

NYR4-S01

Flying Pigs and Other Strange Things

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

Version 1

Round 1

by Tracy Taylor

It is a time of strange occurrences and ominous portents. The stars and heavenly bodies in the sky are in a precise alignment that has never been duplicated before. Gods, old and new, feel unique and wholly unfamiliar feelings and the people of Gollump are worried – although not for any of these reasons. People are turning up dead, and the Sheriff doesn't know what to do. As brave heroes, can you stop the death before this one horse town disappears altogether?

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the

bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

adventure. Round to the nearest whole number.

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

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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round.

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

If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Nyronde. Characters native to Nyronde pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary

Introduction: Wherein the heroes are introduced to area.

Encounter 1 – The Bridge: Of course it is a toll bridge.

Encounter 2 – The Town of Gollump: Location, Location, Location.

Encounter 3 – The Winged Boar: Okay folks, we have a problem.

Encounter 4 - Leonora of Ehlonna: Gathering intelligence.

Encounter 5 – The Crafterson's Estate: Scene of the crime.

Encounter 6 – The Anklebiter Farm: Another crime scene.

Encounter 7 – Garlen's House: Ah ha! Now we are getting somewhere.

Conclusion: Just rewards.

INTRODUCTION

It's a warm autumn day a couple of hours from sunset. You and your companions have been travelling at a leisurely pace from Rel Mord to Adrean's Landing, enjoying each other's company and the peace and quiet of the great outdoors.

Gazing up at the sky, you realize it's about time to set up camp. Looking ahead you do not see any likely camping spots along the road, and decide to flag down a passerby. An old man on a wagon pulled by a donkey is coming your way and one of your party stops him. As he brings his wagon to a halt, he calls out in a friendly tone, "Greetings travelers. Where are you off to on such a fine day?"

The old man will listen to the party and take a moment to ask each of them where they are from and what business they have in the region. This is a good time for the party to introduce themselves and give a small amount of background. If he is asked about himself, he will respond by saying

"My name is Kirrall and I live on a farm a short distance from here. I'm on my way home from my final trading trip this season. Hopefully, with a little luck I'll be home just after sundown. Ah, I have not seen my family in many weeks and it will be really nice to have some home cooking and a comfortable bed. I like the road, but these old bones sure do long to sleep in my own bed. Speaking of beds, where are you planning on spending the night? There aren't any good camping spots on this road for quite away."

Assuming the party has no pressing plans

"Personally, I recommend, the village of Gollump. They don't get many visitors but the inn is clean and the food is good."

Gesturing down the road Kirrall points back the way he came and explains there is a small road that turns East into the forest about 500 yards away. A couple of miles down that road is a bridge and about 500 yards from there is Gollump.

"It's just a small community, but the people are good folk and it sure beats camping on the side of the road."

Bidding the party farewell, Kirrall makes a clicking noise and starts moving his wagon forward once again.

If the party decides not to follow the old man's advice, they can do a Survival check (DC5) to see that there is a large pack of wolves in the area and camping by the road would not be advisable.

If the party still insists on camping rather than going to town, do everything possible to encourage them to go to town for the night. If the party insists run the following encounter, using whatever tactics are necessary to make the party run.

Wolves (12) – see monster manual

ENCOUNTER 1

THE BRIDGE

As predicted about 500 yards down the trade route, there is a small road leading East into the woods. The forest is fairly thin on the edge closest to the main road, but, looking in, it thickens up. The road is made of hard packed dirt and appears to be fairly well maintained and frequently traveled.

After a couple of miles of winding through the forest, the road comes to a wooden bridge, 10 ft. wide and 30 ft. across. It spans a narrow chasm about 60 ft. deep. At the bottom of the chasm a deep, fast moving stream winds its way out of sight in both directions. As they approach the bridge, the party can do a spot or listen check (DC15) or be surprised by four thugs that jump out of the trees blocking the path to the bridge and road backwards. As soon as the party is stopped, a fifth person, Hamilton, steps out of the trees and tells the party, this is a toll bridge, and they have to pay a toll of five gold pieces per person if they want to cross.

This encounter can be handled in a variety of ways. If the players are willing to talk, they can use diplomacy, bluff or intimidate rolls to get past.

The results are as follows: (Please note: if the party decides to try and bluff through this, ensure they come up with a reasonable excuse as to why they should pass).

DC 0-10	Pay the toll or fight
DC 11-15	The toll will be reduced to 2 gp per person
DC 16-20+	The thugs are impressed with the party and decide to leave without any trouble

In the event, the party decides to fight their way past,

Hamilton, Male Human Com2/War1: CR 2; HD 2d4+2 (Commoner), 1d8+1 (Warrior); hp 13; Init + 2; Spd 30; AC 14 (Flatfooted: 12 Touch: 12); Atk +3 base melee, +2 base ranged; +4 (1d3+2, Unarmed); +3 (1d6+2, Sword, short); +3 (1d4+2, Dagger); AL CN; SV Fort + 4, Ref + 3, Will + 0; STR 13, DEX 11, CON 12, INT 10, WIS 8, CHA 10.

Skills and Feats: Intimidate + 2, Ride + 3, Wilderness Lore + 0, Improved Unarm Strike, Run, Simple Weapon Focus: Unarmed

Weapons: Dagger; Short Sword

Armor: Leather.

Thugs, Male Human Com2: (4): CR 1; HD 2d4 (Commoner); hp 6; Init + 0; Spd 30; AC 10 (Flatfooted: 10 Touch: 10); Atk +2 base melee, +0 base ranged; +3 (1d3+1, Unarmed); -2 (1d4+1, Dagger); AL CN; SV Fort + 1, Ref + 1, Will + 0; STR 12, DEX 10, CON 10, INT 8, WIS 9, CHA 8. *Skills and Feats:* Profession (Farmer) + 1, Ride + 3, Swim + 4, Wilderness Lore + 2, Run, Track, Simple Weapon Proficiency: Unarmed, Weapon Focus: Unarmed.

