

FUR1-11

INHERITANCE

A One Round D&D LIVING GREYHAWK®
Furyondy Regional Adventure

Version 1

by Michael S. Webster

The Gaelpyn estate has stood vacant for many years waiting for the Gaelpyn family to return from their self-imposed exile. What kind of squatters have taken up residence here and can they be evicted?

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This is an RPGA® Network scenario for the Dungeons & Dragons® 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. There is enough room along the inside margin to bind the adventure, if you desire.

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score

its games. Consult your convention coordinator to determine which method to use for this scenario:

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

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

After voting, give the Scoring Packet to your event coordinator.

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.

- 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

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

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

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can “enlist an iconic.” The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

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

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when

talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

15 years ago, the Gaelpyn estate was one of the finest in the Barony of Willip. Located near the coastal watch town of Joesthall, between Willip, and Herechel, the lawns and gardens were carefully tended, and the house was kept meticulously clean. This was before the Greyhawk Wars. Iuz's invading armies swept south, killing all who stood in their way, driving out those who would flee. The household of the Gaelpyn estate fled, fearing attacks from the sea, deserting their hereditary family seat with little more than what they could carry. Since then, they have become quite successful merchants in the fish market, owning several fishing boats that ply the Nyr Dyv.

Through the years the Gaelpyn estate has become the home of various beasts and monsters that have enjoyed the estate for the past decade. An heir is now ready to take possession of the family estate, but the current residents will probably not be willing to relocate. To prepare the way, Lews Gaelpyn has returned from the grave.

Lews originally built the family fortune and the estate several hundred years ago. He promised that a worthy Gaelpyn would forever own this land, and one is coming. Unfortunately, in his non-corporeal form, he cannot affect the real world and he needs help. A severe storm sends a party of PCs seeking shelter, meeting Lews, who, telling his story (omitting the part about him being dead), enlists their aid in clearing the house.

Note: None of the monsters in this house live in a vacuum. In other words, when one group is attacked, the others are likely to become aware. They may not necessarily help, but they will be prepared when pesky adventurers come their way. Voices carry, and so do the clanging of steel, the roar of spells, and the battle cries of "Not in the face! Not in the face!"

INTRODUCTION: RUNNERS FROM THE STORM

The journey has been uneventful, and unprofitable as you venture to return to Chendl. The countryside of the Barony of Willip is pleasant, and from the looks of the clouds to the southeast, you missed a nasty storm. You are not alone on your journey, as there are others traveling with you to make the journey a little shorter, and a lot safer.

This is the opportune moment for the players to introduce each other. Allow the PCs time to interact and describe their characters. When the PCs are comfortable with one another, proceed:

Suddenly, the partly cloudy skies turn black as the savage storm you thought past builds up around you. The heavens open up with fury as you are pelted with driving winds, cutting rain, and hail the size of large berries. Jagged bolts of lightning claw the earth and rend trees all around you. The only shelter is a mansion surrounded by a bleak garden and crumbling wall.

If the PCs remain in the storm, it will gradually worsen, having the following effects:

- The high winds will reduce movement by 5 ft. per round.
- Hail will cause subdual damage at the rate of 1d2 points of subdual damage per round on a successful hit (ranged +4). Check for all PCs not under shelter.
- A single lightning bolt will arc down every minute (10 rounds) towards the character carrying the most metal (i.e., heavy armor, large swords, etc. Treat the bolts as ranged attacks (+0, dmg 1-8, Reflex DC 12 for half damage). Check for all PCs not under shelter.

If the PCs still refuse to enter the home, the reduced movement and hail damage are doubled. These "attacks" receive at +2 intensity bonus to the attack roll at save DC for every 2 minutes (20 rounds) the PCs are in the open. These bonuses stack so characters that are in the open for 4 minutes are slowed by 15'/round, are hit with hail for 1d2+4 points of subdual damage (ranged +8), and may be struck by lightning (ranged +4, dmg 1d8+4, Reflex DC14). Characters that insist in braving the storm will most likely perish.

ENCOUNTER 1: ABOUT LEWS GAELPYN

With your heads down against the driving wind and bruising hail, you run for the house. As you approach, you note there is a figure huddled against the door. The figure, sheltered by the small overhang from the weather, turns towards you, his cherubic face showing frustration at trying to open the door.

As you crowd under the overhang, he introduces himself, "Hello! My name is Lews Gaelpyn, and welcome to the Gaelpyn Manor. I'm here to prepare the manor for the new heir, but the keys have been lost for years, and I can't get it open!"

☞ **Lews Gaelpyn, Male Ghost Ast5:** See Appendix A.

The figure at the door is Lews Gaelpyn. Lews is an incorporeal ghost that is capable of visual and audio manifestations, but cannot affect material items. DMs must be very careful when roleplaying Lews, as he will avoid giving away his true condition. For example, when meeting the PCs, he will tip his hat rather than shake hands since the PCs hand would pass right through him! Should Lews attempt any physical activity (i.e., combat, lifting, etc.), he will seem to be very ineffective rather than passing through an object. For example, if in combat, his weapon always misses, or seems to do no damage.

Lews is not lying when he said the keys were lost. Even if they keys were not lost, he would not be able to handle them in his non-corporeal state. In his current state, he cannot clear the mansion of the current occupants. Therefore he needs corporeal assistance, thus he needs the party.

As the party all cannot fit under the overhang the only protection is inside the house. The door is locked (Disable Device DC 12) and is sheltered from the storm. If the players balk at entering the house, then the storm continues to get gradually worse (see above). There will be no answer to any knocking at the door, although some of the home's residents may take notice! Each time the PCs engage in melee, all monsters on the same level of the house are entitled to a Listen check (DC 15 – modified by up to +/-4 circumstance bonus depending on the noise level) to hear the commotion. Humanoid monsters that hear the commotion will organize and go looking for the source of the noise.

🔒 **Entrance Doors** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Either inside or out, if the PCs ask Lews more about the family or the house, he will reveal the following:

"I'm here to prepare this estate for my family who are coming to reclaim it after their self-imposed exile during the Greyhawk Wars. I need to clear the home of any squatters, but I'm no warrior, and would appreciate some help. As a reward for your services, you may keep some of the valuables that are contained within, but I must direct you to what you can take. Much of the items left behind are of importance primarily to family history. In particular there is a case, about the size of a thick tome that must be found and delivered to the family. It contains a book on the family history and bears our family mark of an intricate letter "G"

If the PCs agree to help, Lews wipes his brow in relief and asks the PCs to introduce themselves. If the PCs decline to help and try to wait out the storm, it instead intensifies.

At some point, the monsters in the house may become aware of their presence.

ENCOUNTER 2: GROUND FLOOR

Various rooms for public use are on the ground floor, such as receiving rooms, dining hall, library, kitchen, and a few more. Creatures have taken residence throughout the house.

2a. Ground Level

The entry hall is littered with debris and on every surface are written graffiti. Most are in orcish, but there are some that are kobold and goblin. They say stuff like "Orcz Rool! Hobniz Drule!", "Goblynz iz Awsum", "Kobold Krusaders". Most are spouting that each is the better, and there are some colorful epithets regards one person's intimate relations with questionable species.

If the PCs force their way in, this does not necessarily warn the house's occupants, as they are used to the occasional thumps and bumps. If battle is joined, groups in the area may be alerted. Since they all know that the 'lord of the manor' forbids fighting among each other, they may come to stop the fight. Once they see the cause of the disturbance, they will send runners to warn the other areas, who will prepare a common defense.

