

Meals on Feet

A One-Round D&D LIVING GREYHAWK[®]

Furyondy Regional Adventure

Version 2

Round 1

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The epic battles of the Furyondy military (and its adventurers) against the evil empire of Iuz are sure to one day become legend throughout the Flaness, and the recent siege of Crockport is no exception. But what happens when the battle ends and the adventurers go on to more interesting battles? Who cleans up the mess they left behind? Perhaps new adventurers now have an opportunity to start their careers... This introductory adventure is for first level PC's only.

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

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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the

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	5	6	7
4		4	6	7	8
5		5	7	8	9
6		6	8	9	10
7		7	9	10	11

sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a introductory one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

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

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

Adventure Background

The siege of Crockport in 595 CY was a great victory for the Furyondy military, as the forces of the Empire of Iuz were driven back to the desolation from which they came. Following the battle, the armed forces and experienced adventurers backing them up left, as their job was done. But, oddly enough, when the adventurers departed, not all of Crockport's troubles departed with them. Recently, a number of children have been disappearing, and then reappearing after about a week, remembering only beautiful if strange music coming from the city walls, still partially breached from the siege. As the city's residents grow more worried about the next generation of helpless commoners, they search for anyone who can solve this mystery.

Adventure Summary

Encounter One: The PCs arrive in Crockport and have an opportunity to enjoy a good meal and learn about current events in the region.

Encounter Two: A frantic townswoman enters the tavern, lamenting the disappearance of her only son. An old soldier in the tavern tries to lead a lynch mob into the tunnels near the city walls, and is promptly crushed and defeated if PCs do not intervene.

Encounters Three and Four: The PCs enter the tunnel and explore, trying to find the child. Along the way, they are ambushed by tiny monstrous spiders hiding in the ceiling, confront a natural pit trap, and fight some undead in unfavorable conditions.

Encounter Five: The PCs find the child, who may or may not alert the cave's inhabitant to their presence, depending on the PC's actions.

Encounter Six: The PCs encounter the orc bard, who has been using *suggestion* to get children to acquire him chickens and other kinds of food. He attempts to convince the PCs to leave him alone, and is willing to negotiate. However, he fights if attacked.

Encounter Seven: The party (hopefully) returns the children to the people of Crockport and handles the issue of the orc, if he is still alive.

Preparation for Play

The role-playing in Encounter One makes reference to King Belvor's status as revealed in FUR4-06 Shadow of the Sun and FUR4-09 Errant Son. PCs should be asked if they have played these adventures as they may have additional information from them.

Prior to the adventure, ask each PC to make two Sense Motive checks. These are used if the PCs choose to negotiate with Sklud during Encounter Six.

Introduction

You have all heard that Crockport was once a prosperous town, known for its clean streets, reputable inns, and kind townsfolk. However, upon arriving, you see a distinctly different scene. The city found itself in the middle of the war between Furyondy and Old Wicked, and much of the claimed beauty has been transformed into ruined buildings and crumbling walls. The defense of the city against siege in 595 CY, while successful, caused the city to sustain even more damage despite – or perhaps because of – the actions of many brave adventurers. Even though the desolate city isn't very aesthetically appealing, it does have one benefit – it's really easy to narrow down where you want to eat. The nearest inn seems to be the only one in the neighborhood, especially since there seem to

be five other up-and-coming adventurers like yourself eating there as well.

At this point, have characters make introductions.

Encounter One: Rumors and Such

Despite the uninviting atmosphere of the town, the staff and other patrons of the inn are friendly and talkative. The recent conflict has increased the townsfolk's interest in current events, many of which are currently being discussed. Among those in the inn are a young human couple, an older human man nursing his beer, a gnome woman standing on a stool tending the bar, and a half-elf woman with pale scars waiting tables.

Creatures:

Pallabara: Female gnome Com1.

Chuck: Male human Ftr7.

Aeletha: Female half-elf Com2.

Samson: Male human Exp2.

Valerie: Female human Exp1.

Read this portion of text only if there are nonhumanoids (e.g. centaurs) in the party:

You notice that everyone in the inn is looking strangely at your party. The half-elf woman walks up to you and scornfully says, "I'm sorry, but horses aren't allowed inside the inn. You'll have to leave your mount outside in the stable."

If the PCs protest, the waitress stands firm. The conflict with the Old One has made the city very wary of strangers, especially nonhumanoids. Lengthy protest (DM's discretion) results in a threat to call the guards and the DC of all Diplomacy checks in this encounter being raised by 5. If the PCs protest further, the DC of all Charisma-based checks (including Diplomacy) in the encounter are raised by another 5 and the guards are called. They arrive in 1d4 minutes and force any nonhumanoid PCs to leave, treating them as condescendingly as possible.

At this point, the PCs can role-play conversations with those in the inn. If the players role-play in character (DM's discretion), they receive a +2 circumstance bonus on their Diplomacy checks to obtain the following rumors. Half-orc PC's receive a –4 circumstance penalty to

these checks, as Crockport's frequent invasion by orcs under Old Wicked's command has made the city's citizens distrustful of any with orcish blood.