Weapons: Dagger

Tactics: Hamilton and his friends will not draw weapons on the party, choosing instead to use their fists and beat the party into unconsciousness.

As soon as any of the thugs or Hamilton take damage, they will flee into the forest in different directions. These boys have spent a great deal of time in these woods and it should be impossible for the players to track or follow them. If the party insists, have them role a Survival check (DC20) to find their way back to the bridge before sunset or get lost for 1d4 hours.

ENCOUNTER 2

THE TOWN OF GOLLUMP

After crossing the bridge, the road makes a sweeping turn and opens up onto a main street of the small farming village of Gollump. The town itself consists of a cluster of buildings around a main street with several houses with yards close to town and farmsteads further out.

Give the party Player Handout 1, with the following descriptions of some of the more obvious buildings:

(If a building is not specifically described, consider it residence of an unimportant NPC)

1. **Inn of the Winged Boar** – first building on the west side of the street when entering town from the South. This two story building looks to have been built within the last 10 years and is in good repair. On the front porch, a shingle hangs with the carving of a winged pig leaping into the sky. It is the only building down the main street with lights on and sounds coming from it.

2. **Milton's Marvelous Mercantile** – This general store is the first building on the east side of the street when entering town. A little farther into town than the Inn, it is a large single story structure with a high sloped roof. From the outside, you can see two loading docks, now closed up for the evening. A large name sign with flowing script adorns the length of the front of the building.
3. **Bart's Saddlery and Livery Stable** – next to the inn and consisting of a large barn like structure and several small paddocks. In the paddocks several horses can be seen sleeping and eating their evening meal. A sign on the door says stabling can be arranged at the inn.
4. **Cartage for Hire** – small squat building next to the stable. It has several wagons of various sizes parked out back and there looks like room for more. This building is dark and closed up with no sign on it.
5. **Shrine to Ehlonna** – located at the northern most end of the street on the same side as the general store. It is a simple structure with a large garden and well cared for shrub around the property. Unlike everywhere else in town, a small candle can be seen twinkling in one of the front windows. If the party approaches the building they will find the outer door unlocked, but the door leading into the main building locked. Everything inside appears to be well cared for and a single blanket and pillow has been left out in the entry way.

The following buildings should only be described once the players have gone through the appropriate encounter:

6. **Crafterson Estate** – see encounter 5
7. **Anklebiter Farm** – see encounter 6
8. **Garlen's house** – see encounter 7

The following buildings should only be described once the players have visited the Cleric. All of these buildings have been boarded up and are in general disuse. The party should be discouraged

from breaking in as they contain belongings that rightfully go to the next of kin.

9. **Rhianna's house** – victim 1 - A plain house with a porch and the beginnings of a garden in the back. From the looks of things, the ground where the garden was being dug is very rocky and hard. This is the area where Rhianna's body was found.
10. **Culdrick's home** – victim 2 – single story dwelling surrounded by what once had been a nice fertile lawn. Now the lawn is dead and covered by small pebbles and the occasional large rock. There is an area in the corner of the back lawn where some grass has been raked and the cleric will indicate this is where the body was found.
11. **Bennett's home** – victim 3 – two story home that might once have been nice, but has been neglected for long enough to become an eyesore. The vegetable garden on the side is overgrown with weeds and debris from the house. The cleric will let the party know that Bennett was found in this garden.

Because the party has arrived in the evening, nothing in town is open, except the inn.

If the party decides to break into any of the buildings they will be arrested by the Sheriff and put in jail for 2 TU's.

If the party is injured from the encounter at the bridge, they will have to wait until the morning as the cleric is out of town for the evening and cannot be found.

ENCOUNTER 3

THE WINGED BOAR

As the party enters the inn, they are immediately greeted by the inn's namesake, a life size wooden sculpture of a boar with wings leaping into the sky over a hedge.

The inside of the Inn is pleasant and smells of baked meats and smoked wood. The few patron's

gathered around the room cast distrustful glances at the strangers and seem to be muttering amongst themselves. The bartender looks up as the door opens and greets the party,

Garrod: Male human Ftr 6/Com 2; hp 42; see appendix 1

"Greeting's travellers. Welcome to the Winged Boar. Best food and drink that Gollump has to offer. What can I get you?"

Regardless what the party orders, the bartender introduces himself as Garrod, the Bartender/Inn Keeper/Sheriff combination. Assuming the party is friendly and asks him how things are going, he will respond by saying,

"We don't get many strangers around here. You need to excuse these guys," he gestures to the other patrons in the bar, "Things have not been going well lately, and there have been some unexplained deaths in the last couple of weeks. The town has not had any murders as far back as most people can remember, so you can see how this has got everyone a little edgy."

"Normally, the only crime we see around these parts is from some of the young bloods drinking too much and getting rambunctious. Occasionally border and livestock disputes between some of the farmers erupt, but those are few and far between and quickly solved." He sighs deeply and puts down his towel. "Most of the time, my muscle is more than adequate for dealing with the type of problems we run into, but now I'm finding myself hard pressed to solve these deaths."

If the party seems sympathetic at all, he asks the party to stay around for a few days and help out.

"I used to be an adventurer, like you, you know, and I know that with your combined talents you will be more able to solve problems than I can by myself. I can't pay you much, but I'm sure I could round up some type of reward. If you'll agree to help us out, I'll go see some of our citizens tomorrow."