The staircases up to the upper floor are trapped halfway up. A thin string is stretched across the step so that broken a counter weight drops causing a bell to ring alerting the groups on either side of the wall. The trap is easy to counteract by simply stepping over it. But it is difficult to detect and to disarm.

🚧 **Trip Wire Alarm:** CR 1/2; no attack roll required; Search (DC20); Disable Device (DC25 to disarm but may be easily avoided if detected)

2b. Receiving Room

This room once used to receive guests from all over has become a kind of barracks for a troop of kobolds. One of them is the biggest, meanest looking kobold you've ever seen!

Tactics: If the PCs barged their way in, they will be alert and ready for them, otherwise most will be sleeping, other will be playing games, preparing gear, etc.

Their leader, Yrrk will engage the most threatening character while the others will kick over their bunks and pelt everyone with quarrels or halfspears (if going into melee). The bunks provide partial cover (+2 AC).

Development: The sounds of battle here and anywhere else in the manor will alert many of the other monsters living there. DMs may decide which creatures will lie in wait and which will come to investigate. Not all of them will come to investigate. A successful Listen check (DC 15 – modified by up to +/-4 circumstance bonus depending

on the noise level) indicates the monsters have heard the commotion.

Treasure: 10gp, 5sp

APL 2 (EL 4)

➤ **Yrrk, male kobold Ftr2/Rgr1:** CR 3; Small humanoid (reptilian); HD 3d10; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +4 melee (1d4/19-20, Tiny bladed gauntlets*) or +2 melee (1d4/19-20, Tiny bladed gauntlets*) and +0 (1d4/19-20, Tiny bladed gauntlets), or +3 ranged (1d8/19-20, light crossbow); SA Favored enemy (human) +1; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2, Tumble +2; Alertness, Ambidexterity (virtual), Dodge, Exotic Weapon Proficiency (bladed gauntlet*), Track (bonus), Two-Weapon Fighting (virtual), Weapon Focus (bladed gauntlet*).

Possessions: Studded leather armor, 2 Tiny bladed gauntlets, light crossbow, 10 bolts.

➤ **Kobolds (6):** hp 2 each; see *Monster Manual* page 123.

APL 4 (EL 6)

➤ **Yrrk, male kobold Ftr4/Rgr1:** CR 5; Small humanoid (reptilian); HD 5d10; hp 33; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d4+2/19-20, Tiny bladed gauntlets*), or +4 melee (1d4+2/19-20, Tiny bladed gauntlets*) and +2 melee (1d6+2/19-20, Tiny bladed gauntlets*), or +7 ranged (1d4/19-20, light crossbow); SA Favored enemy (human) +1 SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +3, Will +1; Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +9, Listen +3, Move Silently +5, Search +2, Spot +3, Tumble +5; Alertness, Ambidexterity (virtual), Dodge, Exotic Weapon Proficiency (bladed gauntlet*), Track (bonus), Two-Weapon Fighting (virtual), Weapon Focus (bladed gauntlet*), Weapon Specialization (bladed gauntlet*).

Possessions: Studded leather armor, 2 Tiny bladed gauntlets, light crossbow, 10 bolts.

➤ **Kobolds (10):** hp 2 each; see *Monster Manual* page 123.

APL 6 (EL 8)

➤ **Yrrk, male kobold Ftr6/Rgr1:** CR 7; Small humanoid (reptilian); HD 7d10; hp 47; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10 melee (1d4+2/19-20, Tiny bladed gauntlet), or +8 melee (1d4+2/19-20, Tiny bladed gauntlet) and +6 melee (1d6+2/19-20, Tiny bladed gauntlet), or +9 ranged (1d8/19-20, light crossbow); SA Favored enemy (human) +1; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +4, Will +2; Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +9, Listen +3, Move Silently +7, Search +2, Spot +3, Tumble +7; Alertness, Ambidexterity

(virtual), Dirty Fighting*, Dodge, Exotic Weapon Proficiency (bladed gauntlet*), Track (bonus), Two-Weapon Fighting (virtual), Weapon Finesse (bladed gauntlets*), Weapon Focus (bladed gauntlet*), Weapon Specialization (bladed gauntlet*).

Possessions: Studded leather armor, 2 Tiny bladed gauntlets, light crossbow, 10 bolts.

➤ **Kobolds (6):** hp 2 each; see *Monster Manual* page 123.

*The bladed gauntlets and the Dirty Fighting feat are from *Sword and Fist: A Guidebook to Fighters and Monks*, and are both reprinted in Appendix B of this adventure.

2c. Dining Room

The flooring, draperies and furniture have been soiled as this once fine dining room has been turned into a mess hall. And it is a mess. There are piles of debris everywhere.

The kobolds from the kitchen clean up the majority of the debris, but the small group of dire rats from below comes up and clear away anything left.

Treasure: 5sp, 6cp

APL 2 (EL 1)

➤ **Dire Rats (3):** hp 5 each, see *Monster Manual* page 56.

APL 4 (EL 2)

➤ **Dire Rats (6):** hp 5 each, see *Monster Manual* page 56.

APL 6 (EL 3)

➤ **Dire Rats (8):** hp 5 each, see *Monster Manual* page 56.

2d. Kitchen

This is the cleanest room you have seen yet. This kitchen is merely greasy from use. As you enter, you see two large humanoids ordering about four kobolds as they go through their cooking duties preparing an entire cow.

Two hobgoblins are the master chefs of the house, while their assistant kobolds scuttle around helping out. They are in the process of cooking a cow they had retrieved on their last raid. This room is relatively clean, not necessarily out of hygiene, but that the hobgoblins like making the kobolds work.

Tactics: When the PCs enter, the hobgoblins attempt to rush into their quarters (Area 2f) and barricade the door while they get their weapons and armor. Otherwise they will be unarmored and armed only with large kitchen knives (treat as daggers). The kobolds will split up and try to run for either door to warn others, if they are prevented they will try to rise as much of a ruckus as they can.

If the kobolds escape, they will try and flee up the stairs to alert the bugbear leader in area 3b who will then rally the inhabitants of the upper level.

Treasure: 10gp, 5sp, 4cp

APL 2 (EL 4)

➤ **Murik the cook, male hobgoblin Ftr1:** CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +1 melee (1d8/19-20, longsword) +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: Chainmail, small wooden shield, longsword, 3 javelins.

➤ **Rurick the cook, male hobgoblin Rgr1:** CR 1; Medium-size humanoid (goblinoid); HD 1d10+2; hp 10; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +1 melee (1d10/x3, glaive) +2 ranged (1d6, javelin); SA Favored Enemy (elves) +1; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Ambidexterity (virtual) Alertness, Track, Two-weapon Fighting (virtual).

Possessions: Chain shirt, small wooden shield, glaive, 3 javelins.

➤ **Kobolds** (4): hp 2 each; see Monster Manual page 123.

APL 4 (EL 6)

➤ **Murik the gook, male hobgoblin Ftr4:** CR 4; Medium-size humanoid (goblinoid); HD 4d10+4; hp 30; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d8/19-20, longsword) +5 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +3, Craft (cook) +5, Listen +3, Move Silently +3, Spot +3; Alertness, Cleave, Improved Initiative, Power Attack.

Possessions: Chainmail, small wooden shield, longsword, 3 javelins.