Pallabara, the gnome bartender (DC 15):

- If the PCs fail: "It looks like, once again, there's some kind of trouble in the Barony of Littleberg. I don't know how the Baron manages to get anything done down there."
- If the PCs succeed: "I hear that the Claw Gorge mine was re-opened a little while ago. My sister's husband's son's girlfriend's father said there was some hubbub about something, and even some adventurers got lost down there."

Aeletha, the half-elf waitress (DC 20):

- If the PCs fail: "You're staring at my scars, aren't you? Just like your kind. Can't leave anything be, just have to know everything and try to fix everything. It's your fault we're in the situation we're in. If it weren't for you, none of the problems in Chendl would have happened."
- If the PCs succeed: "Look, you want some good advice? I've got it for you: stay away from the capital. There's nothing good there since the king and council betrayed our trust. Now the whole place is dark all day, and I hear the king fled town and the whole city is run by the undead now. I even got these scars when some kind of creature attacked me. Luckily, a passing adventurer rescued me, but I still feel weak from the attack months later. Just the kind of trickery you'd expect from Old Wicked (spit), isn't it?"

PCs who succeed at a DC 10 Knowledge (local [Iuz's Border States]) check or a DC 15 Bardic Knowledge check have previously heard more reliable rumors contrary to Aeletha's statements. The king and council, excepting one member, did not betray the people of Furyondy; the darkness covering Chendl was the result of a complex ritual gone wrong. The king has also not fled the city. PCs who have played FUR4-06 Shadow of the Sun or FUR4-09 Errant Son are likely aware of this. However, Aeletha believes the entirety of her statement to be true.

Samson and Valerie, the human couple (DC 10):

- If the PCs fail, the couple simply refuses to talk to them, chastising the PC's for interrupting a private conversation.

- If the PCs succeed, the couple reveals that they are looking for anyone who can help them explain what happened to their daughter. It seems that she simply wandered off one night and only remembers being tied up in a cave and hearing beautiful music. Any PC who is a bard is aware that many bardic music effects can influence people's actions. Any PC who succeeds on a DC 19 Spellcraft check knows that the *modify memory* spell can erase memories. (This is a red herring; the child simply blocked the memory due to psychological trauma.)

Chuck, the older human man (DC 10):

- If the PCs fail: "Oh, looking to start adventuring, are ye? Forget about it. Nothing good ever comes from adventuring. Either you get hurt or killed every other week, or you get so self-absorbed that you leave every other person behind once you've gotten what you came for. Do yourselves a favor. Just go find a nice spot of land somewhere, and raise a family. That's what I should've done, take my word for it."
- If the PCs succeed: "So, the king's finally sent adventurers to clean up the mess he created, eh? Not that I blame him for taking so long. Between fighting Old Wicked (spit), dealing with the traitor in his own council, and trying to deal with places like Bronzeblood, I'm surprised we aren't in debt to Veluna up to our ears. Glad you can come to help us out."

If the PCs ask what he's talking about, the DM should make up a red herring. The older man is clearly addled by his time adventuring, and just assumes there's some problem the party is here to take care of.

Development: If the PCs succeed at the Diplomacy check with Chuck, his interactions with the PCs in Encounter Two change. After the PC's talk to every NPC or decline to speak with any more NPC's, begin the next encounter.

Encounter Two: A Plea for Help

In this encounter, the PCs receive their mission. It is recommended that the DM role-play Jelila in as exaggerated and theatrical a manner as possible.

Just as your party is getting settled and starting to have a good time, the door flies open in what you feel to be an excessively

dramatic fashion. A Baklunish woman runs in and screams before collapsing to the floor, appearing to be deliberate in not hurting herself while doing so. Samson rolls his eyes before taking minimal effort to revive her. Once she is clearly awake, the woman looks at your party and practically shrieks, “My baby! You have to save my baby!” Samson tries to reassure her, to no avail. She seems to be singularly focused on your party.

The woman is clearly exaggerating her distress to get the party’s attention. After she calms down, she reveals the following information:

- Her name is Jelila, and her husband died defending Crockport during the siege.
- Her son, Rakan, disappeared about two days ago at some point during the evening. He is five years old.
- At the same time of Rakan’s disappearance, someone stole the beef stew Jelila was preparing for their supper.
- Jelila lives near the western wall of the city. Samson and Valerie are her next-door neighbors.
- There seems to be a pattern where one child disappears for a week, returns, and another child disappears.
- The first child disappeared about a week after adventurers drove away an invading force from the Empire of Old Wicked.
- Late at night, Jelila hears music coming from the area of the wall.

Allow the PCs to ask Jelila more questions. However, despite her theatrics, Jelila is truly distressed and only repeats the answers she previously gave. After about thirty seconds of more questioning, Chuck comes over to the party’s table.

“What’re ya missing, the ears on yer face or the brain in yer skull? It’s clear to me what’s going on! Old Wicked’s up to his old tricks again, tainting our childrens with his evil magic! Well, I may be old, but I ain’t standin’ for this no more! You heard Jelila; the kid’s near the western wall. Let’s go in those tunnels and get ‘im out! Everyone who’s with me, meet me at the wall in five minutes!”