Assuming the party agrees, the Sheriff buys them a drink and a meal and explains the following:

- There have been three deaths in the last two weeks. There doesn't appear to be any connection between the victims as they are all different ages and sex, and appear to have been killed in different ways. They did not know each other, at least no more than any of the other townsfolk.

- The victims were all killed outside in their yards during the daylight hours, and there was no weapon found at the scene.
- He asked some of the locals and talked to Milton who owns the general store across the road. No one saw or heard anything and that's part of the reason people are so nervous.
- The local healer, Leonora, cleric of Ehlonna, examined the bodies and may be able to tell you more that he can. He has talked to her, but all she could tell him was how they were killed. If asked, Garrod is vague about these details and suggests the group go and talk to Leonora directly rather than take his word.
- None of the victims have any family in town and generally kept to themselves. Their houses weren't anything great and nothing appeared to be missing. Garrod has sent messages to some of his contacts in Rel Mord to try and track down any surviving family.
- All of the victims were found by locals, who immediately called the Sheriff before touching the body. These locals have been questioned extensively and did not see or hear anything.

If the party relays their experience at the bridge, Garrod looks concerned but not surprised.

"That sounds like Hamilton and his crew. The kid is bad news, I tell you. It's a shame, it really is, his father is Milton and he's a nice guy. Milton is responsible for building this town into what it is today. Rumor has it he used to be one of the minor nobility in Rel Mord, belonging to a group called the Swaggering Dilettantes. Unfortunately for him, he had a change in fortunes and the other members drummed him out when he couldn't keep up appearances, so he had to find somewhere else settle down, which was good for us because if he hadn't believed enough to open the general store none of us would be here. Don't worry about Hamilton and his friends, I'll have another talk to them in the morning and make sure they don't bother you again."

If the party tells the bartender that they wounded any of the thugs,

"Well, that serves them right. I knew one day they would get into more trouble than they can handle. I guess I know where I can find them tomorrow morning, at the cleric. That is, unless they have some other way to patch themselves up."

If the party tells the bartender they killed any of the thugs, the bartender looks very upset and starts to talk quieter,

"I've no doubt you were defending yourselves, but was that really necessary? I've never heard of any of these guys using weapons, well, except Hamilton. Everyone knows Hamilton is lousy with that sword he carries and the safest place is probably where he's aiming."

"Oh well, what's done is done, I guess. I'll try to keep it all quiet for as long as I can, but, just so you know, once the locals get wind of it, they will start screaming for blood. I'll do what I can as appreciation for your help, but let's hope you can find the answer to these tragedies before the people find out what you did. I don't suppose any of you are licensed adventurers?"

If any of the party are licensed adventurers ...

"That will help. Don't get me wrong, I believe you are serious adventurers, but being licensed will help me convince others you are serious and not just drifters and ruffians."

If none of the party are licensed adventurers ...

"That's too bad. If you were licensed it would help me convince the locals that you are legitimate and serious adventurers instead of just drifters and ruffians. It may not hold much weight with you, but around here the oath to the king means something. I'm still licensed you know, it helps me carry weapons when I go to some of the bigger centers. Anyway, don't worry about it. I'll cover for you with the locals – for as long as I can."

For the rest of the evening, the party can mingle with the patrons and gather information or make diplomacy checks to find out the following: (Please note, the locals do not know anything about the deaths other than it was a tragedy and has people pretty scared)

Regarding Hamilton and his friends:

DC 10 Hamilton and his friends are nothing more than hoodlums. Although they haven't done any crimes outside of starting fights, no one would be surprised if they started turning to banditry on the main road.

DC 15 About a year ago, Hamilton was sent to a military academy in Greyhawk for training. Even though Milton never said as much,

people think Hamilton was sent off to teach him some discipline. When he returned, he claimed it was because he was finished his training.

DC20 Hamilton was actually kicked out of the academy for a combination of poor performance and discipline problems. Milton had to use his money to keep things quiet in Greyhawk or Hamilton likely be cooling his heels in jail.

Regarding the Sheriff:

DC 10 Garrod is a nice guy, but not that smart. Everyone is content with him as Sheriff and until now, there has never been a reason to question his competence.

DC 20 Garrod is an ex-adventurer that saw his entire group destroyed by demons, while working for one of the Noble houses in the Duchy of Urnst. Having survived the ordeal, he vowed to give up adventuring and leave the Duchy to settle in more "civilized" lands.

Regarding general information about the town and its population:

DC 5 The town was founded by Milton who decided to settle in the area and bring goods in to sell. It is a peaceful place and for the most part everyone gets along and minds their own business.

Leonora is the cleric of Ehlonna and is well regarded. She was raised by druids and keeps to herself, but can be counted on to administer herbal remedies and aid to those that need her.

DC10 They do get their fair share of travelling types. The sheriff, the sage, and the Girmash family are a few of the more notables that have decided to settle in the area.

Regarding the Girmash family:

DC 15 The Girmash family are the caretakers of the Anklebiter farm. They keep to themselves and can be counted on to help out if needed. Katherine is a barbarian from the north and nice enough; the kids

tend to be just like any other children their age, except their half-orcs; and the father is a good citizen despite the fact he is a full blooded Orc.

DC 20 Argoth Girmash is a full blood Orc that met and fell in love with Katherine, a Barbarian from the North. According to rumor, Argoth is an accomplished fighter and veteran of the Greyhawk wars. During his first skirmish, he realized that Orcs were being ill used by the ruling powers and decided he would no longer carry out the orders of mayhem and destruction. During the chaos of battle he slipped away and started making his own way in the world, generally doing good things, but in disguise, so as to hide his heritage.

Regarding the sage:

DC 10 The sage's name is Garlen and is just a harmless old man. He keeps his lawn and house in good shape and mostly keeps to himself. Occasionally, he will get visitors from out of town bringing him packages, but that hasn't happened for several months.