➤ **Rurick the cook, male hobgoblin Rgr4:** CR 4; Medium-size humanoid (goblinoid); HD 4d10+8; hp 35; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d10/x3, glaive) +5 ranged (1d6, javelin); SQ

Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Ambidexterity (virtual) Alertness, Track, Two-weapon Fighting (virtual), Weapon Focus (glaive).

Possessions: Chain shirt, small wooden shield, glaive, 3 javelins.

➤ **Kobolds** (4): hp 2 each; see Monster Manual page 123.

APL 6 (EL 8)

➤ **Murik the cook, male hobgoblin Ftr6:** CR 6; Medium-size humanoid (goblinoid); HD 6d10+6; hp 45; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d8+2/19-20, longsword), or +7 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +4, Craft (cook) +6, Listen +4, Move Silently +4, Spot +3; Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Chainmail, small wooden shield, longsword, 3 javelins.

➤ **Rurick the cook, male hobgoblin Rgr6:** CR 4; Medium-size humanoid (goblinoid); HD 6d10+12; hp 53; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d10/x3, glaive) +7 ranged (1d6, javelin); SA Favored enemy (human) +2, Favored enemy (elves) +1; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Ambidexterity (virtual) Alertness, Power Attack, Track, Two-weapon Fighting (virtual), Weapon Focus (glaive).

Possessions: Chain shirt, small wooden shield, glaive, 3 javelins.

➤ **Kobolds** (4): hp 2 each; see Monster Manual page 123.

2e. Pantry

The pantry contains various foodstuffs, most of which are edible. Lews will allow the taking of some of the food, but will want to leave a good portion for the newcomers just in case. There is essentially enough for each party member to have two days worth of rations.

2f. Cook's Quarters

The two hobgoblin chefs in the kitchen normally sleep here. The room is a disorderly, but relatively clean. The hobgoblins have a chain shirt and a breastplate and for weapons one uses a glaive (reach) and the other a longsword. They will take up position at the door covering each other. Unfortunately there is nowhere else to go.

Tactics: If allowed to reach this room when encountered in Area 2d, the hobgoblin cooks will rush and barricade the door with the furniture in their room. They will then

don their armor and prepare to receive guests. The longsword-wielding hobgoblin will immediately face the door, as his companion with the glaive will use its reach to assist.

2g. Library

This room is almost clean compared to the other parts of the house. There is a thin layer of dust, and all the furniture in this room is intact, as the broken furniture has been removed. There is a solid oak desk (that has some deep cuts and a broken axe blade), a couple sturdy chairs, and a repaired ladder.

Ysthranisch has claimed this and the basement vault as his own. He cleaned up this area somewhat and uses it rarely. Normally he comes up gets what books he requires, and then descends back down to the vault.

Most of the books in this room are not removable by the PCs, as most of them are family and regional histories, some literature, etc. There are two arcane scrolls, *negative energy ray* (1st-level) and *familiar pocket* (2nd-level) that can be found hidden among the books with a successful Search (DC25) skill check. Lews will allow the PCs to keep these items. Both of these spells are from *Tome and Blood*: A Guidebook to Wizards and Sorcerers, and are reprinted in the treasure summary of this adventure, and on the adventure certificates.

ENCOUNTER 3: UPPER LEVEL

These are the private rooms of the manor. Several bedrooms as well as a study are here.

3a. Master Bedroom

A hint of elegance remains in the master bedroom. Although the canopy bed and fine linen are gone, the wainscoting and arching ceiling remains, although in a less than perfect state.

The stench of the room does not hint to anything fine, but rather something large and unkempt. The source of the odor, two large, hairy humanoids rises to greet you.

Tactics: If the PCs have by some miracle, kept their presence quiet, the bugbears will have been caught napping and can be dealt with immediately (coup de grace). Otherwise, they will be prepared, with one hiding behind the door and may surprise the PCs!

Treasure: 6gp, 10sp

ALL APLS (EL 4)

☛ **Bugbears** (2): hp 16 each; see Monster Manual page 27

3b. Guest Bedroom

This room was reserved for special guests and is nearly as large as the master bedroom. The odor indicated that it is occupied, but the occupant is nowhere to be found.

The former occupant of this room is the latest victim of the stirges upstairs. There are several pieces of furniture and some items of clothing that is now rotted and useless.

3c. Nursery

Faded images of childhood rhymes can still be seen in the dusty walls. Childhood tales of Malith and the Witch, the Three Bakers of Tinsdale, and the Tales of Monal were once depicted in brilliant colors.

Now this room has been relegated to collecting debris used for firewood in time of need.

3d. Bedroom

This bedroom is occupied by a particularly large humanoid creature.

Tactics: If the PCs have made any amount of noise that he Groupmf can detect (Listen skill), he will be hiding (+6) and attempt to use his sneak attack on the lead PC they enter the room.

APL 2 (EL 4)

☛ **Groupmf, male bugbear Rog2:** CR 4; Medium-size humanoid (goblinoid); HD 3d8+2d6+10; hp 30; Init +6; Spd 30 ft; AC 18 (touch 12, flat-footed 16); Atks +5 melee (1d8+3, morningstar); SA Sneak attack +1d6; SQ Evasion; AL CE; SV Fort +3, Ref +6, Will +1; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +4, Spot +4, Intimidate +6; Alertness, Improved Initiative.

Possessions: Studded leather armor, morningstar.

APL 4 (EL 6)

☛ **Groupmf, male bugbear Rog4:** CR 6; Medium-size humanoid (goblinoid); HD 3d8+4d6+14; hp 50; Init +6; Spd 30 ft; AC 18 (touch 12, flat-footed 18); Atks +8 melee (1d8+3, morningstar); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL CE; SV Fort +4, Ref +7, Will +2; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +9, Listen +10, Move Silently +8, Spot +7, Intimidate +7, Tumble +4; Alertness, Improved initiative.

Possessions: Studded leather armor, morningstar.

APL 6 (EL 8)

☛ **Groupmf, male bugbear Rog6:** CR 8; Medium-size humanoid (goblinoid); HD 3d8+6d6+18; hp 60; Init +6; Spd 30 ft; AC 18 (touch 12, flat-footed 18); Atks +7 melee (1d8+3, morningstar); SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL CE; SV Fort +5, Ref +6, Will +1; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +11, Listen +12, Move Silently +10, Spot +9, Intimidate +9, Tumble +11; Alertness, Improved Initiative, Weapon Focus (morningstar).

Possessions: Studded leather armor, morningstar.

Treasure: 15gp, 5sp

3e. Bedroom

This bedroom is similar to the others, except that it is kept very clean. Almost militarily spit and polished, yet simple. It's occupant, a rather large hobgoblin, maintains a similar order about him as can be seen.

Tactics: Mourg will respond to any large amounts of noise he may hear. If alerted, he will seek to alert and organize a defense of the upper level inhabitants.

APL 2 (EL 2)

✚**Mourg, male hobgoblin Ftr2:** CR 2; Medium-size humanoid (goblinoid); HD 2d10+2; hp 17; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8/19-20, longsword), or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +4; Alertness, Power Attack, Weapon Focus (longsword).

Possessions: Studded leather armor, small wooden shield, longsword, 3 javelins.

APL 4 (EL 4)

✚**Mourg, male hobgoblin Ftr4:** CR 4; Medium-size humanoid (goblinoid); HD 4d10+4; hp 31; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d8+3/19-20, longsword), or +5 ranged (1d6 javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +5; Alertness, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Studded leather armor, small wooden shield, longsword, 3 javelins.

