) apprenticed out to the kinder tradesmen.
- Though a perfectly legal establishment, the authorities will not rush to save the orphanage during the round up of the orcs, it will be left to its own devices.
- The orphanage is very close to the path of carnage of the orcs. Since she has yet to see Galrent or any of the children in the refugee line, she fears they are stuck at the orphanage.
- The orphanage has a hide away room in the basement, but if the orcs loot or burn the place, they are doomed.

Once the characters accept, Tillie insists that there is very little time. If the orcs change pace or direction, the party may have to fight its way through the thickest of battles and that would be suicide.

Now the only problem left is getting out of the city. If the characters have mounts that they wish to bring (though Tillie feels this may hamper the stealth factor, she'll bow to the superior experience of the 'mercenaries') now would be the best time to go get them.

Above all, Tillie keeps reminding them that every second counts.

ALL APLS

☛ **Sister Tillie:** Female human (Flan-Oeridian); Clr3 of Pelor; hp 24; See Appendix 1.

Development: The characters need to hustle and get through the orc skirmishers on the flank and into the spare middle of the attack wave, to reach the orphanage in time. Keep track of the time in hours. Hustling characters should not have any problem covering the needed ground, but large delays could hamper events, as well, the characters need to rescue Snip by midnight.

If while on the wall, the characters try to go farther then their particular wall section, both guards and a rampart door stop them. The only (safe) way down is by the stairs they took up. The characters have to use the city streets to get to the main gates.

ENCOUNTER 3: GETTING OUT OF THE CITY

Getting out of the city is easier said than done. The main gate is flooded with incoming peasants all fearing for their lives and carrying all their worldly goods. Climbing

over the walls is not accepted either, only thieves escape cities via walls, and a patrol would catch them quickly.

There are only two gates out of the city, the main gate and the fisherman's gate. The latter is for the rich and influential only, and has already been magically sealed.

There are other more, secret, exits, but it would take hours or days for the characters to locate one. This leaves the main gate, which at the moment is a one-way passage.

Before you, is the Great Gate of Eastfair. The amount of traffic has certainly increased since you yourself walked through it this morning.

The gates stand wide open and a full company of Rakers process the incoming refugees, but its just not enough. A cat would have a difficult time going against the flow of the crowd, let alone a party of adventurers. What's worse, is no matter where you go, the eyes of the massive stone statues on either side of the gate seem to follow you. It must be all the pressure of late. Thankfully, the ballista high above continue to only point outwards.

Standing on a crate amidst the flowing crowd is a Walker of Fharlanghn preaching the blessings of the Dweller directing people out of jams. The guards seem to give him a modicum of respect.

The Great Gate is powerfully defended, with ballista platforms flanking the 30-foot high granite walls and a pair of huge (22-foot high) stone statues of Aerdi warriors standing one each side of them. These statues can be animated as massive stone golems (271 hp each) by a cleric of Hextor who stands special watch as part of the gate detail, to fight in defense of the city or take care of gate crashers.

☛ **Greater Stone Golem:** 271 hp; see *Monster Manual*.

A large group of town guard are making sure that ever person to come in through the gate pays the toll on each head and wheel (including large animals). They are also doing halfhearted searches of the baggage and pockets, but quickly stop and move on to the next refugee after an additional bribe has been paid.

The cleric of Fharlanghn is helping out (free of charge) to make the travel through the gate and into the city more efficient and safe for the refugees. His name is Walker Calyont and with enough convincing, he maybe able to help the characters getting out of the main gate, should they need it.

The main gates are opened for wagons and horse, with men on foot using smaller side doors at the base of the ballista towers. This small door is the best bet for the characters to use. The bolt door is rather short and the fortified passage to get to it is cramped as well. This is not something for Large creatures (such as a horse) can use easily, nor do the guards allow such a creature into base of the tower to use the door.

For those characters on foot, thankfully Tillie has some minor influence with guards at the bolt door. If the

characters have no large sized animals with them, Tillie takes care of the situation:

“Have no fear, that guard over their at the bolt door owes me a favor or two” says Tillie as she wanders over to speak with one of the guard. After a few words and a nod of her head, the guard looks towards you lot and shakes his head in a gesture of defeat. Tillie waves you all over she enters the tower the leads to the small bolt door.

From here, the characters merely have to walk into the tower, squeeze past the people in the small corridor and out the door. They need to hurry though, other people need to use the door (and bribe the guards) and the characters can't monopolize it with back and forth entry.

BUT I HAVE A HORSE AND A DIRE TIGER?

If the characters have a Large animal (or anything Large, including a wagon) the only they are getting it out is through the gate. The same gate that is now completely clogged with people, animals and vehicles all going the opposite direction to that of the characters.

Tillie's minor influence with the guard is not going to help and if the guards see the characters trying to bring animals through the crowd they'll first be warned to stop, then shot at, then crunched by the golems. The guards are not interested in the character's bribes, for their grafting plenty from the refugees and it could start a riot as well. The characters can either forget about bringing their animal or they can appeal to a higher power.

That higher power is the walker directing traffic on top of the crate. Its up to the characters to figure out that they need to go speak with him.

Once they push their way to him (he's not too deep into the crowd and the crowd gets thinner after following his directions) they can try and get him to help.

The man in green bends down to you from atop the crate, his round holy symbol swaying with his movements. “Greetings. As you can see I'm quite busy with the will of the Dweller, is there something I can help you with?” says the Walker.

The characters need to appeal to Calyont and convince him it's a worthwhile act to part the crowd long enough for the characters to get their large sized object through. This is accomplished in two steps.

First, by succeeding in a DC 14+APL Diplomacy check in the form of anything from a bleeding heart story about orphans, to just to appealing to his dogmatic beliefs that the roads must roll. Only one attempt per party is allowed (he needs to get back to directing traffic).

Second, (and most important) once he's starting to give in to the diplomacy of the characters, he'll ask them a simple question.

“Who Rules the Roads?”

This is a dogmatic necessity for this particular walker. Before doing anything extraneous in the name of his god,

he needs to pass along some divine praise from those who receive the help. The correct answer is either “Fharlanghn” or “The Dweller (on the Horizon).” Any other answer insults the walker and he goes back to what's really important.

Giving any other answer insults him and he refuses to do any favors for the characters and concentrates on his previous traffic duties. If the characters persist, he'll call a guard who removes the characters from him.

Should the characters succeed in both of the above requirements, Walker Calyont agrees to put in the extra effort to allow the characters out with their large sized things. The task takes about fifteen minutes to complete.

Only Calyont can accomplish this due to his firm understanding of the crowd and the grudging support of the guards. Otherwise, he has no real authority.

Walker Calyont agrees to help you in your time of need and like a dervish of coordination and command, begins to direct the flow of people and cargo to either side. It takes a good fifteen minutes, but the green clothed Walker prods you along the path he has opened up. As you leave the city, you can hear him yell to you, “Who Rules the Roads?” Then the reforming crowd swallows him.

☛ Walker Calyont: Male human (Oeridian); Clr5 of Fharlanghn; N.

Development: If the characters can manage their own ways over the walls, that's acceptable also. For instance, theirs a catapult in a nearby square that is having its undercarriage repaired. Flying out by magic works as well, but the town guard is always ready to take pot shots with their crossbows at anyone not leaving through a gate.

WHAT IF TILLIE DIES?

Tillie realizes that its quite possible she won't make it through this trip, but it's a risk she's willing to take. While quickly explaining the plan to the characters, she draws out a very crude map. This should be enough for the characters to follow should something happen to her during the trip. The map allows the characters to (with some trial and error) to find skirt the main orc group and find the orphanage. This map is provided as a player handout.

ENCOUNTER 4: SKIRTING THE WAVE FRONT

According to Tillie's plan, hustling across the countryside to the southeast will avoid the majority of the orcs until it becomes time to turn east and head into the land they've already looted. With some stealth and common sense, everything should work out just fine.

Traveling through the countryside, the characters encounter many abandoned structures but they have yet

to be damaged or looted. These belong to those who have fled ahead of the coming orcs. There is little left for the characters to steal, for what has not been packed up by the refugees, have been buried for safe keeping.

Smoke in the distance gives clues to where the orc horde has reached. After some more travel it becomes time to head due east and into skirt the territory the orcs have passed by on the northern flank. For the most part, only small groups of orc stragglers and scouting parties roam this territory.

The countryside is filled with many different types of farms. Most are very small, with only a mud and thatch hut for the people. There serfs and freemen all rent (or other arrangement) land from the liegemen of some Prince of the North Kingdom. Though the characters do not pass any on their trek, there are manors and thorp where these landowning minor noble liegemen live. If need be, shelter can be sought by the characters there, in exchange for their sword in the defense of the noble should the orcs attack.

After only a few miles of due eastern travel the characters find themselves coming upon a farmstead like many others they passed. What makes this one different are the high pitched and distressing cries of a baby. If the characters don't volunteer to check it out, Tillie insists, going alone if she has to.