DC 15 About two months ago, Garlen received a package from Rel Mord that he was very excited about. Since then, he has been very secretive.

As the party decides to retire for the evening the Sheriff will call over one of the members and says thanks for looking into this for him.

"If you want to get a quick start on your investigation, Leonora is usually at her temple down the street at dawn. She will be sure to see you right away. Good luck and have a good nights sleep."

ENCOUNTER 4

LEONORA OF EHLONNA

The sky is just starting to lighten up when the party comes across the temple at the end of the street. Unlike last night, both sets of doors are open wide and they can hear the sounds of prayer coming from within. Just as they enter, the old woman finishes her ritual and turns to the party,

Leonora: Female human Drd 3/Clr 3

"Good morning, strangers. What brings you to the Temple of Ehlonna this day?"

If the party is injured, the Cleric will heal up their wounds using spells before telling them what she knows about the deaths.

"I have already told the Sheriff as much as I can about the how the victims died, but I will be happy to tell you as well."

"The first victim, Rhianna, was in her 30's and seems to have been killed by a hit on the head. She was found face down in her back yard in an area that looks like she was recently digging up to start a garden."

"The second victim, Culdrick, was an old man in his late 60's. He was killed by four round puncture wounds to the chest. The wounds were in a row about 3 in. apart. He was found on his back on his lawn."

"The third victim, Bennett, was a man in his early 40's, killed by a slash to his neck. He was found on his side in the middle of his vegetable garden on the side of the house."

"It is a tragedy, but the victims have traveled onto a better place now. It's too bad you arrived when you did, we buried the last victim last week."

All the victims were apparently found by locals who immediately called the Sheriff before touching the bodies.

If asked who knew the victims, she will let the party know the victims did not have any family in town, that she know of, but they could talk to Milton, the owner of the General Store. He knows a great deal about the people in town and may be able to tell the party something she can't. He probably won't be at his store this early, but can be found at his house just outside of town.

If asked if there have been any other strange injuries or incidents, she will tell the party that aside from the normal farming accidents, Garlen, the old sage, came in about six weeks ago with a large bump on the head. He apparently fell off his ladder at home and hit his head. A couple weeks later, he came in again muttering to himself and complaining about a headache. When she asked if anything was wrong besides the headache, he said no. He was working on a new project, that's all, and was distracted.

Before the party leaves, the cleric will give each of them a cure light wounds potion.

"Normally, I treat ailments with herbs and natural remedies, leaving magic to be used in only the most extreme circumstances. However, if you are trying to catch a killer, something with immediate effects might be of more use than simple herbal remedies."

If the party decides to go to Milton's house, continue on to Encounter 5.

If the party decides to go to the Anklebiter farm, continue on to Encounter 6.

If the party decides to go to see Garlen, the Sage, they will find that no one is home, and nothing looks amiss. The house has been secured and is dark inside. Traps have been set at the windows, doors and on a chest in the corner inside of the house. If the party tries to break in they will trigger the appropriate response.

Fire Trap: CR 3; 1d4+7 fire damage; Reflex Save for half (DC 17); Search (DC 29); Disable Device (DC 29).

Description: When someone other than the caster opens the object, a 5ft. radius explosion fills the area. The item guarded by the trap is not effected. (see PHB pg. 231 for complete details).

ENCOUNTER 5

THE CRAFTERTON'S ESTATE

As the party approaches the house they see a body matching the description of Milton sprawled across the front lawn. Assuming the party examines the body, Hamilton and his friends come down the road and see them looking at a dead body. Hamilton immediately cries out in

alarm and rushes in to attack. He is incensed with grief and calls on his friends to attack the outsiders and make them pay for the problems they've inflicted on the town.

"I know you've been killing people in this town. Only now, have you grown bold enough to show your cowardly faces."

Hamilton and his friends will not listen to reason and the party has two choices – kill or subdue them.

Hamilton, Male Human Com2/War1: CR 2; HD 2d4+2 (Commoner), 1d8+1 (Warrior); hp 13; Init + 2; Spd 30; AC 14 (Flatfooted: 12 Touch: 12); Atk +3 base melee, +2 base ranged; +4 (1d3+2, Unarmed); +3 (1d6+2, Sword, short); +3 (1d4+2, Dagger); AL CN; SV Fort + 4, Ref + 3, Will + 0; STR 13, DEX 11, CON 12, INT 10, WIS 8, CHA 10.

Skills and Feats: Intimidate + 2, Ride + 3, Wilderness Lore + 0, Improved Unarm Strike, Run, Simple Weapon Focus: Unarmed

Weapons: Dagger; Short Sword
Armor: Leather.

Thugs, Male Human Com2: (4); CR 1; HD 2d4 (Commoner) ; hp 6; Init + 0; Spd 30; AC 10 (Flatfooted: 10 Touch: 10); Atk +2 base melee, +0 base ranged; +3 (1d3+1, Unarmed); -2 (1d4+1, Dagger); AL CN; SV Fort + 1, Ref + 1, Will + 0; STR 12, DEX 10, CON 10, INT 8, WIS 9, CHA 8. **Skills and Feats:** Profession (Farmer) + 1, Ride + 3, Swim + 4, Wilderness Lore + 2, Run, Track, Simple Weapon Proficiency: Unarmed, Weapon Focus: Unarmed.
Weapons: Dagger

Tactics: Like the attack at the bridge, Hamilton and his friends will not draw weapons on the party, choosing instead to use their fists and beat the party into unconsciousness. If any of the thugs were killed at the bridge, reduce the number accordingly. If Hamilton and his friends were injured at the bridge, they have not been healed as they have not been home or to the cleric. Any subdual damage has been healed, however.