If the PCs succeeded in their Diplomacy check in Encounter One, Chuck specifically asks the PC’s

to help. Otherwise, he leaves on his own. The other NPCs encourage the PCs to go to the wall to “make sure Chuck doesn’t do anything stupid... again.”

Give the PCs an opportunity to acquire any gear they wish to purchase, then read the following text:

Chuck was surprisingly effective in marshalling support for his mission. That, or people want to see the show. Among the crowd are members of the city watch, who have brought dogs. Chuck turns and starts giving a slightly slurred speech to the gathered townsfolk. “For far too long have we allowed the forces of evil to prosper within the walls of our own city! I say we go in and root these fiends out of our walls once and for all! Who’s with me?”

One of the city guards, a gnome wearing studded leather armor with sheathed short sword and long sword at his belt and a badger on a leash quickly walks up to you. “Look, he’s going into the wrong tunnel. The scent of the child is in the tunnel to the left. You’ve got to stop him; he won’t listen to us.”

Chuck immediately begins to charge toward the tunnel the guardsman identified as “wrong”. You guess that you might have one chance to stop him.

Creatures:

Chuck: Male human Ftr7, hp 67. See Appendix.

At this point, enter initiative. The players start five feet behind Chuck, and the tunnel is twenty feet away from Chuck and ten feet wide. PCs can stop Chuck in the following ways (other creative options are also acceptable):

- Grease or a similar spell, when cast directly in front of Chuck, causes him to slip and fall, as he always tries to charge.
- If the PCs succeeded at being diplomatic with Chuck in Encounter One, a DC 20 Diplomacy check (more difficult because they are rushed) allows the PCs to talk sense into him.
- The *calm emotions* spell.
- A successful trip attack embarrasses Chuck into giving up. The modifier to Chuck’s opposed roll is +3 (his Strength modifier). Chuck does not attempt to trip any PC whose attempt fails.

- Blocking the cave entrance and successfully defending against an overrun attempt by Chuck prevents him from entering. It takes two PCs to defend the ten foot wide entrance. Chuck's modifier to his overrun attempt is +7 (+3 from his Strength bonus, +2 Improved Overrun feat and +2 from the charge). He always attempts to overrun the PC directly in front of him.

If any PC tries to deal damage to Chuck, even nonlethal damage, remind the PC that attacking a well-known citizen of Crockport *might* be construed as assault by the multiple well-armed city guards looking directly at the party. If the PC persists in dealing damage to an NPC that has no intent to hurt them, arrest them and remove that PC from the adventure – after Chuck grapples them into submission using nonlethal damage. Hey, you warned them.

If the PCs are successful in blocking Chuck, read the following boxed text:

Sheepishly, Chuck stands back up, and then redirects his anger toward you. "I see how it is. I didn't see you giving out any bright ideas in the inn, but you feel free to criticize me? Fine. Rescue the whelp yourself. But if anything unseemly happens to him, it's on your head, remember!" With that, Chuck storms off, presumably to get himself another beer.

The watchman who asked you to stop Chuck thanks you, and then points out the correct tunnel. "Good luck. If my badger smells what he says he is, you'll need it."

If the PC's are unsuccessful, read the following.

As Chuck runs into the tunnel, the gnome who warned you to stop him gets a look of panic on his face. "Dive for cover!" he yells as he runs to hide behind a nearby building. Before you have a chance to react, you hear a sickening crunch of bones, and a second later, a hideously mauled body flies out of the cave and lands about thirty feet away.

The PCs may guess this is Chuck's body; a DC 10 Heal check confirms it.

The gnome watchman blanches and walks back up to your party. "Um... that's definitely not the tunnel you want to take. No sirree. You want the tunnel over there. Much safer. Still risky, but you probably won't get thrown out of there by an earth elemental. We've been looking into that, but nobody's been willing to

go in yet. Anyway, you want to go in that hole. Good luck." He makes sure to point out the correct tunnel, then scampers away.

If the party chooses to enter the tunnel and less than six PCs are present, read the following text:

Suddenly, you hear a shout from the back of the crowd. "Wait!" As the assembled mass of people makes way, you see a stunningly beautiful Flan female wearing scale mail and carrying a light mace and a heavy wooden shield prominently displaying a white heart.

A DC 10 Knowledge (religion) check reveals a white heart to be the holy symbol of Rao. This check is an automatic success for worshippers of Rao and clerics, paladins, or favored souls of Allitur, Zilchus, and Zodal.

The woman smiles at you and introduces herself as Faith. "Forgive me for being so forward, but it appears as though you may be in need of some assistance recovering the child from this dangerous place. Don't you agree, Andy?"

The gnome ranger who wishes you luck sheepishly re-emerges from the crowd. "It does seem that way. If there's things in those tunnels that can make mincemeat of ol' Chuck, they could probably use all the help they could get. I reckon if you needed help, I could be of assistance. My badger won't go near there, but I've had a couple encounters with some of the stuff that's been in those tunnels."

Faith smiles at him, then turns back to you. "While I wouldn't be able to be much of a combatant, I would be able to offer my services as a medic. I believe that the Mediator has chosen me for great deeds, and what deed could be greater than aiding in the defense of helpless children?"