The characters are not the only ones to be attracted by the cries of the baby. A group of marauding orcs and ogres are investigating from the opposite direction.

Carefully making your way into the gathering of small buildings that make up the farmstead, you sight the source of the noise. Hanging from a fence post is a baby bundle. There doesn't seem to be anyone else around, except for the party of orcs entering the farmstead from the opposite direction.

Assume the characters entered the farmstead from the west. If the characters came up with a different plan, set them up accordingly.

Place the approaching orcs at the edge of the farmstead on the opposite side of the most number of characters.

WHAT DOES TILLIE DO?

Having only her light mace and the equivalent of padded armor, Tillie stays out of front line combat. She is perfectly willing to use her spells to aid the party and does so in a manner of your discretion. Her main focus is the healing of the injured and she is willing to risk her self to heal a dying character and/or drag that character to safety.

If no other party member volunteers or makes an effort to, Tillie makes a mad dash to the middle of the farmstead where the baby bundle is hanging, unhooks it (move equivalent action) then runs back to safety.

Creatures: The following creatures will be encountered here:

ALL APLS

☛ **Baby:** Human male (Flan-Oeridian) Com1; hp 1; CN;

APL 2 (EL 5)

☛ **Ogre:** hp 28; see *Monster Manual*

☛ **Orcs (6):** hp 8 each; see *Monster Manual*

APL 4 (EL 7)

☛ **Ogre (2):** hp 29 each; see *Monster Manual*

☛ **Orcs (8):** hp 8 each; see *Monster Manual*

APL6 (EL 9)

☛ **Ogre (3):** hp 29 each; see *Monster Manual*

☛ **Orc Scouts (6):** Male orc Ftr1/Rgr2; hp 29 each; See Appendix 1.

Tactics: At APL 2 and 4, the orcs use the cover of the buildings the best they can and stay spread out to avoid traps and area effect spells. Once the presence of the characters has been confirmed, the orcs keep to cover and make their way over till melee is possible. If need be, each orc and ogre carries six javelins to use on any character they cannot reach (such as those flying).

At APL 6, the orcs and ogres still stay spread out, but the orc scouts look for good vantage points for their missile fire, using fences and corners to their advantage. The ogres hold back and provide defense for the orc archers.

The orc scouts have human as their favored enemy (+2 to damage) and use their Rapid Shot and Point Blank feats to good use. Note, the +1 to attack rolls and +1 to damage of the Point Blank feat or the +2 of favored enemy is not listed in the Atk section of the stat block.

Very little wood is used in the construction of any of these buildings. They are mostly mud and thatched roofs. Climbing on top of the roofs collapses it and brings the character falling inside.

Treasure: Defeat and loot the orcs. The orcs have several sacks of loot that they dropped when entering the farmstead. In the sacks are items plundered from homes as well as a cleric of Hextor caught unaware. This amount is listed in the Coins section.

APL 2: L: 52; C: 82; M: 0

APL 4: L: 70; C: 19; M: 0

APL 8: L: 63; C: 26; M: 0

Development: The characters are not too far away from the orphanage if they have taken the proper route.

Tillie volunteers to carry the baby (assuming she and the baby are still alive). The baby likes to make a lot of noise and fuss. Once every hour, or whenever there is a large commotion, such as combat or an argument, the holder of the baby must win in an opposed Charisma or Handle Animal check with the baby. The baby has +5 to its check.

Failing this check means that the baby cries loudly for an hour, thus ruining and stealth the characters may be trying for.

Success means the baby is kept silent for an hour or until something provokes it.

The state of the baby needs to be determined before the start of Encounter 5, for it may hamper the PCs' chance at surprise.

INVESTIGATING THE BABY'S BACKGROUND.

- The baby was bundled for travel.
- The bundle and straps are that of a serf or poorer freeman.
- A DC 10 Track or Search check shows a small bit of blood on the bundle and on the ground near it. There are also many footprints in the dirt all over the farmstead.
- A DC 16 Track check discovers the tracks of a barefoot human (probably female) coming at a staggered run from the northeast. Traces of blood can be found with the tracks. The stop at near the baby's fence post, then carries on in more staggered running south. The tracks stop suddenly just south of the farmstead.
- A DC 20 Track check discovers that something probably lifted her right off her feet and sprayed more of her blood at the same time. There are no other tracks near where hers stopped, nor any along the path she made.
- This farmstead shows no evidence in any of its buildings of being the home to a baby.
- If the characters follow the tracks northeast, which requires a successful DC 16 Track check they end approximately 2 miles in that direction. The tracks begin at a humble farmstead that has been burnt and ringed with many orc and ogre tracks.
- If the characters choose to follow the tracks instead of carrying on straight to the orphanage, they meet up with an Interlude patrol (see that encounter).

WE WENT OUR OWN WAY!

If the characters decided for whatever reason, to try a different route than suggested by Tillie, then instead of the baby and the farmstead, they are ambushed in the fields by a group of orcs (as per this encounter by APL).

ENCOUNTER 5: THE ORPHANAGE

Using the rules from Encounter 4, determine the status of the baby.

You've entered a patch rough terrain. Eroding ravines and rock sown low hills stretch for a several miles ending in a wood farther to the west. Judging by the decreasing number of farmsteads and fields, this is very poor land for anything but the most meager of herds. The orphanage is not far now.

The party arrives on a hill, some 200 feet from the orphanage, if the baby is quiet and the party has taken reasonable precautions up to this point to be stealthy, and then they have yet to alert the orcs around the orphanage.

Otherwise, the orcs have been alerted to the approach of the party (after sending a scout to observe their approach from the same hill) and have hidden themselves among the orphanage buildings.

The orphanage is on the eastern slope of a low hill. It is a gentle slope with many small copses of trees. From the top of the hill, the characters can get the layout of the buildings and see that there are orcs about (assuming they have not hidden for ambush), though there is still much foliage to give concealment to line of sight.

Tillie (if still present) informs the party that there is a shallow ravine that runs around the hill and very close to the orphanage. It would make for a good place to sneak in and get close.

If the party has retained its stealth, it has a good chance to sneak up on the looting orcs.

Those moving slowly through the ravine need to make a single opposed Hide check against the orcs' Spot checks. The characters in the ravine receive a +2 circumstance bonus for being in the ravine.

Those approaching from down the hill need to make a single opposed Move Silently check against the orcs' Listen checks.

Success gains the characters a surprise round. Otherwise, the orcs retreat inside the main orphanage building and occupy the windows gaining good line-of-sight on the targets appearing. If it seems plausible to the orcs, they hide and try to ambush.

Once in the orphanage grounds, it is obvious that orcs have been here (even if they are now hiding).

If the characters still have surprise, there are two of orcs milling about in the courtyard, eating the stolen foodstuffs. The sound of at least two more, chopping and banging away, can be heard from inside the main building.

An orc sergeant is on the second floor of the main building, looting. The orcs inside are chopping away at containers and walls, looking for hidden loot.

Peacemaker Galrent and the orphans are hidden away in a bolthole of their own in the basement, behind a wooden wall. It is only a matter of time before the smashing orcs find them or set fire to the building and leave.

During the combat, Galrent stays hidden, always protecting the children. He does not come out of hiding till he's sure that it's safe (such as hearing the friendly shouts of the characters or Tillie and that combat is over). Tillie also knows where the bolthole is and after the combat, heads there (if still alive).

Creatures: The following creatures will be encountered here:

APL 2 (EL 3)

♣ **Orc Sergeant:** Male orc FTR1; hp 12; see Appendix 1.

🐉Orcs (4): hp 8 each; See *Monster Manual*

APL4 (EL5)

🐉Orc Sergeant: Male orc Ftr3; hp 28; see Appendix 1.

🐉Orcs (6): hp 8 each; See *Monster Manual*

APL6 (EL7)

🐉Orc Sergeant: Male orc Ftr6; hp 52; see Appendix 1.

🐉Orc Shock Troops (4): Male orc Barr; hp 14; see Appendix 1.

Tactics: All of these orcs have six javelins to use at range should the situation demand it, but they much prefer getting into melee. The sun is bright and the open-air risks missile combat. The orcs prefer to draw the attacking characters into the buildings, away from the sun and missile fire.

When possible, this group of orcs likes to grapple a weak and outnumbered foe, while their leader pummels the foe with his double axe.

As long as the leader is alive, these orcs fight to the death.

Treasure: Defeat the orcs and loot them

APL 2: L: 53; C: 82; M: *Masterwork silvered (right head) cold iron (left head) orc double axe* (60 gp).

APL 4: L: 70; C: 19; M: *Masterwork silvered (right head) cold iron (left head) orc double axe* (60 gp).

APL 6: L: 35; C: 35; M: *Masterwork silvered (right head) cold iron (left head) orc double axe* (60 gp).

Development: Once the fighting is over and Galrant is coaxed out of his hole, he has a sad story to tell the characters.

One person is not with the children that should be. Snip is already missing, but he was missing before the orcs showed up.