If the party kills the youths, the Sheriff will not be very pleased, but is so desperate to solve these crimes, that he is willing to believe the self-defense justification.

If the party subdues the youths, the Sheriff will apologize for the young people's rash behavior and promised to keep them out of the party's way until the mystery is solved.

Either way, the Sheriff will take the bodies off of the party's hands.

A search check (DC15) of the site where the body was found will reveal that the Merchant was killed while tilling the ground. Besides the victims tracks, there are a set of footprints leading into the field and back, that disappear on the hard packed surface of the road. Intelligence check (DC10), the party will notice that the hoe the farmer was using on the field is missing. Heal check (DC15) will reveal that something like a hoe is probably what was used to kill the man.

The death of the Merchant should lead the party back to the Sheriff, who, if told that the hoe is missing and suspected to be the murder weapon, will say the other victims wounds may have been caused by farm implements as well. They did not find any murder weapons at the other sites, and now that they mention it, the garden tools the victims were using were also missing. The first victim looked to be digging a garden, but no shovel was found; the second victim looked to be raking out his lawn, but no rake was found; and the third victim looked like he was working the rows in the vegetable garden, but no spade was found. The Sheriff tells the party that although this answers what killed the citizens, it still doesn't say who, and what they would want with common farmer instruments.

Unfortunately, Garrod is even more confused by this latest piece of news and suggests the Girmash clan on the Anklebiter farm may be able to help. It's a long shot, but the kids do a fair amount of exploring in the woods and maybe they've seen something.

If the party decides to go to the Anklebiter farm, continue to Encounter 6

If the party decides to go to the Sage, he is at home, and go to Encounter 7

ENCOUNTER 6

THE ANKLEBITER FARM

As the party approaches the gate of the Anklebiter Farm, they see two signs, one written in common, the other in orc. Both signs say the same thing, Welcome to Anklebiter Estate, Home of Alton Anklebiter, run by the Girmash Family. The writing is nicely done on both signs and appears to be rather recent. The farm itself consists of a well maintained manor house, barn, goat pen and

about 20 acres of arable land. When the party knocks on the door of the manor house they are greeted by a middle aged sturdy women with blonde hair and blue eyes. Knowledge region or Bardic Knowledge check (DC 15) will reveal she is likely of Suel descent and a Northern Barbarian.

The party can smell food cooking and a gruff voice in Orc calls out "Katherine, who is it?" The women calls back that it's a party of travelers by the looks of things, and asks the party what they want. Provided the party is amenable to Katherine and not outwardly rude, she will invite the group in to talk and have lunch. If the party is rude, Katherine will slam the door and tell them to leave. A diplomacy check (DC20) will be required to get her to open the door again. Under no circumstances will she let the group in and extend the hospitality she once would have.

In the dining room, she introduces her husband, a full Orc named Arghoth, and her half-orc daughter and son, Diamond and Sky.

Arghoth: Male Orc Brb 4/Ftr 2; hp 54; see appendix 1

If the party asks about the family, her and Arghoth will explain that they have several children, most of which are travelling the lands. In the last year their three elder children left home to pursue lives as a Cleric, Warrior and Druid. To the best of their knowledge, all are doing well, but if the party has heard anything, they would appreciate a message. The cleric's name is Grot, the warrior's name is Twinkle and the druid's name is Star.

If the party asks about the deaths or any strange occurrences in the area, Arghoth and Katherine will indicate they know nothing, but Diamond and Sky will speak up and say they have been hearing strange noises coming from the old sage's place.

Arghoth will look sternly at his children and tell them they should not be bothering the old man.

"Heed my words, he's dangerous."

The children role their eyes in response, obviously unconvinced, having heard this lecture before.

Arghoth will turn to the party and explain, "The folks around here think the old man is just an old sage. A scholar that has traveled and decided to settle down in the area. They regard him as harmless, but I know better. In my adventuring days, I saw many of his type. He's a magic user I say, and magic users are a dangerous, unpredictable lot. A little touched upstairs, if you know what I mean."

If the party asks Arghoth about his past, he seems evasive but will explain that people are people and just because some Orcs like to kill and maim, doesn't mean he does. He has never needlessly hurt anyone, and will not abide those that insist he has. If the party seems open to hearing Arghoth's past ...

"I was originally part of a party of the Orcs that were sent into Nyronnd to sack a small village on the border. It never did sit right with me, attacking innocents, so I left before my group got to their destination and spent the next several years traveling around trying to undo some of the damage my brethren caused. Before I met Katherine and settled down, there were rumors of the Orc offspring, Half-Orcs, starting to form an organization dedicated to the same cause. I think their name was something like Order of Half-Orc Heroes. I don't know if anything ever became of it, but it's nice to see the thought is out there.

Anyway, for what it's worth, I was able to make a difference and a good impression on some of the groups I met along the way. If any of you get to Adrean's Landing and decide to try your hand in the Gladitorial arena, mention my name and they'll help you streamline your training and promotions. Well, good luck to you guys trying to figure out this problem. If you need a place to stay, feel free to stop by and I'm sure we can put you up for the night."

Arghoth, Katherine, and the family don't have anything else to impart to the adventurers except that they are just as surprised and worried about the deaths as anyone. Although they haven't been blamed for anything for a long time, if these murders go unsolved for much longer, they fear the townsfolk might just turn to them as scapegoats.

ENCOUNTER 7

GARLEN'S HOUSE

Regardless whether the party comes to the Sages house after Milton's or after seeing the Girmash family, they can knock on the door and/or do listen checks (DC 10). Listen checks will reveal the sound of wood tapping on wood and the muffled voice of a man saying "Play, play my children. You are free from the bondage of your masters. Never again will you be forced to toil away in hard dirt and rock. From this day forward, you shall

shine and dance like the liberated creatures you are!"