APL 6 (EL 6)

✚**Mourg, male hobgoblin Ftr6:** CR 6; Medium-size humanoid (goblinoid); HD 4d10+4; hp 31; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +8 melee (1d8+3/19-20, longsword), or +7 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +5; Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Studded leather armor, small wooden shield, longsword, 3 javelins.

Treasure: 10gp, 20sp

3f. Bedroom

This bedroom is an utter shambles. The only thing that is in one piece is the straw mat in the corner. Parts of furniture are embedded into the wall from fits of rage from its occupant.

Tactics: Trstrg will respond to any large amounts of noise he may hear. If alerted, he will seek to alert and organize a defense of the upper level inhabitants.

APL 2 (EL 2)

✚**Trstrg, male orc Ftr2:** CR 2; Medium-size humanoid (orc); HD 2d10; hp 16; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d12+3/x3, greataxe), or +3 ranged (1d6+2 javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +4, Spot +4; Alertness, Power Attack, Weapon Focus (greataxe).

Possessions: Chain shirt, greataxe, 3 javelins.

APL 4 (EL 4)

✚**Trstrg, male orc Ftr4:** CR 4; Medium-size humanoid (orc); HD 4d10; hp 30; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d12+5/x3, greataxe), or +4 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Jump +4, Listen +4, Spot +4; Alertness, Dirty Fighting *, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Chain shirt, greataxe, 3 javelins.

APL 6 (EL 6)

✚**Trstrg, male orc Ftr6:** CR 6; Medium-size humanoid (orc); HD 6d10; hp 40; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +10/+5 melee (1d12+5/x3, greataxe), or +6/+1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Jump +6, Listen +5, Spot +5; Alertness, Cleave, Dirty Fighting *, Great Cleave, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Chain shirt, greataxe, 3 javelins.

*The Dirty Fighting feat is from *Sword and Fist: A Guidebook to Fighters and Monks*, and is reprinted in Appendix B of this adventure.

Treasure: 5gp, 30sp

3g. Bathroom

This room is filthy! The tub is broken, and there are all kinds of debris in here. This room has apparently been the repository for all manner of unpleasant things.

There is some treasure that had been accidentally dumped here, but the only way Lews will let the PCs have it is if they throw most of the debris out the window. Cleaning up this area will automatically reveal a *potion of cure light wounds* (1st-level caster). This item is also detectable by simply looking over the refuse with a successful Search check (DC 15).

Treasure: 3sp, 5cp

3h. Attic Door

The trapdoor has been jammed (to break open, Strength check, DC 15) to prevent people from entering or leaving. This is because the attic is festered with a swarm of stirges. There is a hole in the wall to the outside small enough for stirges to leave through a couple at a time.

APL 2 (EL 2)

👉 **Stirges** (3): hp 5 each; see *Monster Manual* page 173.

APL 4 (EL 4)

👉 **Stirges** (5): hp 5 each; see *Monster Manual* page 173.

APL 6 (EL 6)

👉 **Stirges** (10): hp 5 each; see *Monster Manual* page 173.

There are several goblin and kobold corpses here. Most are desiccated; others are in the process of decomposition. A very large goblin appears to be the stirges latest victim. Most of the equipment on them is substandard and unusable.

The attic has chests and crates filled with various items, but Lews will try to prevent the PCs from rifling through them. If the PCs state they are looking for the case, Lews will allow them a careful search. Inside the chests and crates the PCs will find a number of items packed carefully away. There are several valuable items, all of which belong to the family (silver candlesticks, tea service, platters, etc. Lews will insist that these items are left behind and the PCs cannot take these items. There is no sign of the case in the attic. These items have remained undisturbed because the humanoids do not want to have to deal with the stirges.

Treasure: 3gp, 18sp, 20cp

3h. Nanny's Quarters

This room appears to have been lived in by something, but it is currently empty. It also appears that the area has been ransacked in search of something...

This was the room of the goblin leader who was punished by being put in the attic.

ENCOUNTER 4: LOWER LEVEL

The lower levels have various chambers for storage and staff quarters.

4a. Storeroom

This storeroom, unlike many parts of the house is clean and orderly. The floors are swept clean, the crates are stacked, and the sacks are piled neatly

"Well, it appears that those arriving will have something to sustain them for awhile," states Lews. "And you should take some as provisions for your travels."

Most of the items here would be unwieldy to carry. The crates and bags are quite heavy, and Lews will not allow their removal. There are cases of hard tack and breads. Lews allows the removal of up to 14 days of rations.

4b. Storeroom

By the state of the garbage left in here, this storeroom is used as a garbage heap. The smell is awful and there are several large rats in the area swarming towards you...

Treasure: 10cp

ALL APL (EL 2)

👉 **Dire Rats** (6): hp 5 each, see *Monster Manual* page 56.

4c. Staff Quarters

These were one of the rooms for the house staff. This room is relatively neat. A complement to the hobgoblins currently in residence.

Treasure: 24gp, 30sp

ALL APLS (EL 4)

👉 **Hobgoblins** (5): hp 5 each; see *Monster Manual* page 119.

4d. Staff Quarters

This room is a pigsty! Gear and blankets are thrown around haphazardly. It may be that the orcs that live here like it that way.

Treasure: 30gp, 14sp, 8cp

ALL APLS (EL 4)

👉 **Orcs** (6): hp 4 each; see *Monster Manual* page 146.

4e.) Staff Quarters

This room once appeared to house some of the cleaning staff. It's unfortunate that the goblins didn't take as good of care of this room!

ALL APLS (EL 3)

👉 **Goblins** (10): hp 3 each; see *Monster Manual* page 107.

Treasure: 60gp, 10sp, 7cp

4e.) Staff Bathroom

You are greeted with the worst odor yet! Obviously the bathroom, but you don't suppose that anyone will want to bathe in here for a while!!

ENCOUNTER 5A: APL 2 & 4— BASEMENT VAULT

As you descend the stairs, the air becomes cooler and mustier. A pale light shines below the closed door.

The door is unlocked and untrapped.

The door protests opening with an eerie creak. The room beyond is meagerly decorated. A large overstuffed chair dominated the center of the room. Next to it is a small table with a lit lamp and several books upon it.

To one side is a small bed, its linens clean and tidy. On the other side is a low table with various knick-knacks. One of the items appears to be a kind of pedestal.

A soft thud sounds from the chair as a gloved hand sets the book down on the pile. "Ah, visitors. Welcome," says a voice that sounds of intelligence.

The chair creaks slightly as a hooded figure stands and turns. From the dark recesses a deep voice echoes.

"Please forgive my impertinence," begins the voice. His hands pulls back the hood and pale eyes regard you balefully above a Cheshire grin, all set in a jet black face. "But, I am wondering, why are you here?"

Ysthranisch, is a renegade drow, a former resident of the Underdark who recently relocated here when he was driven from his home for deeds even the drow deemed wicked. He came to this area because it was devoid of large populations, and the house appeared to serve his purpose. Upon entering the house he found some humanoids were sharing the house, but these groups were hostile towards each other and spent most of their time defending their rooms.

Ysthranisch was able to form them into a single community using his clever mind and his spells to create a deep-seeded fear of him. Although the humanoids occupy separate areas of the home, there is still some animosity between the groups. The drow keeps the peace and instead of fighting each other, they are able to go on raids and become more profitable.

The book he was reading was a fairly rare and valuable book that the PCs will be allowed to keep it if they ask. This book is a copy of Furyondian History and Customs (see treasure certificates at the end of the adventure).