The previous night, two thugs (Syad and Nye but know one knows them here) broke into the children's sleeping area and abducted Snip. Peacemaker Galrent gave a heartfelt chase through the night and into Kalim Wood, but then he and his quarry encountered orcs - lots and lots of orcs.

Everyone involved in the chase scattered. Galrent knew he had little chance of rescuing Snip under these conditions and he also knew he needed to get back to the orphanage to save the others from all these orcs. With heart breaking results, he turned around and headed back to the orphanage to put everyone into hiding. The last thing he saw was an orc arrow hitting one of the thugs in the leg.

Galrent does not know their fate, but he can direct the characters to the spot he last saw Snip, for it is easy to find as its along a path in the wood and near a man made landmark. The two thugs fled down a path south of the landmark.

Unbeknownst to Galrent, it is Nye who is wounded by orcs, and the two thugs have to hideout themselves for the night in a small cave within the woods.

ALL APLS

🐉Peacemaker Galrent: Male human (Flan-Oeridian) Clr3 of Zodal; hp 21; See Appendix 1.

Galrent is thankful for his rescue and if asked he uses his limited healing ability on the characters. He does though, politely requests that unless the need is dire (though he'll cast even if it's not), that he be allowed to save his magic for emergencies while they hide and wait for the authorities to clean the orc mess up.

At this point, Tillie and Galrent discuss whether to go or stay. Tillie wants the lot to come back with her to the city, but Galrent is quite firm that they need to stay here and hide. In the end, Tillie gives in to Galrent, but insists on staying to help protect the children, an offer Galrent whole heartedly accepts.

The characters are asked to continue after the Thugs who have the Snip. Before leaving, the characters have a chance to ask some question in Encounter 6.

ENCOUNTER 6: TRACKING THE THUGS

Peacemaker Galrent is very thankful of his rescue, though he is very much worried about Snip. He himself cannot leave, not with these young ones (about 14 kids, ages 2 to 10). Cross-country is impossible. One orc ambush, and they would all be wiped out. He firmly believes his best chances for the survival of the children is to wait it out, hidden away.

TELL ME MORE ABOUT SNIP

If the characters inquire more about Snip;

- Snip is the newest member to the orphanage
- Normally, it takes quite a bit of effort to get one of the gutter snipes to trust him (Galrent) enough to come with him, but Snip was the opposite
- Snip came running right to him four days back, almost knocked him over. Just jumped into the wagon and said, "I want to go to the orphanage."
- He seemed pretty upset, probably because he had just stolen some food or something and the authorities or worse were keeping an eye out for him. All the more reason to take him in.
- Here at the orphanage, the most talented orphans are educated and apprenticed out as tradesmen such as bakers, carpenters, millwrights, blacksmiths and tanners. Snip was already being eyed for metal craft; he's quite smart.
- Snip was just starting to settle in and open up, which is quite startling for only three days, when last night, Galrent awoke to the screams of the children and saw the two men fleeing with a terrified Snip over a shoulder.
- Galrent can give easy directions to the Kalim Wood and the path to take in to reach a very old fountain in

a small clearing. The path on the right (south) is where the thugs fled.

- The woods are relatively safe; there hasn't been a 'monster' in them for hundreds of years. The closest thing to danger used to be bears, but the liege of this land hunted them ruthlessly and the last known bear was killed last fall in its den. If there are any creatures in the Kalim Wood, they're new.

FOLLOW THAT THUG!

The directions given by Galrent are easy enough to follow. There is a landmark near the entrance path of the Wood that leads to the ancient fountain. On this side of the Kalim Wood, the orcs are rather few. But just on the northern side of the woods is the excavation sight that the orc revolt started at. To go north is to walk into a nest of trouble.

SO WE'RE AT THE FOUNTAIN

This assumes that characters have been keeping on track time-wise, and not delayed or traveled at a very slow pace.

With the late afternoon sun filtering through the treetops, you arrive at the clearing the surrounds the crude ancient stone fountain. No water runs from it and only stagnant murk fills its pool. A top portion of the fountain appears to have been broken off and removed generations ago.

To the right is the path that fits Galrent's description. Thankfully, you've come across no fresh traces of orcs in the wood.

The fountain is not magical or special in any way. Its construction is of Flan origin, but its original function, besides a source of water, is a mystery.

A DC 10 Search or Survival check picks up the occasional splattering of blood and boot prints different enough from hobnailed orc boots to notice in good light. If it is no longer daylight, increase the DC by +3, and thus Search checks cannot be used to follow the tracks.

A DC 20 Track (Survival) check, confirms Galrent's description of events. The orcs took after Galrent instead of coming after the injured ones. The orcs were spoiling for a good chase and their boot strides show they kept pace instead of catching Galrent. The orcs originally appear from a path that leads to the north.

Following the southern path (and the blood and boot prints if tracking is successful) it eventual turns more southeastern. For those who did not successfully follow the tracks, the path leads out of the woods on the southeast side.

For those who successfully followed the tracks, about half way down the path, a much smaller and less used trail begins and leads a short distance to a rocky outcrop. With in the outcrop is a cave. This is the last den of the last bear in Kalim Wood.

It's a small cave, about 4 feet high. The cave mouth is moss covered and found in a small rocky outcropping. The caves stretch back, another 70 feet, in two different

directions, but never getting taller than 5 ft., or lower than 3 feet..

A DC 12 Knowledge (nature) check reveals this to be a long time den of a black bear, but doesn't seem to have been used at all during this year.

A DC 15 Track (Survival) check picks up a trail made by the two thugs, heading from the caves and south through the woods (but not on a path). Succeeding at a DC 20 Track (Survival) check reveals that the tracks were made fresh today.

WHAT'S INSIDE THE CAVE?

The thugs rested the night here, and bandaged Nye's wound, for travel the next day. During this time, they discussed their plans and harassed young Snip. Learning of what they planned to do, Snip managed to escape into the back of the cave long enough to drop a badly written note (Snip is still learning to read and write Common, which is better than most of his peers). In very poor spelling and grammar, the note reads; [Provided as a Players Handout)

"Bean taken. Help Mi! Heading to pierehmeeus man. Name Old Jef, blacksmyth of Kalinthop, going to enter..inter..Quiz Mi. Hurry. SNIP"

The note can be found on a casual DC 18 Spot check or by a DC 10 Search check.

The cave used to be the den of a black bear, but was killed last autumn by noble hunters.

Kalimthorp is only about 5 miles way to the southeast.

Development: Now the characters have enough information to head towards Kalimthorp. The thorp is listed as a landmark on the map given to the characters by Tillie. Of course, the characters just might wander there of their own accord.

ENCOUNTER 7: VISITING KALIMTHORP

Passing through yet more farmland, though all recently abandoned, this sprawl seems to be less marred by orc intrusion then those to the north and west. Up ahead, makeshift wooden barricades and nervous peasants with bows and longspears mark the entrance to Kalimthorp. Past the thorp, on the far hilltop is the small, fortified manor, presumable with its own local tyrant inside.

The characters have arrived at the Kalimthorp, one of the many thorps that dot the countryside between the big cities and established villages and towns.

It doesn't have much in the way of defenses, just some rough earthen works and makeshift moveable wooden barricades. There is a small contingent of the local Lords soldiers here though to bolster the peasant levy skimmed from all the refugees that fled to their liege lord's protection.

Five men-at-arms (War1) and one sergeant (War3) along with about 20 peasant archers and another 15 with longspears, dot the various entrances into the thorp. They nervously scan the horizon for signs of approaching orcs.

The men defending the village warily grant the characters entrance. As much as having additional well-armed troops to defend the village please them, there is also a large concern about such a well-armed force (the characters) being a threat once inside. Since the last few people they let in have turned out all right, the Sergeant is willing to risk it.

A gruff looking man in banded mail seems to be in charge and he motions for the troops to allow you to enter.

"Here's the rules: You fight and hold your grounds if the orcs come and you do as your told. Otherwise, it's back out into the countryside with you. I'm Sergeant Harmon, second in command of Sir Havenatiouls' troops. Now go have a rest, your watch is in four hours," bellows the professional soldier.

Creatures: The following defenders are here:

ALL APLS

♣ **Sergeant Harmon:** Male human War3; LE.

♣ **Men At Arms (5):** Male human War1; LN-LE.

♣ **Peasant Levy (45):** Male human Com1; N-NE.

The characters have four hours to play with. They can wander the small settlement, but the guards block them from heading further on towards the hilltop estate.

What is plenty available, are people willing to talk and gossip with the characters. The following are some answers that the locals have for questions from the characters (if they ask).