Both Faith and Andy are willing to accompany the PCs into the tunnel. If there are four PCs, both may accompany them. If there are five PCs, they must choose between Andy and Faith.

Creatures:

Andy: Male gnome Rgr1, see Appendix.

Faith: Female human Fav1, see Appendix.

Tactics: Andy is more than willing to take point, tracking if necessary. In combat, he attempts to maneuver into a flanking position with the PC with the highest Strength score, if at all possible. Keep in mind his favored enemy of undead in Encounter

Four. Faith stays as far away from combat as possible. She casts *bless* when it appears that the party is unable to hit foes, but otherwise keeps her spells reserved for healing. If threatened, she attacks with her light mace for nonlethal damage, taking a -4 penalty to hit. The only exception to this is when fighting undead. In this circumstance, Faith attacks for lethal damage.

Allow the PCs to make any preparations they wish. When they are ready to enter the tunnel, proceed to Encounter Three.

If the PCs persist in going down the “wrong” tunnel, Andy calls out for them to stop (whether he is chosen to accompany the party into the tunnel or not). If the PCs continue, draw out a ten foot wide tunnel extending one hundred feet into the cavern. Both Andy and Faith have well-developed common-sense survival instincts and do not follow the PCs into this tunnel. When a PC has traveled twenty feet into the tunnel, read the following text:

After a short trip into the tunnel, you notice that the tunnel ends in a wall. On top of that, the wall seems to be moving... toward you... slowly, but much more quickly than a wall should...

A successful DC 12 Knowledge (arcana) check identifies this creature as an earth elemental. It is easily identified as Large size. PCs with a Sense Motive modifier of more than -2 are automatically aware that this creature is a tough challenge to them. If the PCs do not figure out that they should go the other way on their own, a DC 8 Sense Motive check reveals that this creature is a dire threat to the PCs. If the PCs decide to fight the creature, allow them to do so. Do not take attacks of opportunity if they choose to flee. The elemental is primarily concerned with protecting its territory. The PCs receive no experience points or treasure for defeating the earth elemental.

Creatures:

APL 2 (EL 5)

Large Earth Elemental: hp 68; see *Monster Manual* page 97.

Development: If the PCs choose not to attempt the rescue mission, a party of three citizens (including Faith and Andy) attempt to rescue Rakan themselves. If the PCs choose not to follow, the adventure is over. If the PCs choose to follow, modify future encounters as follows:

- The PCs do not receive any help from NPCs, even if their party contains less than six members.
- In Encounter Three, Faith lies helpless as a result of Strength damage in the corner where the party would encounter the monstrous spiders. The spiders have all been killed, and their webs burned by torches wielded by the other NPCs. The PCs can receive no experience for this encounter. Faith's equipment cannot be used as treasure.
- In Encounter Four, the pit trap has been sprung. Rakan lies at its bottom, dead from the fall. The PCs can receive no experience for the trap or for the Story Award, nor can they receive the monetary reward in the conclusion.
- In Encounter Four, Andy lies dead from drowning in the tunnel where the party would encounter the undead. The troglodyte zombie and skeletons are still present. The party cannot use Andy's gear as treasure, but can receive the experience from defeating the undead as well as find the coin in the water.
- In Encounter Five, the PCs fail to find Rakan (since he's already dead), but they can still recover the equipment in the encounter for treasure.
- In Encounter Six, a halfling rogue lies in Sklud's chamber unconscious and dying at -3 hp. Sklud already has *resistance*, *mirror image*, and *blur* active and attacks the PC's without mercy. The PCs can collect treasure and experience from defeating Sklud, but no longer have the opportunity to negotiate. They cannot use the rogue's gear as treasure.
- The party receives no discretionary roleplaying experience for the adventure.

If the PCs ask about payment, the townspeople reply that they will see what they can do, but times are tough. If the PCs insist upon payment, they are told that they will be paid. In this circumstance, award the party half of the coin awarded in the conclusion instead of the full amount.

Encounter Three: Into the Orc's Den

Please refer to the map of the tunnel for the remainder of this adventure.

Entering the tunnel, you notice that while the normal unpleasant underground stench is present, the tunnel itself seems unusually smooth for a stone tunnel. From the light outside, you can tell that the tunnel proceeds about forty feet, then takes a sharp turn to the left.

A DC 18 Knowledge (arcana) or Knowledge (dungeoneering) check reveals that this tunnel was created by a Large earth elemental. PCs with Stonecunning can make this check untrained and with a +2 circumstance bonus. PCs who chose to go down the “wrong” tunnel already know what created these tunnels.

After the turn, PCs without darkvision need a light source to see any further. Once the PCs have determined their light source, ask the PCs for Spot checks. Any PC who succeeds at a DC 20 check notices a web in the corner, and can make a second Spot check. A successful DC 25 check reveals the presence of two Tiny Monstrous Spiders in the web.

If the PCs fail at the initial Spot check, the first PC to step into one of the occupied corners (marked on the map) is instantly entangled in the web. Escape Artist and Break DC's are provided on page 289 of the Monster Manual.

Creatures:

APL 2 (EL 3)

Monstrous Spiders, Tiny (8): hp 2 each; see *Monster Manual* page 288

Tactics: If the PCs fail to spot the webs, the spiders wait until at least one PC is trapped in a web, then the furthest spiders shoot a web at a small PC or NPC (until each small creature has been fired at once) while the nearest spiders attack any entangled characters.