Treasure: 127gp, 8 rubies (50gp ea.)

Tactics: Ysthranisch is perfectly willing to pack his things and go. He understands the hazards of his living on the surface. He would rather live than dying for some small bit of territory. Of course, the PCs may not wish to leave such a dangerous creature alive and free in Furyondy. If forced to fight, he will bring his full abilities to bear, which can be quite deadly.

APL 2 (EL 4)

Ysthranisch, Male Drow Sor4: CR 4; Medium-size humanoid; HD 4d4+4; hp 14; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Atk +3 melee (1d4+1, dagger) or +6 ranged (1d4+1, dagger); SA cast *dancing lights*, *darkness*, and *fairie fire* 1/day; SQ SR 15, darkvision, **light blindness**; AL LE; SV Fort +4, Ref +5, Will +7; Str 12, Dex 18, Con 12, Int 14, Wis 16, Cha 17.

Skills and Feats: Bluff +6, Concentration +8, Knowledge (arcane) +9, Spellcraft +9; Combat Casting, Great Fortitude, Spell Focus (Necromancy).

Spells (6/7/4): 0—*daze*, *detect magic*, *ghost sound*, *prestidigitation*, *ray of frost*, *read magic*. 1st—*cause fear**, *hypnotism*, *ray of enfeeblement**. 2nd—*scare**.

*Spell Focused (+2 to all saves against)

Light blindness (Ex): Abrupt exposure to bright light blinds a drow for one round, and all drow suffer a -1 circumstance penalty to attacks, saves, and checks while operating in bright light.

APL 4 (EL 6)

Ysthranisch, Male Drow Sor6: CR 6; Medium-size humanoid; HD 6d4+6; hp 20; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+4 Dex); Atk +3 melee (1d4+1, dagger) or +6 ranged (1d4+1, dagger); SA cast *dancing lights*, *darkness*, and *fairie fire* 1/day; SQ SR 17, darkvision, **light blindness**; AL LE; SV Fort +5, Ref +6, Will +8; Str 12, Dex 18, Con 12, Int 14, Wis 16, Cha 17.

Skills and Feats: Bluff +7, Concentration +10, Knowledge (arcane) +11, Spellcraft +11; Combat Casting, Great Fortitude, Improved Initiative, Spell Focus (Necromancy).

Spells (6/7/6/4): 7 4 2 1 0—*daze*, *detect magic*, *disrupt undead**, *ghost sound*, *prestidigitation*, *ray of frost*, *read magic*. 1st—*cause fear**, *chill touch**, *hypnotism*, *ray of enfeeblement**. 2nd—*scare**, *summon monster II*. 3rd—*vampiric touch**.

*Spell Focused (+2 to all saves against)

Light blindness (Ex): Abrupt exposure to bright light blinds a drow for one round, and all drow suffer a -1 circumstance penalty to attacks, saves, and checks while operating in bright light.

ENCOUNTER 5B: TIER THREE—BASEMENT VAULT

As you descend the stairs, the air becomes cooler and mustier. A pale light shines below the closed door.

The door is unlocked and untrapped.

The door protests opening with an eerie creak. The room beyond is meagerly decorated. A large overstuffed chair dominated the center of the room. Next to it is a small table with a lit lamp and several books upon it.

To one side is a small bed, its linens clean and tidy. On the other side is a low table with various knick-knacks. One of the items appears to be a kind of pedestal.

A soft thud sounds from the chair as a gloved hand sets the book down on the pile. "Ah, visitors. Welcome," says a voice that sounds of intelligence.

The chair creaks slightly as a hooded figure stands and turns. From the dark recesses four tentacles writhe from within.

"Please forgive my impertinence," begins the voice, as you realize from within your own minds. His hands pulls back the hood and the cephalopod eyes regard you balefully above writhing tentacles. "But, I am wondering, why are you here?"

Ysthranisch, the Illithid is a former resident of the Underdark who recently relocated here to conduct researches into the surface races. He came to this area because it was devoid of large populations, and the house appeared to serve his purpose. Upon entering the house he found some humanoids were sharing the house, but these groups were hostile towards each other and spent most of their time defending their rooms.

Ysthranisch was able to form them into a single community using his clever mind, psionic powers, and the humanoids fear of him. Although the humanoids occupy separate areas of the home, there is still some animosity between the groups. The illithid keeps the peace and instead of fighting each other, they are able to go on raids and become more profitable.

The book he was reading was a fairly rare and valuable book that the PCs will be allowed to keep it if they ask. This book is a copy of Furyondian History and Customs (see treasure certificates at the end of the adventure).

Treasure: 127gp, 8 rubies (50gp ea.)

Tactics: Ysthranisch is perfectly willing to pack his things and go. He understands the hazards of his living on the surface. He would rather live and continue his research than dying for some small bit of territory. Of course, the PCs may not wish to leave such a dangerous creature alive and free in Furyondy.

If forced to fight, he will bring his full abilities to bear, which can be quite deadly. He will begin with using a mind blast to incapacitate the majority of the party. Any that escape its effects will be levitated. He will then attempt to extract the brains from a couple of PCs until they flee or he is given an opportunity to flee.

APL 6 (EL 8)

➤ **Ysthranisch, Illithid:** CR 8; Medium-size aberration; HD 8d8+8; hp 44; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Atk +8 melee (1d4+1, 4 tentacles); SA Mind blast, psionics, improved grab, extract; SQ SR 25, telepathy; AL LE; SV Fort +3, Ref +4, Will +9; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17. *Skills and Feats:* Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (any two) +9 Listen +10, Move Silently +7, Spot +10; Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle).

Mind Blast (Sp): This attack is a 60 ft. cone. Anyone caught in this cone must make a successful Will save (DC12) or be stunned for 3d4 rounds.

Psionics (Sp): At will – astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion. These abilities are as the spells as if cast by an 8th-level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): This ability is usable when Ysthranisch hits a Small to Large creature with his tentacle attack. After a successful grab, he can try to attach the remaining tentacles with a single grapple check. The opponent can escape with a successful Grapple or Escape Artist check. Ysthranisch gets a +2 circumstance bonus for each tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): If Ysthranisch begins his turn with all four tentacles attached, and successfully maintains his hold, automatically extracts his victim's brain, killing instantly.

Telepathy (Su): Ysthranisch can communicate telepathically with any creature within 100 feet that has a language.

Development: Unfortunately for the PCs they will have to deal with Ysthranisch, before searching the room. This creature is responsible for the enclave of monsters living together. Normally these monsters would be at each other's throats, but under this creature's leadership (and threats) they coexist somewhat peacefully.

The case the PCs are looking for is located in this room. Hidden behind a hidden panel (Search DC 20 to locate). The case is locked (Disable Device DC 15) is hidden behind a secret panel.

ENCOUNTER 6: WELCOME HOME

As the PCs exit the home, a coach and a wagon filled with crates draws up to the house. The rain will have stopped and the sky will be clearing. The footman jumps down from the carriage and opens the door. Out steps a young man whom helps a lovely young woman holding an infant in her arms. They notice the party and the men on the wagons and coaches draw weapons, the young man stands before the woman and draws his own sword.

The PCs are given a chance to explain why they are there, but Lews is gone, and nowhere to be found. He will simply vanish once the coach arrives while no one is looking. The mention of Lews brings looks of confusion, as the child's name is Lews.