Knocking on the door will be elicit a "Go away" response. The Sage will refuse to let the party in, but the party can look in one of the windows and see a well lit room with four farm implements dancing and weaving around the room. In their center an old man is laughing and hopping waving his hands in the air.

If the party tries the front door, they are able to open it as it is not locked and they will see the same thing.

As soon as the door opens, the old man faces who ever opened the door and yells "Begone, cruel masters! No one will take my children from me." He cries out for his children to attack.

Trap: see Encounter 4 Fire Trap. The wizard has only dispelled the Fire Trap on the front door and the chest in the corner. The traps on the back door and windows are still intact and will activate if anyone other than the caster open them.

Garlen, Male Human Wiz7: (CR7); HD 7d4 (Wizard) ; hp 19; Init + 2; Spd 30; AC 16 (Flatfooted: 12 Touch: 13); Atk +2 base melee, +5 base ranged; -2 (1d3-1, Unarmed); +2 (1d4-1, Dagger); AL CN; SV Fort + 2, Ref + 4, Will + 5; STR 8, DEX 14, CON 10, INT 16, WIS 11, CHA 10.

Skills and Feats: Alchemy + 10, Concentration + 10, Knowledge (arcana) + 10, Knowledge (Geography) + 5, Knowledge (History) + 10, Knowledge (Infernal) + 5, Knowledge (Law) + 5, Knowledge (Literature) + 5, Knowledge (Nobility) + 5, Knowledge (Politics) + 5, Knowledge (religion) + 10, Knowledge (The Planes) + 10, Spellcraft + 6, Brew Potion, Craft Wondrous Item , Scribe Scroll , Spell Focus: Divination.

Spells Prepared (Wiz 4/5/4/3/1): 0 - Arcane Mark, Dancing Lights, Ray of Frost, Light; 1st - Alarm, Unseen Servant, Color Spray, Ray of Enfeeblement, Shield; 2nd - Arcane Lock, Protection from Arrows, Detect Thoughts, Touch of Idiocy; 3rd - Dispel Magic, Hold Person, Suggestion; 4th - ~~Fire Trap~~.

Magic Items: Ring: Protection +1; Wondrous: Amulet of natural armor (+1); Wondrous: Brooch of shielding (5 points left).

Children (4): CR 1; Small Construct ; HD 2d10 (Construct) ; hp 11; Init + 1; Spd 30; AC 14 (touch 12, flat footed 13); Atk +0 base melee, - base ranged, -4 grapple; +1 (1d4, Slam) ;

Space/Reach: 5ft./5ft.; AL N; SV Fort + 0, Ref + 1, Will -5; STR 10, DEX 10, CON --, INT --, WIS 1, CHA 1;

Special Attacks: none

Special Qualities: hardness 5/-

Description: Each child is finely polished and clean. There is a shovel, rake, spade, and hoe.

Tactics: When the combat begins the wizard's children are in a circle around him in the center of the room. As a standard action, for the first four rounds he will order one of his children/round to attack a party member(s). On the fifth round he will start to fight himself. Even if the wizard dies, the children will continue to attack until the victim goes unconscious. Unless the wizard orders the child to change targets (as a standard action) each child will only attack the original target.

After the battle is complete, the party can do a thorough search of the room (DC20) and discover a chest in the corner containing a book entitled Divine and Arcane, the Mysteries of Unknown Rituals. Many of the pages have been burnt and the cover is scuffed and battered, but inside is a partially burnt letter from the Wizard's Guild in Rel Mord. The letter says ...

... good luck with this book. It speaks of powers that were only rumor, until now. Most here think the rituals ridiculous and ramblings of a mad man, but at least the door is open to the progressive approach that spell casters can be both divine and arcane. There is even talk of starting to train a new type of caster called the Mystic Theurge, but I'll believe it when I see it ...

Spellcraft, Bardic Knowledge or Knowledge Arcana (DC10) will reveal that the book has been damaged by misfired spells. Any arcane or divine caster in the group can look through the pages and see that the book looks to be a guide for combining Divine and Arcane spells through complex rituals. They can also see that spells are extremely difficult and would be beyond all but the most powerful spell casters.

In addition, the search reveals a small chest in the desk containing 100 gp in gold coins, and a notebook with names of contacts in Greyhawk, Garlen used to purchase magic items and rare objects.

Garlen himself is wearing a ring of protection +1, amulet of natural armor +1, and a brooch of shielding (5 points left).

The party should be reminded at this point that Garlen was a member of the community and not some bandit or monster. Looting his body and taking his belongings will likely be looked upon unfavorably.

CONCLUSION

Assuming the party returns to tell the Sheriff what they found, he will react by calling Leonora.

If the party kills the Sage, the Sheriff will mention he is sorry for the old man, but is glad the mystery is solved.

If the party subdues the Sage, Leonora will volunteer to take him to a facility in Rel Mord where he can be properly cared for.

In either case, Leonora will say that it is a shame. She should have known something was wrong when he bumped his head, but who would have thought it would go this far.

Having taken care of the Sage, the Sheriff will turn to the party and ask them about Garlen's home and if the party secured it. He will ask the party to return with him, so he can make sure none of Garlen's belongings are missing and any money he had is taken into custody for safe keeping. The Sheriff wants the party can act as a witness, just in case someone thinks to accuse him of stealing.

If the party left all of Garlen's belongings where they were and/or turned them in to the Sheriff, the Sheriff will take the gold, the old book, Garlen's magic items, and the notebook into custody, and will offer to have the list of contacts copied out for the group to take with them. The book will be returned to the Rel Mord Wizard's Guild and the rest of Garlen's belongings will be go to his next of kin. Also, he will explain that he just settled on the reward this afternoon and thinks the party will be pleased. He has managed to get together 600 gp for each member and has arranged for an additional 50 gp per member to be given as payment for the damages and hardship inflicted on the party by Hamilton and his friends. (The additional 50 gp is only available if the party did not kill Hamilton).