If the PCs spotted the webs but not the spiders, the spiders wait until the PCs have passed the webs to attack from behind, again firing webs at small PCs and attacking the nearest PC as above.

If the PCs spot the spiders, the spiders each attack the nearest PC to them as soon as the PC's attack.

If any unentangled PC attacks a web in any way, all eight spiders immediately attack that PC.

Note that while the spiders are tiny and must move into the PCs square to attack, only PCs that succeeded at their Spot checks to see the spiders

are allowed an attack of opportunity against them until a spider has attacked that PC.

Treasure: There is some random adventuring gear and coin on the webs from previous victims.

APL 2: Loot – 60 gp, Coin – 18 gp, Magic – 0 gp.

Encounter Four: Time to Get Wet

After the tunnel takes a turn to the right, it starts going deeper into the ground. About twenty-five feet after the turn, you see an intersection and the tunnel leads either to the left or the right.

As the party moves beyond the encounter with the spiders, they approach an intersection. PCs can make a DC 24 Knowledge (dungeoneering) check to notice that the ground up ahead is a little bit unsafe, all the way across the tunnel, immediately prior to the intersection.

Camouflaged Pit Trap (EL 1): CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20; Market value 1,800 gp.

At the intersection, have the PCs make a DC 20 Listen check. Success allows the PCs to hear the faint sound of water lapping in the tunnel to the left. If the PCs decide to turn right, skip to Encounter Five. Otherwise, continue with this encounter.

The tunnel goes another twenty feet into the space under Crockport's city walls. As the tunnel turns your path right, you start to think that it would be really bad if this tunnel collapsed when you were still in it. This causes you to think about the various things that could result in the tunnel's collapse, like sonic spell effects, adamantite weapons, and natural erosion. Then you remember that Crockport is on Wystul Lake and that water can be certainly be erosive. This is probably a bad time to see a cave-in sixty feet ahead of you. It would probably also be bad to see slow, steady seepage coming through the smooth, muddy walls, filling most of the tunnel with foot-deep standing water that looks really cold. And, of course, seeing a zombie and two skeletons walking around can't be good. Unfortunately, that is exactly what you see!

After the tunnel turns, it goes slightly deeper into the earth. This has caused the seepage from the

walls to form a foot-deep murky pool that extends all the way across the ten foot wide tunnel and forty-five feet deeper into the tunnel. The undead are positioned at the far lower end (in reference to the map) of the tunnel. There is a relatively dry 10x15 chamber on the opposite end of the pool from the PC's.

Creatures:

APL 2 (EL 3)

Troglodyte Zombie: hp 29; see *Monster Manual* page 266

Half-Orc Warrior Skeleton (2): hp 6 each; use Human Warrior Skeleton from *Monster Manual* page 226

The water in this hallway is one foot deep, still, and very cold. It is necessary to track the amount of time each PC remains in the water, since this provides the following environmental conditions:

- Both PCs and NPCs (including the undead) move at half speed in the water.
- PCs are in situations of severe cold. Upon entering the water and each ten minutes thereafter, he or she takes 1d6 points of nonlethal damage. A DC 15 (+1 per previous check) Fortitude save negates. Any PC who fails the save and thus takes nonlethal damage from the cold suffers from hypothermia and thus is fatigued. PCs who fail a second save advance to moderate hypothermia and become exhausted. PCs who fail a third save have severe hypothermia and are disabled. The zombie is subject to damage, but not fatigue, and the skeletons are immune to both.
- Any PC who falls unconscious for any reason while standing in the water immediately starts drowning.

Treasure: The PCs must succeed at a DC 15 Search check to find a bag of coins dropped by one of the skeletons (in the square marked undead on the map; note that the undead do move toward the PCs as soon as PCs come around the corner). PCs can take 20, but this takes twenty rounds (two minutes) for each two five-foot squares so searched. PCs must specify each time what squares they are searching as they may become incapacitated from the cold before finishing. Remember to check the amount of time in the water in this case as this may result in a need for an additional save subjecting each PC taking 20 to 2d6 nonlethal damage from

hypothermia and causing them to become fatigued.

APL 2: Loot – 0 gp, Coin – 120 gp, Magic – 0 gp.

Encounter Five: Finally, Some Plot Development

The path to the right of the intersection goes twenty or twenty-five feet before there are a couple side tunnels made by slightly smaller... whatever made these tunnels. One side tunnel is to the right, the other is to the left.

The room to the left is rather uninteresting, although it is the largest room (20x15) that the PCs have encountered yet. A cursory search (so easy that there isn't even a DC for it) reveals some mundane tools, falchions and spears, and what appears to be some improvised shields. The falchions and spears are of non-masterwork quality and can be used by any medium-sized PCs, if they wish.