If the PCs hand the young man the case they found, he pulls out a key that he says was sent to him with a mysterious letter and a key. He opens up the case and pulls out a parchment that proclaims the bearer, assuming they are a Gaelpyn, the baron of this region. Signed by an old King of Furyondy.

If the PCs help the new Gaelpyn family move in, they are treated to a fine camp meal as they explain that

their family had moved out of the estate fleeing the conflict of the wars. The young man, Tyl Gaelpyn was a toddler at the time. Unfortunately when they left, they had left behind some important papers and the means to obtain them. He had given up reclaiming his birthright when a month after his son was born, the letter and key arrived.

EPILOGUE: A MONUMENTAL SURPRISE

As the PCs are leaving the region they pause near a stone monument. As they look at the monument. Faded with weathering is the inscription:

HERE LIES LEWS GAELPYN
FOUNDER, BUILDER, PROTECTOR
BORN – 143 CY
DIED – 201 CY

The profile on the stone is that of the man they helped clear the Gaelpyn Estate!

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter 2

Bypassing the Trap	25 XP
Defeating the Kobolds (Area 2B)	25 XP
Defeating the Dire Rats (Area 2C)	25 XP
Defeating the Hobgoblins (Area 2D)	25 XP
Defeating the Kobolds (Area 2D)	25 XP

Encounter 3

Defeating the Bugbears (Area 3A)	25 XP
Defeating the Bugbear Leader (Area 3D)	25 XP
Defeating the Hobgoblin Leader (Area 3E)	25 XP
Defeating the Orc Leader (Area 3F)	25 XP
Defeating the Stirges (Area 3H)	25 XP

Encounter 4

Defeating the Dire Rats (Area 4B)	25 XP
Defeating the Hobgoblins (Area 4C)	25 XP
Defeating the Orcs (Area 4D)	25 XP
Defeating the Goblins (Area 4E)	25 XP

Encounter 5

Defeating Ysthranisch	100 XP
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Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

TREASURE SUMMARY:

Coins Found on Humanoids	
Gold	163 gp
Silver (85 sp)	8.5 gp
Copper (60 cp)	.6 gp
Scroll of <i>negative energy ray</i>	25 gp
Scroll of <i>familiar pocket</i>	150 gp
Bladed gauntlets (Tiny)	60 gp

Potion of cure light wounds	50 gp
Book, Malthys' Treatise	25 gp
Ysthranisch Holdings	
Gold	127 gp
8 Rubies worth 50 gp each	400 gp

TREASURE CERTIFICATES

- Arcane scroll of *negative energy ray* (25 gp, *, paper, common, tradeable): This arcane scroll is scribe with the following spell, 1st-level caster:

Negative Energy Ray

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft/2 levels)

Effect: ray

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature

For every two extra levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th level, 2d6 at 7th level, and a maximum of 5d6 points at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Material Component: A mirror, which you break.

Instead of casting this spell from this scroll you may attempt to place the spell into your spell book. The method for doing so is detailed in the *D&D Player's Handbook* page 155. These checks must be made in the presence of a DM during a game session, or at an LIVING GREYHAWK Activity Center. The base check to decipher the magic writing is DC 21, and the base check to understand the spell is DC 16. The DM should mark the results and the PC's tracking record. This spell cannot be transferred to another PC.

- Arcane scroll of *familiar pocket* (150 gp, *, paper, common, tradeable): This arcane scroll is scribe with the following spell, 1st-level caster:

Familiar Pocket

Universal

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One container or garment with a pocket

Duration: 1 hour/level

Saving Throw: none

Spell Resistance: No

You enspell a garment or container so that it provides a safe haven for your familiar.

The spell turns one of the target item's pocket into an extradimensional space that can hold your familiar (or about 1 cubic foot for a Tiny or smaller creature). The familiar fits inside without creating a noticeable bulge in the item.

Whenever the familiar is touching you, you can whisk it inside the pocket as a free action by speaking a command word. If the familiar can speak, it can command itself inside. The familiar can leave the space as a free action, or you can call it forth as a free action.

Once inside, the familiar has total cover and concealment. You or the familiar can seal the pocket, making it airtight and waterproof. The air supply inside the sealed pocket lasts an hour. With the pocket open, the familiar can remain inside indefinitely. If the spell ends with the familiar inside the pocket, it appears in your space, unharmed unless the area you occupy is hazardous.

Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Material Components: A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Instead of casting this spell from this scroll you may attempt to place the spell into your spell book. The method for doing so is detailed in the *D&D Player's Handbook* page 155. These checks must be made in the presence of a DM during a game session, or at an LIVING GREYHAWK Activity Center. The base check to decipher the magic writing is DC 22, and the base check to understand the spell is DC 17. The DM should mark the results and the PC's tracking record. This spell cannot be transferred to another PC.

- Bladed gauntlet (Tiny) (30 gp each, 3lb, steel, common); Dmg 1d4, Crit 19-20/x2, Slashing. Unlike a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet possesses two cruelly sharpened blades that extend from the back of the wrist following the line of the forearm. This gauntlet is a Tiny items fitted for Small creatures. (two certificates)
- Potion of cure light wounds (50 gp, 1 lb., glass, common, tradable): 1st-level caster.
- Malthys' *Treatise on the History and Customs of the Kingdom of Furyondy and her Residents* (25 gp, 2 lbs., paper, rare): This book details Furyondian history and customs. Although a couple decades out of date, it will give a person using the book (which takes at least 5 minutes to look up information) either a +2 circumstance bonus to Knowledge (history—

Furyondy) or Knowledge (nobility—Furyondy) check, or will allow an untrained Knowledge check for either of these without any bonus (i.e., and unmodified Intelligence check).

- Favor from the House of Gaelpyn (n/a, n/a, untradeable, common): This favor may be used by the PC at the Gaelpyn holdings in either Willip or Joesthall for housing and a meal for a few days. It may also be used in Willip to book passage on a Gaelpyn ship on the Nyr Dyv. Either way, spending it is the equivalent of spending the gold piece cost for a high lifestyle during an adventure in Willip or Joesthall.

APPENDIX A: LEWS GALPIN

☛ **Lews Galpin Male Ghost Ast5:** Medium-size Undead; Hit Dice: 5d12; hp 32; Init +0; Spd Fly 30 ft (perfect); AC 11 (+1 deflection); Atk +2 melee (1d4, incorporeal touch) or +2 melee (1d6-1, rapier); SA Partial manifestation, frightful moan; SQ: Undead, incorporeal, rejuvenation, turn resistance; AL LG; SV Fort +2, Ref +1, Will +5; Str 8, Dex 10, Con 12, Int 13, Wis 12, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +9, Hide +8, Knowledge (Furyondy nobles) +11, Knowledge (heraldry) +11, Listen +9, Ride +8, Search +9, Spot +9; Improved Initiative; Skill Focus (heraldry); Skill Focus (Furyondy nobles).

Partial manifestation (Su): Lews is a weak spirit, and as such he cannot fully manifest himself the way most ghosts can. While he can appear bodily to the adventurers, he cannot manipulate objects or open doors.

Incorporeal (Su): Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic. Can pass through solid objects.

Undead (Su): Unaffected by mind-affecting spells and effects, poison, sleep, paralysis, stunning, disease. Not susceptible to critical hits, subdual damage, ability drain, etc.

The ghost of Lews Galpin has willingly returned from the grave on a mission to prepare the family seat for the rightful heir. The only problem is that he can't really affect much on the material plane, including opening the front door.