- **Anything about Old Jed or the blacksmith:** Kalimthorps blacksmith is a man named Old Jed. He's middle-aged, but thoroughly washed up. He's known as a drunk (and a mean one), but he does seem to know his way around a forge, when his vision is clear enough. He arrived from the city a few years back. Despite Old Jed's destructive streak, the local lord keeps him on, partly because there's no one good enough to replace him. Old Jed is either in his shop or on barricade duty on the far side of the thorp.
- **Who runs this Thorp?** The thorp and the nearby lands belong to Sir Havenatiouls. His family has owned the lands for sometime. As cruel overlords go, he's tolerable. The family venerates The Herald of Hell, but Sir Havenatiouls is not particularly pious toward the faith.
- **Where is the lord now?** Sir Havenatiouls, his two sons and Captain Tyoris (Harmon's boss) are out on a mounted patrol, scouting to see how far the orcs have come and what kind of damage they have been doing. Sergeant Harmon is in charge of the thorp till then, and no one is allowed to approach the estate unless ordered to. He's expected back in an hour or so.

- **Have their been other non-locals?** Two city folk with a unconscious boy (fitting Snip's description) arrived this morning. They said they were caught by the orc revolt on their way back to the city. They said that their nephew was knocked on the head during a chase. The two men and their nephew are hanging out at the blacksmith's shop, seems they might know Old Jed or something.

THE LAW IS THE LAW

Sneaking around the village may not be agreeable to many Lawful characters. It's risky in this evil land, but the direct and 'lawful' approach has a chance of working.

- **Sergeant Harmon, there are bad men afoot!** For characters who do not wish to run afoul of the 'law', they may approach Sergeant Harmon and inform him of the kidnapping. Galrent's orphanage is not on Sir Havenatiouls' land, so Sergeant Harmon has little contact (nor care) about it. If the characters insist on the matter, a successful (one chance) 15+APL Diplomacy check DC gains them a small concession; Harmon demands a 20 gp bounty for the right to deal with the thugs on these lands (it's in his power to do so). In which case, the characters can go do what they need to against the two thugs and the troops of the village do not interfere. But, attacking Old Jed incurs the normal listed risk of troop involvement.
- If the characters fail the Diplomacy check by less than 5, Harmon agrees to arrest the two thugs (and confiscate all their possessions) but hand over Snip to the characters and allow the characters to go about their business. Nothing bad happens to Old Jed. The characters can interrogate the thugs but receive none of their treasure (Harmon has it). The characters receive only half XP for the Encounter 8 combat.
- If the characters fail the Diplomacy check by more than 5, Sergeant Harmon arrests both the characters and the thugs (but not Old Jed). They are all to be held over for the return of Sir Havenatiouls who shall deal with the whole situation. He's expected back in an hour or two. The characters receive none of the treasure (but still might gain the specials offered) and only ¼ the XP for the Encounter 8 combat.

Development: The characters pretty much have the run of the thorp (blink and you'll miss it), with the usual exceptions of no breaking into private homes, etc. There is a very small tavern, but it's crammed with scared commoners waiting for their turn on the barricades. The 'streets' are filled with women and children, sorting through the belongings they managed to bring with them. The blacksmith shop is easy to find and somewhat removed from the rest of the buildings (it keeps burning down).

Should the characters seek him out, they can find Old Jed on a remote section of the barricade, drinking, with no others nearby.

Should the characters have never approached the thorp openly, and instead used stealth or deception to enter, they could be in for some trouble. If the characters wait until after dark, keep a track of the time, for Snip dies not too long after midnight. As well, characters wandering the streets have a chance of being spotted by Sergeant Harmon or his men and arrested (or fought). Disguise checks are a possibility to fool the authorities; the guards won't be looking too closely.

A DC 20+APL Diplomacy or Bluff check can get the characters out of the jam, assuming they agree to take watches as listed above.

ENCOUNTER 8: FINAL FIGHT FOR FIRE

SO WHAT HAPPENED HERE?

The thugs arrived around noon today. The listed events assume that the characters are only a few hours behind. Before approaching the thorp Snip was knocked out by the thugs, to keep him silent. The guards were a little weary at first, but when it was clear that the two men and a boy were not in league with the orcs and could possibly be of use if the orcs decided to attack, they were let in. Otherwise, they would have been told to go on their way.

Once inside the thorp, the thugs went about finding Old Jed, then had to wake him up from his pre-battle stupor. They have been persuading and negotiating with him since then to cast *zone of truth*. They were only just finalizing the deal when Sargent Harmon came by and demanded that Old Jed take his place at the defenses for a four-hour shift. Not wanting to risk a disturbance, the thugs wait quietly for Old Jed to come back.

Come midnight, Old Jed regains his spells, including two *zone of truth* spells, and the interrogation begins. Snip dies by 12:30 a.m. and the thugs flee with the body.

TALKING TO OLD JED

If the characters seek out Old Jed on the barricade his fellow defenders have given him a wide berth as no one wants to be standing beside him when he's drinking. If the characters start questioning or accusing Old Jed, he plays ignorant.

- If asked about the two men (and boy) inside his shop, if claims they're friends of a friend (and their nephew). He won't go into details.
- Old Jed has no fear of threats from the characters. Having his identity as a follower of the Hideous Assassin revealed is just a minor inconvenience. Jed figures his liege won't bat an eye at it.
- If the characters attack Old Jed and if is able to get out a warning cry (free action) or if the combat is obviously visible, then the sergeant, all his men at arms, and the 10 peasant archers come running

within 1d4+1 rounds. They fight on the side of Old Jed.

- While still keeping his mouth shut about knowing anything, if the characters can offer him a discreet deal, he may agree to stay a little longer on the barricades and away from his shop. He may even agree to break off any arrangements he had with the two thugs. The price is 60 gp, a number that Old Jed offers discreetly. Closing the deal requires a successfully (one try only) DC 18+APL Diplomacy check. Succeed or fail, Old Jed accepts the 60 gp and truthfully agrees to stay where he is and not get involved. The players should not be told if they passed or failed the check.
- In addition to agreeing to stay out of things, if the characters succeeding in the Diplomacy check; Old Jed tells the characters that if they come back after this whole orc thing is cleared up, he'll make and sell them some of the same special horse shoes he crafts for his liege.
- If the characters failed the Diplomacy check, after they leave him, Old Jed has a few more swigs of his potent ale, gets a little drunker and a lot meaner, and changes his mind as he wanders back to his shop, weapon in hand.

KICKING IN THE DOOR

In order to rescue Snip, the characters need to figure out that the blacksmiths shop is where they need to go. Like many of the buildings in the thorp, the door is closed and the windows are shuttered. Peeking in through the cracks reveal Syad and Nye waiting nervously for Old Jed to return from barricade duty and an unconscious Snip laying in some hay in the corner.

The Thugs have 60 gp with which they plan to pay Old Jed to cast a *zone of truth* spell on the Snip, to find out if in fact, he has told no one.

The smithy is rickety building of wood and mud. It's 30 feet long and 15 feet wide. It has a shuttered window on each side of the building. The side facing into the thorp has a simple wooden door on the far left, and a (now closed) wooden awning opens up the shop and allows Old Jed to work out in the fresh air. All the entrances to the smithy are closed with simple wood bars on the inside. There are no locks. The corner farthest from the door has a (now cool) furnace and anvil. The rest of the shop is filled with tools and smithing equipment.

◆ **Simple wooden door/shutters:** 1 in. thick; hardness 5; hp 10; Lock DC 20 (to remove bar from outside), Break DC 20.

The thugs have no desire to be taken alive and attempt to flee only if badly wounded and an open chance presents itself.

If Old Jed is going to join the fray, he comes along 1d3 rounds after the combat has started.

Passers by for the most part, ignore the noises. This wouldn't be the first time Old Jed has smashed up his workshop in a drunken rage.

Open fighting outside the smithy draws Sergeant Harmon and his men within 1d6 minutes.

Creatures: The following creatures will be encountered here:

ALL APLS

☛ **Snip the orphan:** Human Male (Oeridian) Rog1; hp 3 (currently has 20 hp of nonlethal damage); N.

APL2 (EL4)

☛ **Jed:** Male human (Suel-Oeridian) Clr3; hp 24; see Appendix 1.

☛ **Syad:** Male human (Flan-Oeridian) War1; hp 10; see Appendix 1.

☛ **Nye:** Male human (Flan-Oeridian) War1; hp 10; see Appendix 1.

APL4 (EL6)

☛ **Jed:** Male human (Suel-Oeridian) Ftr1/Clr4; hp 40; see Appendix 1.

☛ **Syad:** Male human (Flan-Oeridian) Rog1/Ftr1; hp 18; see Appendix 1.

☛ **Nye:** Male human (Flan-Oeridian) Ftr1; hp 12; see Appendix 1.

APL6 (EL8)

☛ **Jed:** Male human (Suel-Oeridian) Ftr1/Clr6; hp 54; see Appendix 1.

☛ **Syad:** Male human (Flan-Oeridian) Rog2/Ftr2; hp 32; see Appendix 1.

☛ **Nye:** Male human (Flan-Oeridian) Ftr1/Rog1; hp 18; see Appendix 1.

Tactics: Presumably, the characters are going to have to come in after Syad and Nye, because they're not coming out to fight the characters. The thugs use equipment and benches as cover until back up arrives (if it arrives).