The room to the right is a little more interesting, as there is a sleeping, bound, and gagged six-year-old Baklunish boy. There are no negative consequences if the PCs leave him there until they complete the last combat. However, if they decide to wake him up and ungag him, the following things happen:

- Rakan immediately starts crying because he doesn't recognize the PCs. This results in Skuld being aware of the PCs presence.
- If the PCs unbind the boy and let him go, there is a 50% chance that he is unconscious (stable at –1 hp) at the bottom of the pit trap when the PCs leave. They automatically notice him, but may wish to revive him before leaving.

The PCs can look around this room all they want, but there's nothing else here...just a knocked-out kid.

Creature:

Rakan: male human Com1; hp 4.

Treasure: The stuff from the room on the left.

APL 2: Loot – 462 gp, Coin – 0 gp, Magic – 0 gp.

Development: Depending on whether or not the PCs ungagged Rakan, the orc may or may not be ready for them.

Encounter Six: He's an Orc What!?

In this encounter, the PCs finally encounter the protagonist. The NPC tactics notes are VERY IMPORTANT in this combat, as without them, Sklud likely makes quick work of the PCs. Be especially aware that negotiation is possible (indeed, preferable for many parties).

The path takes yet another turn, this time to the left. You start to wonder if whatever made these tunnels knew where it was going, or if it knew what a straight line was. After going yet another thirty feet deeper into the tunnel, it opens up into a small cavern. As soon as you turn the bend, you hear a male orc voice yell, "Who are you? Why are you here? Can't you just let me be?" Looking ahead, you see an orc in a chain shirt aiming a shortbow at you.

If the PCs did not awaken Rakan, read the following text instead:

The path takes yet another turn, this time to the left. You start to wonder if whatever made these tunnels knew where it was going, or if it knew what a straight line was. After going yet another thirty feet deeper into the tunnel, it opens up into a small cavern. As you turn the bend, you notice an orc hungrily devouring a small chicken. As you approach, he quickly picks up his shortbow and aims it at you. He mumbles something, then swallows and says, "Who are you? Why are you here? Can't you just let me be?"

Sklud, the orc bard, does not fire at PCs unless provoked. The PCs have the opportunity to negotiate with Sklud – ask him what he's doing and why he's doing it, etc. If they forego the opportunity to negotiate, skip this section.

Sklud attempts to convince the PCs to leave him alone. If the PCs just leave without securing Sklud's promise to stop kidnapping children, they have forfeited their opportunity to complete the mission. Go to the appropriate Conclusion and do not award the PCs any experience or treasure from Encounter Six or the Story Award.

Creatures:

APL 2 (EL 5)

Sklud: male orc Brd6 (Bluff +13); hp 32; see Appendix.

Tactics: Sklud has no desire to fight and does not attack the PCs until he literally has no other option. The PCs can defeat the encounter by negotiating prior to combat or by asking Sklud to surrender during combat. This combat does NOT need to be fought out. See either Negotiation or Combat below, depending on PC actions.

Negotiation: Sklud allows the PCs to ask him any questions they wish and answers truthfully unless noted otherwise. Some possible questions and their answers are listed below. Note that if any PCs choose to *detect evil* or use a similar ability, Sklud's alignment is Chaotic Neutral, not the Chaotic Evil of most orcs. In situations where Sklud lies, the Sense Motive checks recorded at the beginning of the adventure should be chosen at random and opposed by Sklud's Bluff. A successful check on the part of the PCs leads them to distrust the answer. Success by 5 or more leads them to be fairly confident he is lying. If any PC failed to reach DC 5 in either set of Sense Motive checks, that PC distrusts one of Sklud's true statements (DM's discretion, but try not to start the fight because of this).

If the PCs successfully avoid combat through negotiation, they should be awarded full experience points for this encounter.

- *What are you doing down here?* Sklud admits coming to Crockport with Old Wicked's army. However, he insists that he did not believe in The Old One as a deity and only came because he thought it would allow him to come back home – he grew up in Crockport and anti-orc sentiments by the Furyondy military caused him to be run out of town.
- *Why did you kidnap the children?* Sklud denies kidnapping anyone (this is a lie). If his bluff is called, he admits that maybe he used *suggestion* to convince some children to bring him food. However, that's all he wanted and he made sure not to keep the children for more than a few days, lest their parents think them dead. (Sklud is bluffing here. While it's true that he worried about the parents' reaction to their children going missing, he was also concerned that the parents would seek him out and kill him.)
- *Who brought the children down here, if you didn't?* Sklud admits that he may have *suggested* to the child that he needed help getting food, and may have used magical persuasion to get him to do so. However, he insists that it was out of need, not greed.

- *Why don't you leave town?* Sklud informs the PCs that the tunnel out of town has collapsed and filled partially with water, blocking his escape. He is afraid to go through town, as he thinks (correctly) that the townsfolk would take their hatred of Old Wicked out on him.
- *Why do you assume that we're a threat to you?* Sklud has been living in a tunnel for over a month, abandoned by a god who promised to help him and stuck in a town of people who already tried to kill him once. He's started to assume the worst about everything.
- *Will you stop kidnapping children?* If the PCs are willing to convince the townsfolk that he didn't mean any harm and should be allowed to leave the city peacefully, Sklud gladly agrees to do so.
- *What will you do once you leave Crockport?* Sklud has not thought this far ahead yet. He says that it is likely he will retreat to the Vesve Forest and attempt to forage for whatever he can find there.
- *What else is down here?* Sklud tells the PCs about the storage room, the undead in the water-filled tunnel, and the location of Rakan. He does not tell the PCs about the spiders. He saw and avoided the webs, thus he did not interact with the spiders themselves.