In life, Lews was a capable if bumbling adventurer. He received a land grant from the King of Furyondy in the Barony of Willip. Accepting the responsibility to establish a coastal watch town on the Nyr Dyv, Lews founded Joesthall, naming it after a departed adventuring companion. Joesthall began small, but as some merchants found it a good waypoint between Willip and Herechel, it prospered. Lews built his manor on a hill overlooking the small village, and married, raising his children.

Years past with Joesthall becoming a thriving village with farming and fishing on the Nyr Dyv and the occasional merchant. Having a small militia it became easy prey to a slaver attack. As a ship with yellow sails arrived, the town raised the alarm. The slavers overwhelmed the small militia and began to take their spoils.

Out of the flames rode a much older Lews, weakly swinging his war axe. His horse, long for the pasture, balked at leaping over a fallen timber, threw Lews into a group of slavers, his axe cleaving their leader's skull. Lews slowly stood, gripping the bloody axe, the light from the burning village, giving his face a grim visage threw fear into the already demoralized pirates, fled for their lives.

As the town gathered around their leader, they found that his grim visage was actually a face twisted in pain, as the old man's heart began to fail. Rushing their hero home, and laid him in his deathbed, they wept and thanked him. After giving his love and farewells to his family, he promised that he should always look after their town. Lews Gaelpyn then passed from the mortal realm.

During the Greyhawk Wars, as the hordes of Iuz swept down from the North, the village of Joesthall fled for the relative safety of Willip. The progeny of Lews Gaelpyn also fled, taking only what they felt was essential. Tyl Galpin, being a toddler at the time they fled was raised on stories of their holdings and their ancestor, Lews Gaelpyn. As he grew, Tyl tried to find some link proving that he was the rightful heir, but apparently in their haste, his parents had forgotten to recover the important documents, and they had died before telling Tyl where they were.

Tyl married and had a son, naming him Lews. A month after the birth of his son, Tyl received a small package that included a key and a letter instructing him to go and take up his rightful mantle. His family having become prominent merchants in Willip, began preparations to make the trek to the Gaelpyn ancestral seat. Halfway there, they encountered a severe storm, which lasted for a couple days. Once it cleared they were able to continue to their new home, now cleared by adventurers, who had also recovered a locked chest for which Tyl had the key. Inside were the original documents proclaiming Lews Gaelpyn and his descendants the rightful landholders.

The adventurers could not explain how they had come to clear the manor of unwanted tenants, or of the mysterious stranger who helped then disappeared, but they have the gratitude of his family, nonetheless. But who sent Tyl the letter and the key?

APPENDIX B: RULES ITEMS FROM *SWORD AND FIST*

FEATS:

Dirty Fighting [General]

You know the brutal and effective fighting tactics of streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Reference: page 6.

WEAPONS:

Weapon	Cost	Damage	Critical	Weight	Type
Bladed gauntlet (Small)	30 gp	1d6		19-20/x2 4 lb	Slashing

Reference: pages 70-71, modified by the official Sword and Fist errata found at www.wizards.com.

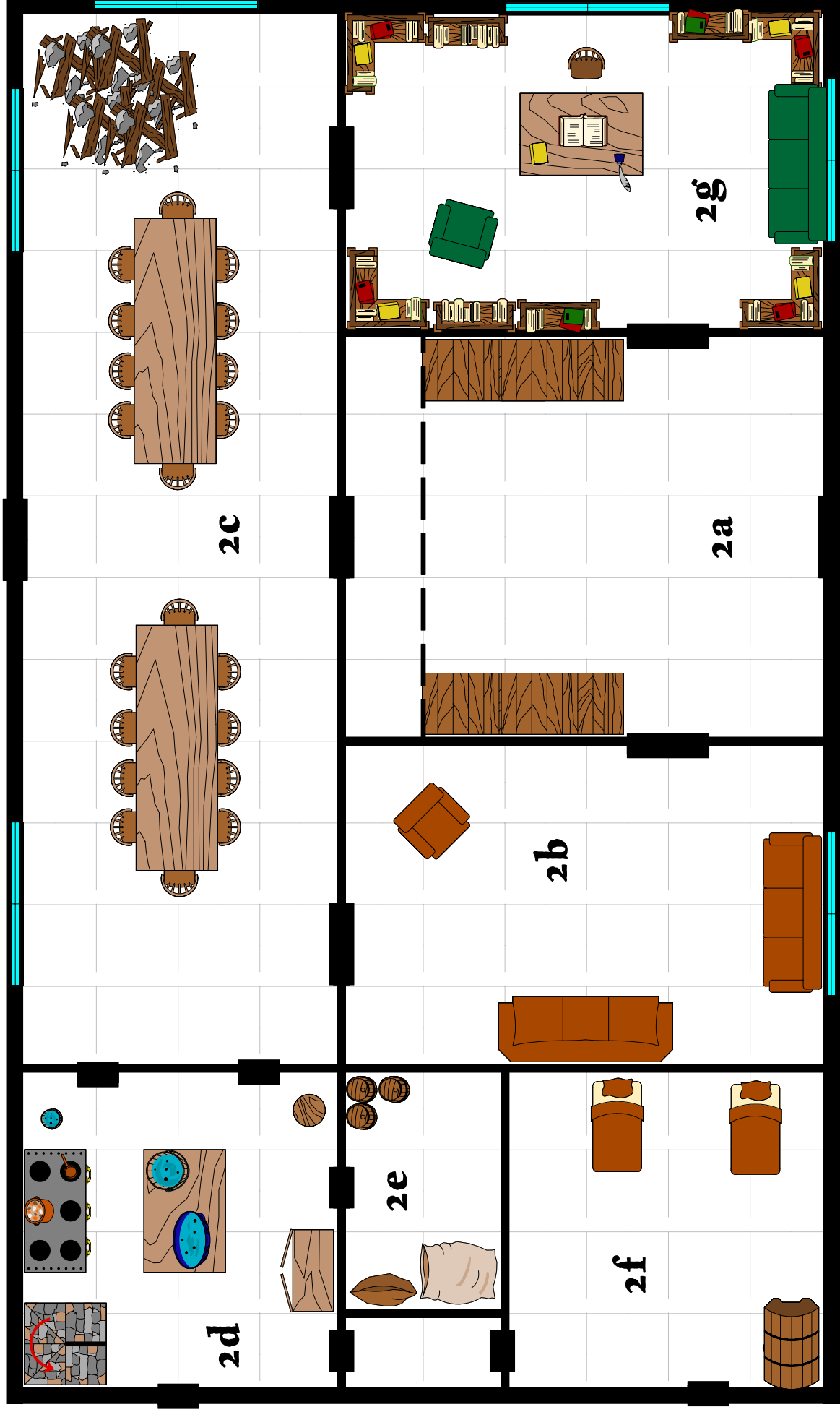
Note: The Tiny sized version of this weapon has the following attributes:

Weapon	Cost	Damage	Critical	Weight	Type
Bladed gauntlet (Tiny)	30 gp	1d4		19-20/x2 3 lb	Slashing