If Old Jed is coming into the combat, he arrives 1d3 rounds after the combat starts. He comes in at the top of the initiative order and attacks characters outside the smithy first, then those inside. It's obvious that he's in a drunken rage. Lucky for Old Jed, he's so used to poison in his body, that the alcohol doesn't affect any of his stats or skills, only his better judgment. He fights to the death (or till subdued or pinned for 1d6 rounds).

Old Jed likes to smash things. When he's not casting spells, his using his Improved Sunder feat (and *shatterspike* at APL6) to break weapons, starting from largest to smallest. With the *shatterspike* and Improved Sunder, he has a +8 bonus to the opposed roll on top of his normal bonuses, and is doing 1d8+6 to the item being sundered. When drunk, he just hates the craftsmanship of others.

Old Jed starts the combat with 4 x APL points of non-lethal damage from the alcohol.

The *calm emotion* spell or similar effect can bring Old Jed out of his alcohol rage (note, this is not a barbarian rage, so no stat bonuses). Once the spell effect ends, he fights defensively until attacked again, in which case he starts attacking the characters again.

Pinning Old Jed for 1d6 rounds has the same effect of bringing him out of his rage and he stops struggling. If let up, he fights defensively until attacked.

If calm when the thugs are taken care of, Old Jed is willing to talk peacefully.

Treasure: Defeat the thugs and/or Old Jed

APL 2: L: 41; C: 0; M: *Masterwork cold iron heavy mace* (41 gp), *silversheen* (31 gp), *unguent of timelessness* (19 gp).

APL 4: L: 41; C: 0; M: *Masterwork silver dagger* (40 gp), *silversheen* (31 gp), *unguent of timelessness* (19 gp), +1 *longsword* (291 gp).

APL 6: L: 41; C: 0; M: *silversheen* (31 gp), *unguent of timelessness* (19 gp), +1 *shatterspike* (542 gp).

Development: By this point, the characters might be running from the thorp with Snip and all the loot, or they may be in custody.

ON THE RUN

If the characters took on the thugs and/or Old Jed without permission from Harmon, and have avoided arrest (by escaping or by killing the troops), then they are free to flee back to Eastfair with Snip. Within the confines of this adventure, the characters have escaped persecution for the events in Kalimthorp. This also means that the characters do not gain any of the special offers for items from Old Jed or Sir Havenatiouls. Remember, they still gain the favors of Zilchus, Snip must be returned alive to testify. The word of the characters is not enough.

ARRESTED IN A BAD WAY

The characters have been arrested for either killing the thugs without permission, killing Old Jed, or because they pushed Harmon too and failed the Diplomacy check by 5 or more.

The characters are held on to until either Sir Havenatiouls returns (an hour or so) or until the characters decide to escape. The treasure found on the two thugs and Old Jed is turned over to the liege.

Sir Havenatiouls is upset that his blacksmith is dead, but he's not enraged. He was going to have him replaced as soon as a suitable substitute could be found, but he still demands remuneration from the characters. There are three methods.

- The characters can try and appeal to the liege's greedy side. If the characters can succeed at a DC 15+APL Bluff check, they convince the knight that the characters are connected deeply with the Church of Zilchus, and that there is a monetary reward coming his way. OR

- The characters need to pay him 500 gp for emotional distress. OR
- With a DC 10+APL Diplomacy check, the characters can convince Sir Havenatiouls to take on Snip as his new blacksmith. The lad is very talented. Peacemaker Galrent can use his influence to have one of the older ex-orphanage apprentices come here and train Snip. It's not a perfect solution, but it gives the knight a lifetime of labor from a gifted lad. Besides, Sir Havenatiouls (who is neutral) has a soft spot hidden deep under his callused heart.

If the characters can do any of the above three, the characters can leave on non-hostile terms. If Snip is part of the arrangement, they can bring him back to testify, as long as the characters promise to bring him back for the apprenticing.

In addition, all though the characters do not receive a treasure reward for them, the Knight is willing to sell Old Jed's possessions to the characters (do not cross these items off of the AR).

With Old Jed dead, he cannot make the special horseshoes (cross this off the AR).

If the characters do not do any of the above three, they are imprisoned for 3 TUs.

Sir Havenatiouls won't care very much that Old Jed is a cleric of Pyremius. Especially since he's all washed up, but still not a half bad blacksmith.

ARRESTED IN A GOOD WAY

If the characters failed the Diplomacy check by 5 or less and Harmon arrested the thugs, or if the characters attacked Old Jed but *did not* kill him, or if they characters dealt with the thugs (and did not attack Old Jed) and stuck around for the arrival of the knight.

Sir Havenatiouls has no love for child kidnappers. He's willing to execute them or hand them over (alive or dead) to the characters.

As long as the characters did not kill Old Jed, Sir Havenatiouls is content. He may even suppress a chuckle at seeing a bumped and bruised Old Jed.

With Old Jed alive, Sir Havenatiouls offers the characters a special reward for hunting down the two disgraceful thugs. He commands Old Jed to craft for any character that wants them (and can pay for them), the special horseshoes called *Tanar'ri Stompers* he makes for Sir Havenatiouls (AR reward granted).

At APL2; Old Jed has a *masterwork cold iron heavy mace*. Since the characters did not take it from him as treasure, they do not get the gp value for it. But, at Sir Havenatiouls order, Old Jed will craft (at market value) an exact replica of his own (do not cross the *masterwork cold iron heavy mace* from the AR).

At APL4; Old Jed has a *+1 longsword*. Since the characters did not take it from him as treasure, they do not get the gp value for it. But, at Sir Havenatiouls order, Old Jed will craft (at market value) an exact replica of his own (do not cross the *+1 longsword* from the AR).

At APL6; Old Jed has a *+1 shatterspike*. Since the characters did not take it from him as treasure, they do not get the gp value for it. But, at Sir Havenatiouls order, Old Jed will craft (at market value) an exact replica of his own (do not cross the *+1 shatterspike* from the AR).

☛ **Sir Havenatiouls:** Male human (Oeridian) Ftr6/Ars2; N.

Sir Havenatiouls won't care very much that Old Jed is a cleric of Pyremius. Especially since he's all washed up, but still not a half-bad blacksmith.

CONCLUSION

Once the characters have smoothed things over with the lord of Kalimthorp or fled into the night, they should be heading back to Eastfair. If Kalimthorp is still non-hostile towards the characters, they can spend the night there.

By morning all but a handful of the rioting orcs have been rounded up and put right back to work. A small garrison of regular troops stands watch over them for a few days, keeping the orcs in (and working) and any humans wanting revenge, out.

If the characters have the two thugs alive, they can interrogate them pretty much anywhere that is non-hostile (including the woods, or an empty farmstead). Once ruffed up or intimidated, they thugs have this to say;

- Pleas for mercy and to be allowed to escape
- Six months back, the duo was approached by a cowed man to do some dirty work.
- They were given targets, usually inexperienced clerics (of various ethos) who could be taken out easily. Over the months, they've killed nine clerics and two tradesmen. Each time, they removed the heart according to the specific instructions of their cowed paymaster.
- They would always meet in different alleys to hand over the heart and to receive a new target. Usually either in the Merchant District or throughout the Old City.
- They've never seen the man's complete face. He always wears a leather cowl. From his skin, he's Flan and from his accent, his not from Eastfair. He also always smells strongly of fish. He goes by the name, The Opaquer, and the thugs comment on what a stupid name it is.
- The thugs retell their story of the last five days, killing the young cleric, chasing Snip, finding he skipped town, kidnapping him from the orphanage, there escape from the orcs, and having Old Jed (and who he really is) magically interrogate him come midnight.

Hopefully, the characters have rescued Snip alive and well. He is thankful for the rescue. If the characters have offered him as an apprentice blacksmith, Snip is thrilled at the idea, for he seems to vaguely recall his fathering

being some sort of metal worker. Snip is also willing to go back to the city and testify for Afronidious. He tells the story of how he witnessed the murder and how the two thugs came after him, and his escape from the city. Snips best guess at why he needed to be silenced was, that the new fledgling thieves' guild is trying to keep a real low profile and stay away from enraging powerful people in the city. Unauthorized murder by members is a big no no.

Returning to see Afronidious, he is quite pleased if the characters bring him alive, either Snip or the two thugs (or all three of them). Not only that, but the Church of Zilchus in Eastfair uses the testimony to push the investigation into the murder further along. It is still going to take a long time for official channels to make headway. That's why Afronidious asks the characters to keep looking into the matter. That leaves it up for the characters to learn in the beginning of the next adventure when the final info has been cracked and a good lead produced.

In the meantime, on behalf of the Church of Zilchus, they would like to award the characters with a Money Counter Note, good at any Temple of Zilchus (awarded on AR).

From Afronidious himself, he lets the characters know that he'll put out word to all his fellow Holy Clerks, that when the characters need a little help in death, that some of the paper work for payment can get lost. (As awarded on AR).