If the party took the money, the Sheriff will search the room and look confused and say that he was always under the impression Garlen was a reasonably wealthy man. He will look at the party and one person in the party can make a bluff check (DC15) on behalf of the entire group to

convince the Sheriff that they took the money for a good reason, that is safe keeping, or that there was no money at all. If the bluff check fails, the Sheriff will look disappointed and say that he thought better of the group, and had actually settled on their reward, just this afternoon. Go ahead and keep Garlen's money as your reward. I will give your reward money to Garlen's family when I find them.

The Sheriff will also look at Garlen's body and check for the ring, amulet, and brooch. If these are missing, he will look at the party and ask them if they know where Garlen's magic items are. Everyone knows he used to wear them, and he doesn't believe he would have taken them off now. If the party gives him the items, he will graciously accept them and bid the party good day. If the party does not give him the items, he will take the party into custody and have all of their belongings searched. At this point, the party will forfeit the reward and Garlen's money. The Sheriff will give each person 25 gp for their trouble and ask them to leave town right away.

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 One

Cross the bridge without paying the toll

APL 2 60 xp

Cross the bridge only paying 2 gp per person

APL 2 30 xp

Encounter Five

Defeating Hamilton and his friends

APL 2 60 xp

Encounter Seven

Defeating the Children

APL 2 90 xp

Defeating the Wizard

APL 2 150 xp

Story Award

Objective(s) met:

APL 2 50 xp

Discretionary role playing award

APL 2 30 xp

Total possible experience:

APL 2 450 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Seven:

APL 2: C: 650 gp

Total Possible Treasure

APL 2: C: 650 gp

Appendix 1

Garrod, Sheriff, Male Human Ftr6/Com2: Medium Humanoid ; HD 6d10 (Fighter) , 2d4 (Commoner) ; hp 42; Init + 1; Spd 30; AC 11 (Flatfooted: 10 Touch: 11); Atk +10/5 base melee, +8/3 base ranged; +11 (1d3+3, Unarmed); +10/5 (1d10+3, Sword, bastard); +10/5 (1d4+3, Dagger); AL LN; SV Fort + 5, Ref + 3, Will + 3; STR 17, DEX 13, CON 10, INT 8, WIS 12, CHA 12.

Skills: Bluff + 3, Gather Information + 2, Intimidate + 2, Listen + 3, Ride + 2, Spot + 3.

Feats: Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Unarmed Strike, Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency: Bastard Sword, Weapon Focus: Unarmed.

Weapons: Dagger; Sword, bastard

Argoth, Male Orc Bbn4/Ftr2: Medium Humanoid ; HD 4d12+8 (Barbarian) , 2d10+4 (Fighter) ; hp 54; Init + 0; Spd 30; AC 13 (Flatfooted: 13 Touch: 10); Atk +10/5 base melee, +6/1 base ranged; +10 (1d3+4, Unarmed); +6/1 (1d8+6, Axe, orc double); SQ: Darkvision (Ex); RF: Orc Blood; AL CE; SV Fort + 9, Ref + 1, Will + 1; STR 18, DEX 10, CON 15, INT 6, WIS 10, CHA 9.

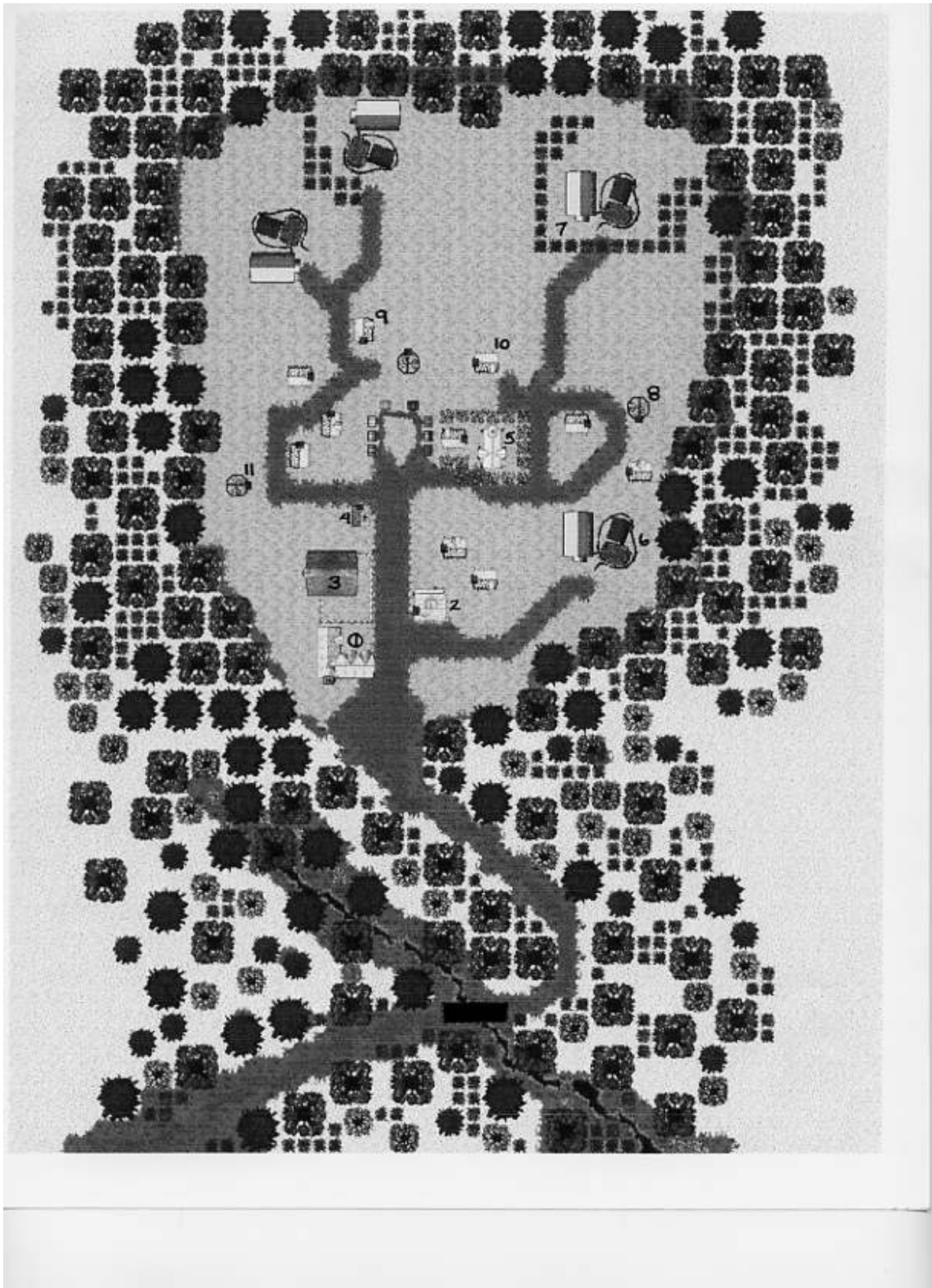
Skills: Climb + 3, Handle Animal + 4, Intimidate + 6, Knowledge (nature) + 0, Ride + 2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Cleave, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