Gaelpin Manor

Ground Floor

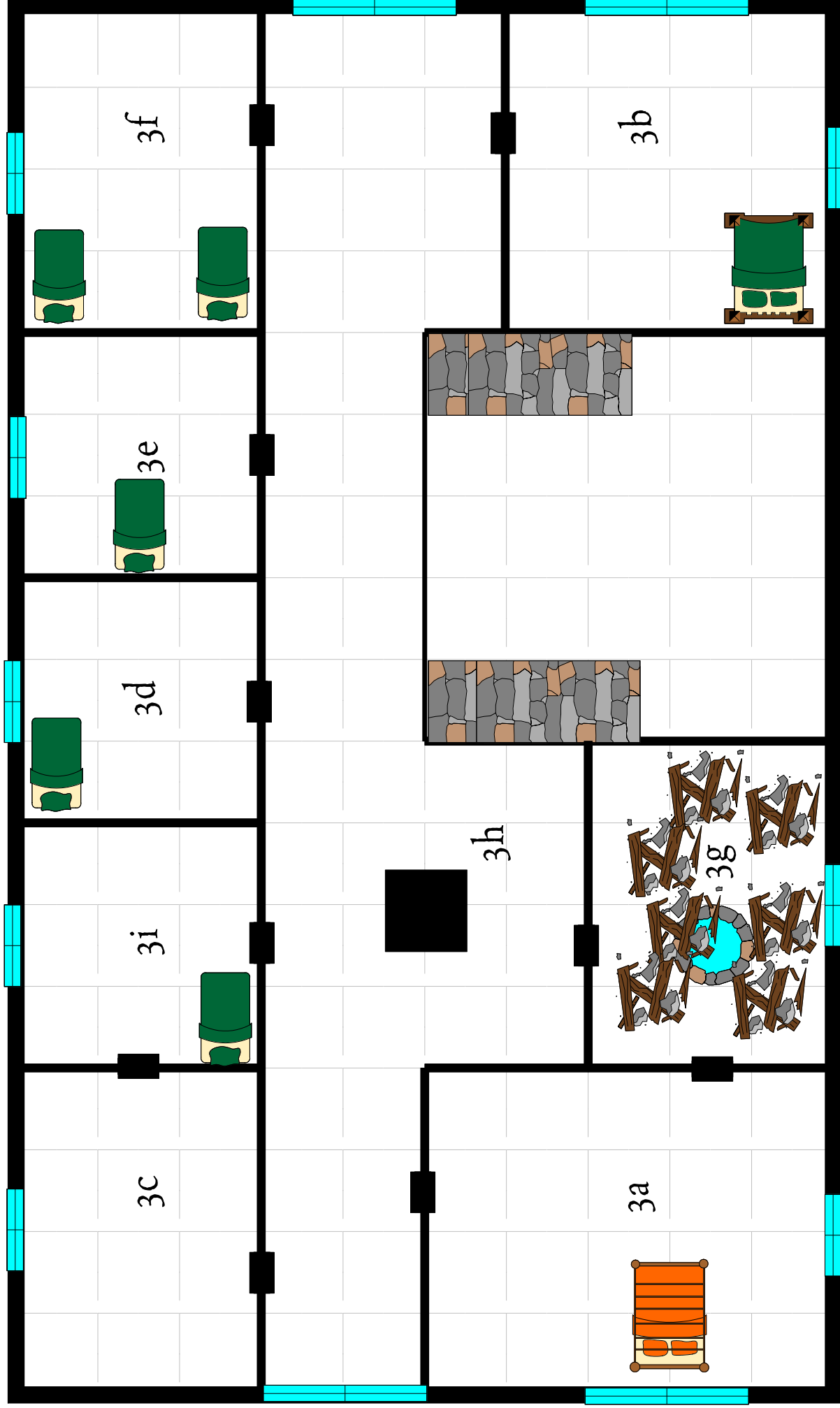
Cartography by Michael S. Webster



Gaelpin Manor

Upper Level

Cartography by Michael S. Webster

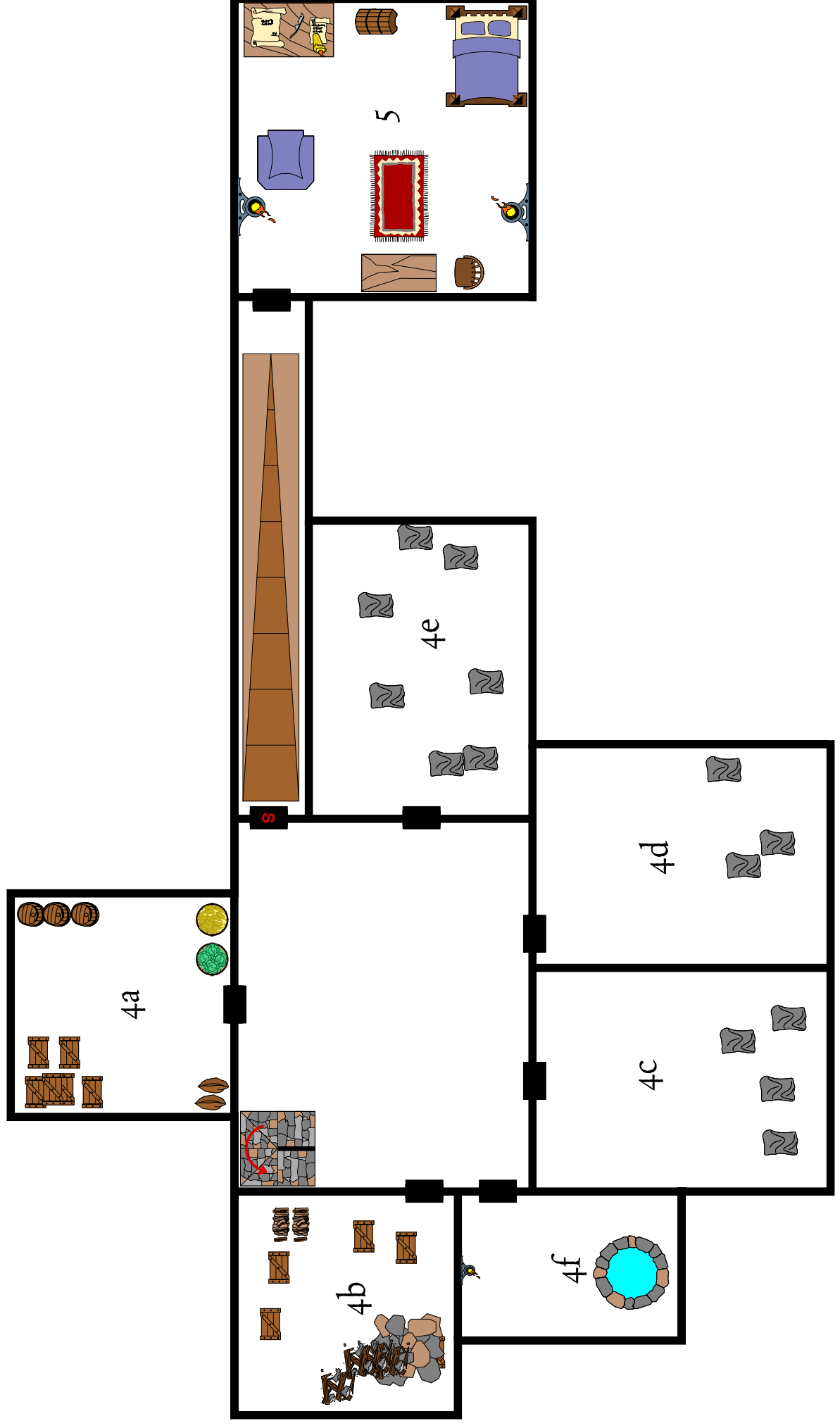


Gaelpin Manor

Lower Level

Basement Vault

Cartography by Michael S. Webster



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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