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: Skirting the Wave Front

Defeat the rampaging orcs

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

OR

Defeat the orc patrol

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

Encounter 5: The Orphanage

Defeat the orcs and save the hidden orphans

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 8: Final Fight for Fire

Defeat the thugs, Defeat or Handle Old Jed. Check for xp penalties from dealing with Harmon.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Story Award

Rescue the baby from harm

APL 2	20 XP
APL 4	30 XP
APL 6	45 XP

Rescue Snip safely

APL 2	25 XP
APL 4	35 XP
APL 6	45 XP

Good roleplaying:

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 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 spells 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.

L = Looted gear from enemy

C = Coin, Gems, Jewelry, and other valuables

M = Magic Items (sell value)

Encounter 4: Skirting the Wave Front

Defeat and loot the orcs. The orcs have several sacks of loot that they dropped when entering the farmstead. In the sacks are items plundered from homes as well as a cleric of Hextor caught unaware. This amount is listed Coins section.

APL 2: L: 52; C: 82; M: 0

APL 4: L: 70; C: 19; M: 0

APL 6: L: 63; C: 26; M: 0

Encounter 5: The Orphanage

Defeat the Orcs and loot them

APL 2: L: 53; C: 82; M: Masterwork silvered (right head) cold iron (left head) orc double axe (60 gp).

APL 4: L: 70; C: 19; M: Masterwork silvered (right head) cold iron (left head) orc double axe (60 gp).

APL 6: L: 35; C: 35; M: Masterwork silvered (right head) cold iron (left head) orc double axe (60 gp).

Encounter 8: Final Fight for Fire

Defeat the thugs and/or Old Jed and loot them, and escape with the loot (otherwise confiscated)

APL 2: L: 41; C: 0; M: Masterwork cold iron heavy mace (41 gp), silversheen (31 gp), unguent of timelessness (19 gp).

APL 4: L: 41; C: 0; M: Masterwork silver dagger (40 gp), silversheen (31 gp), unguent of timelessness (19 gp), +1 longsword (291 gp).

APL 6: L: 41; C: 0; M: silversheen (31 gp), unguent of timelessness (19 gp), +1 shatterspike (542 gp).

Conclusion

If Old Jed lives, option to purchase opens.

All APLs: L: 0; C: 0; M: Tanar'ri Stompers (0 gp, not lootable)

Maximum Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

Adventure Record Text

Cross out the following if it does not apply:

ALL APLs (if awarded)

Tanar'ri Stompers: These are +1 cold iron shod horseshoes. When a horse is shod with a complete set, the hoof attacks of that horse are considered magical and cold iron for the purpose of damage reduction;

Access: Adventure; Caster Level 3rd; Prerequisites: Craft Magic Arms and Armor; Weight- 4 lbs; Cost: 3,320 gp (per set)

A Money Counter Note: Most favors with the servants of the Money Counter are bought, but sometimes, they are earned. This type of favor can be exchanged with any Temple of Zilchus for a one time casting of any 5th level cleric spell or less (assuming there is a cleric of minimum level to cast the spell, DUNGEON MASTER'S discretion). This does not include any material component cost. Or the note can be held on to, for possibly enacting a greater favor. Remove when used.

Gratitude of a Holy Clerk: Afronidious the Holy Clerk may not be an overly rich man himself, but all of the Holy Clerks of Zilchus stick together and are willing to grease the wheels of bookkeeping for a good friend. Proper financing can be an issue of life or death. In effect, when using a Church of Zilchus for *raise dead* or *resurrection*, the material component cost is discounted by 50%. This discount is only applicable to the material component cost; all other spell casting costs must be met in full.

This favor is usable only once. Remove when used.

Items Found During the Adventure

Cross off all items not found

APL 2

Masterwork silvered (right head) cold iron (left head) orc double axe (Adventure, DUNGEON MASTER'S Guide)

Tanar'ri Stompers (adventure, see above)

Masterwork cold iron heavy mace (Adventure, DUNGEON MASTER'S Guide)

Silversheen (Adventure, DUNGEON MASTER'S Guide)

Unguent of timelessness (Adventure, DUNGEON MASTER'S Guide)

APL 4 (all of APL 2 plus the following)

Masterwork silver dagger (Adventure, DUNGEON MASTER'S Guide)

APL 6 (all of APL 2-4 plus the following)

Shatterspike (Adventure, DUNGEON MASTER'S Guide)

MONSTER APPENDIX

ENCOUNTER 5: THE ORPHANAGE

APL2

Orc Sergeant: Male Orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d8+2 *masterwork cold iron doubleaxe*); Full Atk +2 melee (1d8+2 *masterwork cold iron doubleaxe*), +2 melee (1d8+2 *masterwork silver doubleaxe*); SA—; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +7, Intimidate +1; Combat reflexes, Two weapon fighting.

Possessions: Chainmail, dagger, *masterwork silvered (right) cold iron (left) orc double axe*.

APL4

Orc Sergeant: Male Orc Ftr3; CR 3; Medium humanoid (orc); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +7 melee (1d8+2 *masterwork cold iron doubleaxe*); Full Atk +5 melee (1d8+2 *masterwork cold iron doubleaxe*), +5 melee (1d8+2 *masterwork silver doubleaxe*); SA—; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +5, Jump +6, Intimidate +3; Combat Reflexes, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (double axe).

Possessions: Chainmail, dagger, *masterwork silvered (right) cold iron (left) orc double axe*.

APL6

Orc Sergeant: Male Orc Ftr6; CR 6; Medium humanoid (orc); HD 6d10+12; hp 52; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +8; Atk +11 melee (1d8+5 *masterwork cold iron doubleaxe*); Full Atk +9/+4 melee (1d8+5 *masterwork cold iron doubleaxe*), +9 melee (1d8+3 *masterwork silver doubleaxe*); SA—; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +5, Jump +6, Intimidate +3; Combat Reflexes, Dodge, Power Attack, Two Weapon Defense, Two weapon Fighting, Weapon Focus (double axe), Weapon Specialization (double axe).

Possessions: Chainmail, dagger, *masterwork silvered (right) cold iron (left) orc double axe*.

Orc Shock Trooper (4): Male Orc Bar1; CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; +3 studded leather, +2 Dex] Base Atk +1; Grp +3; Atk +5 melee (1d12+6 greataxe); Full Atk +5 melee (1d12+6 greataxe); SA Rage xi; SQ Fast movement, uncanny dodge, darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +2, Will +1; Str 19, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +7, Jump +7, Intimidate +1, Listen +4, Survival +3; Power Attack.

Sister Tillie: Female Human Clr3 (Pelor); CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, light mace); Full Atk +3 melee (1d6+1, light mace); SA Turn undead 4/day; SQ—; AL NG; SV Fort +5, Ref +2, Will +6; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +5, Healing +7 Knowledge (religion) +4, Knowledge (arcana) +1, Spellcraft +1; Diehard, Endurance, Negotiator.

Cleric Spells Prepared (4/ 3+1/ 2+1; save DC 13 + spell level): o- *detect poison, mending (2), purify food and drink; 1st- protection from evil*, bless, command, remove fear; 2nd- cure moderate wound*, restoration-lesser (2), hold person.*

***Domain spell. Domains:** Healing and Good.

Possessions: Layers of clothing and cloaks, light mace, wooden holy symbol of the Pelor

Peacemaker Galrent: Male human Clr3 - Zodal; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +3; Atk +3 melee (1d4, unarmed strike); Full Atk +3 melee (1d4+1, unarmed strike); SA Turn undead 4/day; SQ—; AL NG; SV Fort +4, Ref +3, Will +5; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Concentration +8, Craft (blacksmith) +2, Craft (carpentry)+2, Diplomacy +5, Healing +9 Knowledge (religion) +2, Knowledge (arcana) +2, Profession (farming) +3 Spellcraft +2; Dodge, Unarmed Strike, Improved Grapple.

Cleric Spells Prepared (4/ 3+1/ 2+1; save DC 13 + spell level): o- *mending (3), purify food and drink; 1st- cure light wound*, bless, remove fear (2 ; 2nd- cure moderate wound*, calm emotions, restoration-lesser, make whole.*

***Domain spell. Domains:** Healing and Protection.

Possessions: Wooden holy symbol of the Zodal.

ENCOUNTER 4: SKIRTING THE ORC WAVE FRONT

APL6

Orc Scouts (6): Male Orc Ftr1/Rgr2; CR 3; Medium humanoid (orc); HD 1d10+1 plus 2d8+2; hp 23; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +5; Atk +6 ranged (1d8, longbow) or +5 melee (1d8+2 longsword); Full Atk +4/+4 ranged (1d8, longbow) or +5 melee (1d8+2 longsword); SA 1st favored enemy (human); SQ Wild empathy, darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +7 Knowledge (geography) +2, Move Silently +7, Survival +5; Point blank shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Track.

Possessions: studded leather, dagger, longbow, longsword.

Possessions: Leather armor, greataxe, javelin(x6).