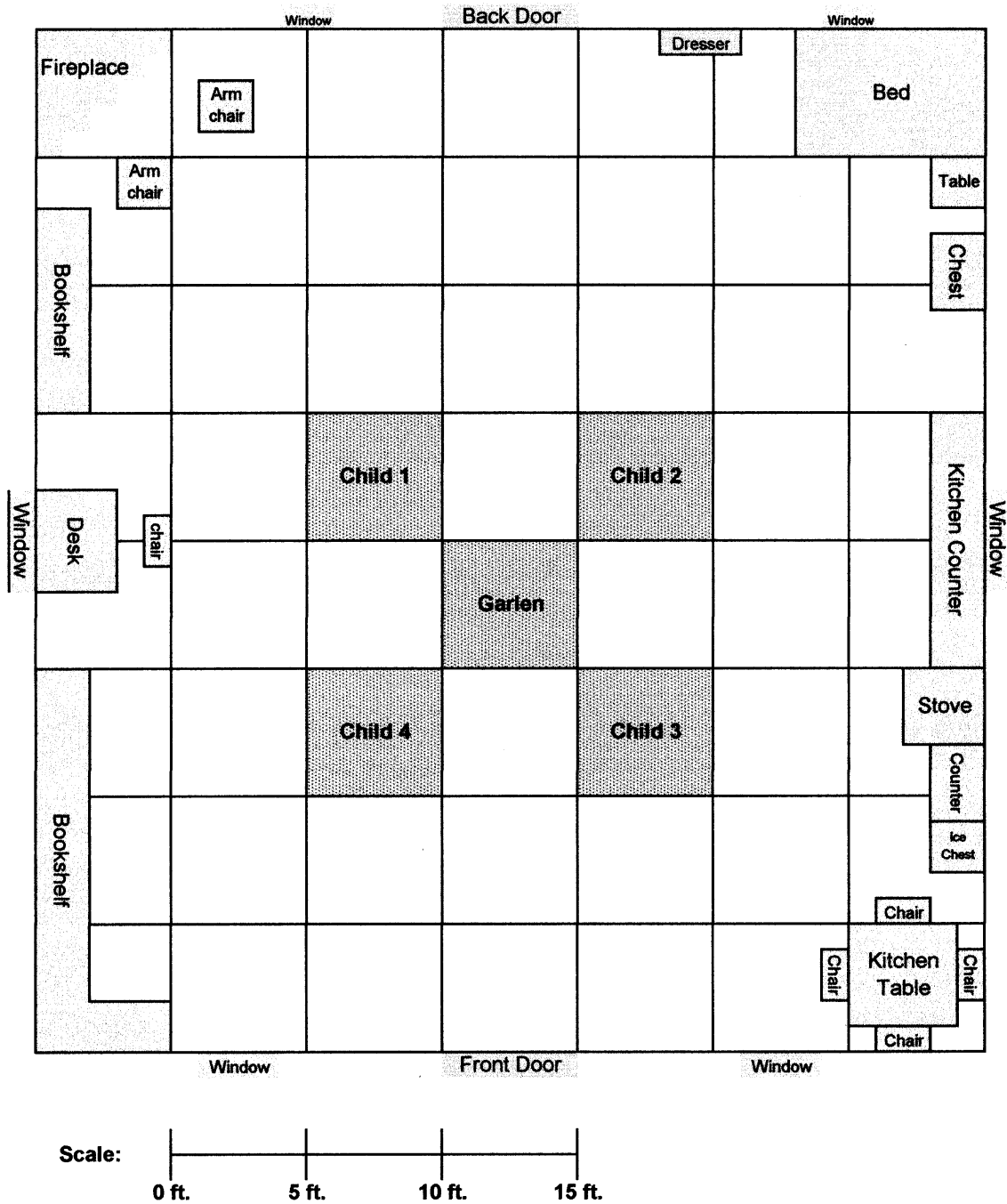
Weapons: Axe, orc double.

Armor: Hide.

DM Aid #1 – Map of Gullump



DM Aid #2 – Garlen’s House



Player Handout #1