At any point during this negotiation, the PCs may choose to engage Sklud in combat. Since he is prepared for a fight if it begins, only the PC who first decides to initiate combat may act in the surprise round unless the PCs specifically discussed another strategy earlier in this adventure. After that surprise action, roll initiative and run combat normally. If the PCs ungagged Rakan, Sklud has cast *resistance* and *mirror image* on himself.

Combat: Sklud fights primarily to defend himself. If possible, he takes a five-foot step into a nonthreatened square and casts spells to defend himself or immobilize PC's, starting with the following:

- *silence* centered on a spellcaster fifteen feet or more away from him.
- *sleep*
- *mirror image* or *blur*

After these three spells, he casts spells only to protect or heal himself. Once he is out of spells, he attacks the PC's with no mercy.

DM's Note: Sklud only has two second-level spells remaining, as he has already used one this day. If Sklud cannot move into a nonthreatened square, he casts defensively, starting with *sleep*.

If any PC requests that Sklud surrender, he immediately does so unless he has used all his defensive spells; at that point, Sklud has decided that the PCs are entrenched against him and fights to the death. Sklud also attempts to surrender if he is below five hp and can no longer cast *cure light wounds* on himself.

Treasure: If the PCs kill or subdue Sklud, his gear can serve as treasure. However, if the PCs negotiate Sklud's release from the city, he does not show them the location of the gold.

APL 2: Loot – 807 gp, Coin – 0 gp, Magic – 0 gp.

Encounter Seven: Tying up Loose Ends

At this point, the PCs may or may not have a number of items to wrap up.

- If the PCs have not dealt with the undead in the tunnel, Sklud volunteers their location as long as he is not dead or left for dead.
- If the PCs have not yet attended to the storage room, Sklud informs the PCs of its contents.

If the PCs unbound Rakan, he has wandered off whether he was told to stay put or not. Encounter Five has the possible consequences of this. If Rakan is unconscious, inform the PC's that unless they pay to heal him, the townspeople of Crockport would be very unhappy with them. If there is not a PC capable of healing Rakan (Faith doesn't count), this cost comes out of their treasure (15 gp each), and there is no "over cap" gold in this adventure.

Conclusion

As the party leaves the tunnel, Jelila rushes up, tears in her eyes. "Oh, praise Al-Akbar for you all! Thank you so much!" she cries as she and Rakan embrace each other like a long-lost mother and son. The rest of the town crowds around, eager to extend their congratulations and hope that you will not be a stranger to Crockport. All in all, this was not a bad way to start an adventuring career.

If the PCs killed Sklud or left him in the cave for whatever reason and Rakan was healed (if

necessary), the townsfolk reward them with a bag of gold (206 gp for each PC) and the adventure is over. If the PCs were too stingy to heal Rakan, they get nothing.

If the PCs agreed to help Sklud get out of the cave, read the following text.

As Sklud tries to quietly sneak away, a watchman suddenly yells out, "What's all this then? It wasn't bad enough that this fiend was in our tunnels, terrorizing families, but you've brought it out into the open? You'd better have a good explanation for this!"

At this point, have the PCs make their case for Sklud's release. If it is even remotely reasonable, let Sklud go under the condition that the PCs escort him out of town. If the PCs refused to heal Rakan (if necessary), Sklud openly offers to pay for healing in reparation for his actions. If this is the case, Sklud's impression of the PCs is less favorable, and they only receive 240 gp each from him.

As you escort Sklud out of town, he turns to you. "I thank you all for your assistance, fine adventurers. As I am not an ungrateful creature, I have a not insignificant reward for your help." He leads you over to a copse of dead trees, where he pushes one tree over easily. He pulls out a bag of gold pieces and hands it to you. "This was a bag of spoils entrusted to me by Old Wicked's forces prior to the siege. Technically, it belongs to the Old One's army, but since he abandoned me and you did not, I think that the reward belongs in better hands." He gives the bag to you, and with a friendly wave, walks away from the city of Crockport.

Treasure:

APL 2: Loot – 0 gp, Coin – 440 or 206 gp, Magic – 0 gp.

The End

Experience Point Summary

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

Encounter Three

Defeat eight Tiny Monstrous Spiders

APL2 90 xp

Encounter Four

Encounter the pit trap

APL2 50 xp

Defeat the undead

APL2 90 xp

Encounter Six

Defeat or negotiate with Sklud

APL2 150 xp

Story Award

Rakan ends the adventure free and fully healed, and Sklud is somehow dealt with:

APL2 40 xp

Discretionary Role-playing XP

APL2 30 xp

Total possible experience:

APL2 450 xp

Treasure Summary

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

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

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

pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

Encounter Three:

APL 2: L: 10 gp; C: 3 gp; M: 0 gp

Encounter Four:

APL 2: L: 0 gp; C: 20 gp; M: 0 gp

Encounter Five:

APL 2: L: 77 gp; C: 0 gp; M: 0 gp

Encounter Six:

APL 2: L: 134 gp; C: 0 gp; M: 0 gp

Conclusion:

APL 2: L: 0 gp; C: 340 gp or 206 gp; M: 0 gp

Total Possible Treasure

APL 2 (A): L: 221 gp; C: 229 gp; M: 0 gp -
Total: 450 gp

APL 2 (B): L: 87 gp; C: 363 gp; M: 0 gp - Total:
450 gp.