ENCOUNTER 8: FINAL FIGHT FOR FIRE

APL2

✚**Old Jed:** Male Human Clr3; CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, masterwork cold iron heavy mace); Full Atk +5 melee (1d8+2, masterwork cold iron heavy mace); SA Rebuke undead o/day; SQ—; AL NE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Craft (blacksmith) +6, Knowledge (religion) +4, Knowledge (arcana) +4, Spellcraft +4; Blind Fighting, Improved Sunder, Power Attack.

Cleric Spells Prepared (4/ 3+1/ 2+1; save DC 13 + spell level): o- cure minor wounds, mending (2), guidance; 1st- burning hands*, ~~endure elements~~, doom, magic weapon; 2nd- produce flames*, hold person, bull's strength.

*Domain spell. Domains: Fire and Destruction.

Possessions: Banded mail, masterwork cold iron heavy mace, wooden unholy symbol of the Pyremius (x2), silversheen, unguent of timelessness.

✚**Syad and Nye:** Male Human War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); Full Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); SA—; SQ—; AL NE; SV Fort +4, Ref +3, Will -2; Str 14, Dex 16, Con 14, Int 10, Wis 6, Cha 10.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Point Blank Shot, Quick Draw.

Possessions: Chain shirt, dagger (x6), sap, short sword.

APL4

✚**Old Jed:** Male Human Ftr1/Clr4; CR 5; Medium humanoid (human); HD 1d10+2 + 4d8+8; hp 40; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +6; Atk +6 melee (1d8+3, +1 longsword); Full Atk +6 melee (1d8+3, +1 longsword); SA Rebuke undead o/day; SQ—; AL NE; SV Fort +8, Ref +2, Will +7; Str 14, Dex 12, Con 15, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +8, Craft (blacksmith) +8, Intimidate +4, Knowledge (religion) +4, Knowledge (arcana) +4, Spellcraft +4; Blind Fighting, Craft Magic Arms and Armor, Improved Sunder, Power Attack.

Cleric Spells Prepared (5/ 4+1/ 3+1; save DC 13 + spell level): o- cure minor wounds (2), mending (2), guidance; 1st- burning hands*, cure light wounds, ~~endure elements~~, doom, magic weapon; 2nd- produce flames*, hold person, bull's strength, make whole.

*Domain spell. Domains: Fire and Destruction.

Possessions: Banded mail, masterwork silver dagger, wooden unholy symbol of the Pyremius (x2), silversheen, unguent of timelessness, +1 longsword.

✚**Syad:** Male Human Ftr1/Rog1; CR 2; Medium humanoid (human); HD 1d10+2 + 1d6+2; hp 18; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); Full Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); SA Sneak attack 1d6; SQ trapfinding; AL NE; SV Fort +4, Ref +5, Will -2; Str 14, Dex 16, Con 14, Int 10, Wis 6, Cha 10.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Far Shot, Point Blank Shot, Quick Draw.

Possessions: Chain shirt, dagger (x6), sap, short sword.

✚**Nye:** Male Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); Full Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); SA—; SQ—; AL NE; SV Fort +4, Ref +3, Will -2; Str 14, Dex 16, Con 14, Int 10, Wis 6, Cha 10.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Far Shot, Point Blank Shot, Quick Draw.

Possessions: Chain shirt, dagger (x6), sap, short sword.

APL6

✚**Old Jed:** Male Human Ftr1/Clr6; CR 7; Medium humanoid (human); HD 1d10+2 + 6d8+12; hp 54; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +7; Atk +8 melee (1d8+3, +1 shatterspike); Full Atk +8 melee (1d8+3, +1 shatterspike); SA Rebuke undead o/day; SQ—; AL NE; SV Fort +9, Ref +3, Will +8; Str 14, Dex 12, Con 15, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +10, Craft (blacksmith) +10, Intimidate +4, Knowledge (religion) +4, Knowledge (arcana) +6, Spellcraft +6; Blind Fighting, Craft Magic Arms and Armor, Improved Sunder, Power Attack, Weapon Focus (longsword).

Cleric Spells Prepared (5/ 4+1/ 4+1/3+1; save DC 13 + spell level): o- cure minor wounds(2), mending(2), guidance; 1st- burning hands*, cure light wounds, ~~endure elements~~, doom, magic weapon; 2nd- produce flames*, hold person (2), bull's strength, make whole; 3rd- contagion*, bestow curse (2), invisibility purge.

*Domain spell. Domains: Fire and Destruction.

Possessions: Banded mail, wooden unholy symbol of the Pyremius (x2), silversheen, unguent of timelessness, +1 shatterspike.

✚**Syad:** Male Human Ftr2/Rog2; CR 4; Medium humanoid (human); HD 2d10+4 + 2d6+4; hp 32; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, short sword) or +7 ranged (1d4+2 dagger); Full Atk +5 melee (1d6+2, short sword) or +5/+5 ranged (1d4+2 dagger); SA Sneak attack 1d6; SQ Trapfinding, evasion; AL NE; SV Fort +4, Ref +5, Will -2; Str 14, Dex 17, Con 14, Int 10, Wis 6, Cha 10.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (dagger), Quick Draw.

Possessions: Chain shirt, dagger (x12), sap, short sword.

Nye: Male Human Ftr1/Rog1; CR 2; Medium humanoid (human); HD 1d10+2 + 1d6+2; hp 18; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); Full Atk +3 melee (1d6+2, short sword) or +4 ranged (1d4+2 dagger); SA Sneak attack 1d6; SQ Trapfinding; AL NE; SV Fort +4, Ref +5, Will -2; Str 14, Dex 16, Con 14, Int 10, Wis 6, Cha 10.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Far Shot, Point Blank Shot, Quick Draw.

Possessions: Chain shirt, dagger (x6), sap, short sword.

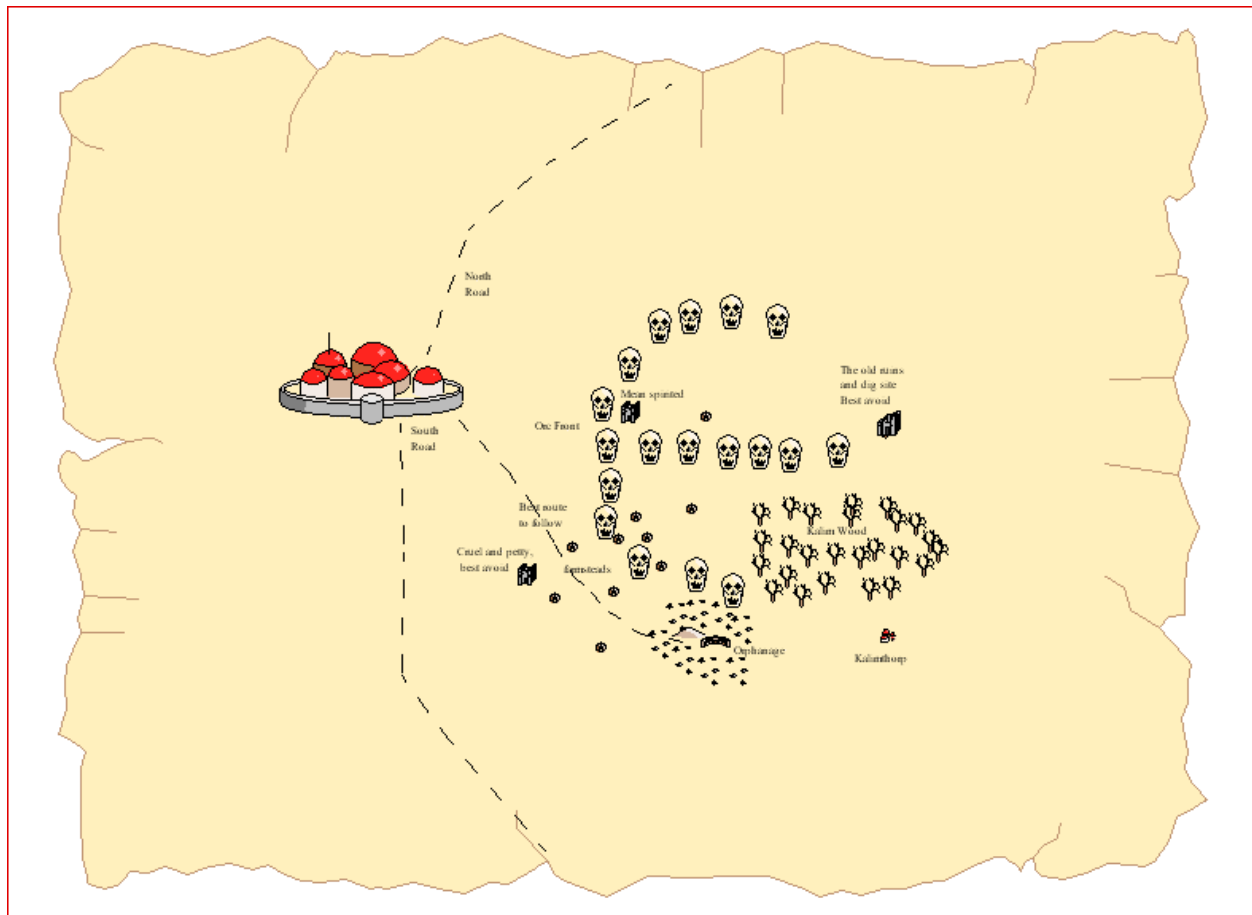
APPENDIX 2: PLAYER HANDOUTS

NOTE IN THE CAVE

On a crumpled piece of parchment, in the tiny scrawl of a child the note reads;