Appendix One – APL 2

Encounter Two

Chuck: Male human (Flan) Ftr7; CR 7; Medium humanoid (human); HD 7d10+21; hp 67; Init +2; Spd 20 ft; AC 18, touch 12, flat-footed 16; BAB/Grp: +7/+14; Atk +11 melee (1d3+5, unarmed strike); Full Atk +11/+6 melee (1d3+5, unarmed strike); AL NG; SV Fort +8, Ref +4; Will +1; Str 16, Dex 15, Con 16; Int 8, Wis 8, Cha 10.

Skills and Feats: Intimidate +10, Swim +1, Improved Unarmed Strike, Power Attack^B, Improved Overrun^B, Improved Grapple^B, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)^B, Cleave, Great Cleave^B.

Possessions: scale mail, heavy wooden shield.

Encounter Six

Sklud: Male orc Brd6; CR 6; Medium humanoid (orc); HD 6d6+6; hp 32; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; BAB/Grp: +5/+7; Atk +8 melee (1d8+2/X3, mw longspear) or +6 ranged (1d6/X3, mw shortbow); Full Atk +8 melee (1d8+2/X3, mw longspear) or +6 ranged (1d6/X3, mw shortbow); SA spells; SQ Bardic Knowledge +7, countersong 6/day, *fascinate* 6/day, inspire competence 6/day, inspire courage 6/day, *suggestion*, darkvision 60 ft., Light Sensitivity; AL CN; SV Fort +3, Ref +6, Will +3; Str 14, Dex 13, Con 12, Int 12, Wis 6, Cha 14.

Skills and Feats: Bluff +13, Concentration +10 (+14 for casting defensively), Diplomacy +17, Gather Information +11, Intimidate +15, Knowledge (religion) +10, Perform (oratory) +11, Sense Motive +9, Combat Casting, Negotiator, Persuasive.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Countersong (Su): Sklud can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within thirty feet of Sklud who is affected by a sonic or language-dependent magical attack may use Sklud's Perform check result in place of his or her saving throw if desired. Countersong lasts for ten rounds.

Fascinate (Sp): Sklud can cause up to two creatures within ninety feet that can see or hear him to become *fascinated* with him (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). Sklud's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts six rounds.

Inspire Competence (Su): An ally within thirty feet who can see and hear Sklud gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire competence lasts for up to twenty rounds.

Inspire Courage (Su): Allies (including Sklud) who can hear Sklud receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for five rounds after the ally can no longer hear Sklud.

Suggestion (Sp): Sklud can make a suggestion (as the spell) to a creature he has already *fascinated*. A DC 15 Will save negates the effect.

Spells known (3/4/2(3-1); save DC 12 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *lullaby*, *read magic*, *resistance*; 1st – *charm person*, *cure light wounds*, *grease*, *sleep*; 2nd – *blur*, *mirror image*, *silence*.

Possessions: masterwork spear, masterwork shortbow, masterwork studded leather armor, twenty arrows.

Appendix Two – Iconics

Andy: Male gnome Rgr1; CR 1; Small humanoid (gnome); HD 1d8+2; hp 10; Init +6; Spd 20 ft; AC 16, touch 13, flat-footed 14; BAB/Grp +1/-1; Atk +4 melee (1d6+2/19-20, longsword) or +4 melee (1d4+2/19-20, short sword) or +4 ranged (1d6/X3, longbow); Full Atk +0 melee (1d6+2/19-20 longsword) and -4 melee (1d4+1/19-20 shortsword) or +4 ranged (1d6/X3, longbow); SQ favored enemy (undead), wild empathy, gnome traits; AL LN; SV Fort +4, Ref +4, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Hide +9, Listen +8, Move Silently +6, Spot +6, Survival +6, Track^B, Improved Initiative.

Favored Enemy (Ex): Andy gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against undead. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Andy can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Andy rolls 1d20 to determine the wild empathy check result.

Possessions: studded leather armor, short sword, longsword, longbow, twenty arrows, backpack with waterskin.

Faith: Female human (Flan) FavoredSoul1 (Rao); Medium humanoid (human); CR 1; HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; BAB/Grp +0/-1; Atk -1 melee (1d6-1, light mace); Full Atk -1 melee (1d6-1, light mace); SA spells; AL LG; SV Fort +4, Ref +4, Will +3; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +6 (+10 when casting defensively), Diplomacy +7, Heal +5, Combat Casting, Endurance.

Spells Known (5/4; save DC 11 + spell level): 0 – *detect magic, cure minor wounds, light, read magic*; 1st – *bless, calm emotions, cure light wounds*.

Possessions: light mace, scale mail, heavy wooden shield, backpack with waterskin, wooden holy symbol (white heart of Rao).

DM Map – The Tunnel