“ Bean tookeen. Help Mi! Heading to pierehmeeus man. Name Old Jef, blacksmyth of Kalinthop, going to enter..inter..Quiz Mi. Hurry. SNIP”

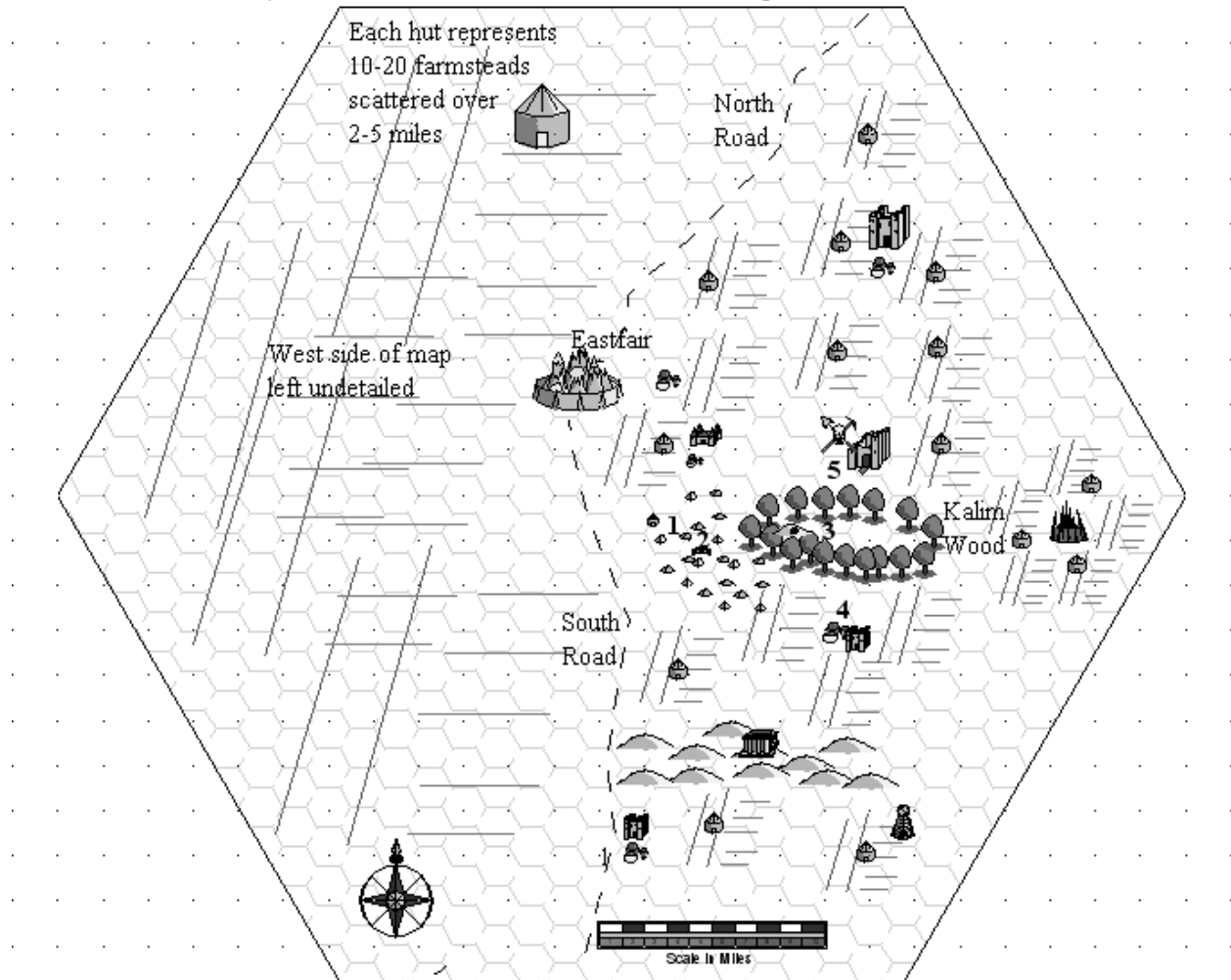
THE MAP FROM TILLIE



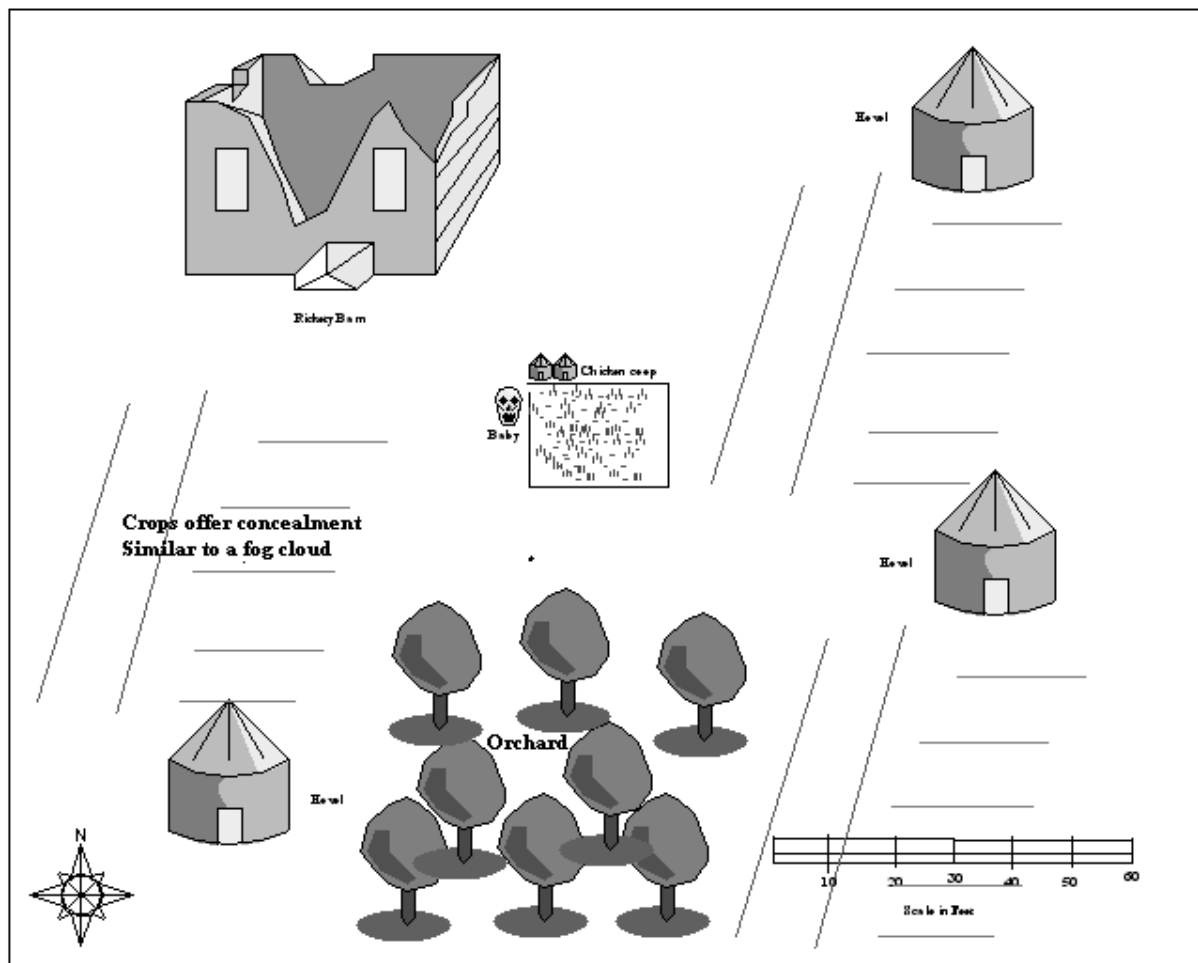
APPENDIX 3: DM'S MAPS

The eastern countryside of Eastfair.

- (1) The farmstead where the baby is found
- (2) The orphanage
- (3) The cave in Kalim Wood
- (4) Kalimthorp
- (5) The old ruins and dig site. This is where the orc riot started. It's a bad place to be.



THE FARMSTEAD THAT THE CHARACTERS FIND THE BABY AT



THE GROUNDS AROUND THE ORPHANAGE

The main building has an upstairs nearly identical to the main floor. Place a window above each door. There is a roof access hatch and this building is sturdy enough to climb on and be on the roof.

The downstairs is only half the size of the main floor and is only one room. Behind a secret wooden door, is the bolthole hiding place of Galrent and the children.

