

NYR5-S01

A Tale to Tell in Taverns

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

Version 1.0

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The tiny town of Felton has need for some adventurers deep within the Anodan Hills. A dangerous tale for first-level adventurers 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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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Kingdom of Nyrond. Characters native to Nyrond 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

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

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 hamlet of Felton is peaceful and quiet – a veritable hideaway – far from the maddening crowds. It is home to hermits, recluses, goatherds, and a quiet scholar who enjoys its remote beauty and serenity. Located twelve miles off the nearest major road and with no clear access except for a dry riverbed to show people the way, there are usually no visitors or disturbances of any kind to upset the delicate balance of this quaint town.

That is until the disappearance of two young girls three days ago.

The two young girls, Laurissa and Dewshelle, are wards of the local seamstress Karmala, and work with wool and in the refining of lanolin for use in soaps and lotions. They were out in the Feltonwood, a half-day's walk from Felton, looking for fragrant flowers for soaps when Laurissa fell into an odd hole in the ground. Dewshelle called and called after her friend, and after hiding her bag of flower petals and thistle branches nearby, proceeded to climb down into the hole in search of her dear friend.

What the two girls stumbled upon was a new airshaft for the infamous Rent. The Rent is a coalmine run by Sir Pierell Dempstren, a petty noble with a big secret. He runs a mine impossibly deep and far into the Anodan hills with the use of undead. [No Knowledge or Bardic Knowledge checks will reveal this information – it is a well-kept secret.] He keeps human slaves around to man the upper levels and to transport and refine

the raw ore. He does little to care for the humans who are just as valuable to him dead. The humans on the upper levels ready the ore for market and provide a false cover. No one outside of the Rent interacts with the unliving workers deep in the earth. Very few deal with the living human slaves.

The taskmasters of the Rent install airshafts in the winter, when few wander around the hills. In truth, the only reason for the vents is to allow the human taskmasters to visit and survive the lower levels as the undead need no fresh air. This air vent, less than five miles from Felton, is the farthest they've ever opened. Given the changes in Nyronnd recently, the taskmasters were emboldened and somewhat pressured to open this vent in a less remote area than usual. Typically these holes are very deep, at times over 300 feet or more, and have sheer walls which make them very difficult to climb – so no guards, traps, or warnings are posted nearby. A small collapse caused by spotty workmanship in this particular vent has left an opening into two of the upper mine layers.

The girls remain in great danger, but are not dead. Laurissa has fallen into a mazelike section of an abandoned corner of the mine. For now, she has remained undiscovered.

Dewshelle climbed down with considerable trouble and is on the uppermost level, entering the human inhabited parts of the mine through a small cave-in. She wandered the level and was mostly ignored by the slave workers until a cook, Morgan, spotted her as an outsider. The cook has hidden the girl successfully and even managed to send two of her scullery hands off to look for the girl's friend.

A local ranger, Blix, was looking for the girls, has disappeared. Blix has fallen to his death at the bottom of this vent.

Adventure Summary

Lady Hystander (Wiz8) of Felton, a prominent member of the secret Sagacious Society, has need of a rare thistle and some very peculiar nettles to finish an experiment. One big problem, the thistle and the nettles are on the lands of Sir Pierell Dempstren. Neither her family nor she herself have ever tolerated Dempstren, nor he them for that matter, so she will never be allowed to walk his lands. His large private militia makes it too risky. Although she suspects she wouldn't be harmed, she's fairly certain Dempstren would use her trespassing to his advantage.

Dempstren's reputation and warnings on his trespassing signs keep all locals off Dempstren's lands. Still, Lady Hystander took a risk and told two local girls of the thistle and the nettles as well as approximately where they might find them. The two young ladies normally forage Feltonwood for various fragrant flowers and other natural aromatics for the soaps that the seamstress makes with the wool's natural oils. The thistle is just beyond it and the nettles should be just within Dempstren's lands, from what the Lady Hystander understood.

When the girls disappeared, Lady Hystander did what she could to help locate the girls, both because she feels partly responsible, and also because she wants the thistle and nettles. She tried to pull strings to get the local militia to this remote town but this failed given the current state of Nyronnd. The lady also recalled a favor from Blix, a ranger her family knew. Alas, Blix has also disappeared.

Blix has now been missing nearly as long as the girls. Lady Hystander has enlisted the help of Thesbo Hinkleherd, a local gnome shepherd, to journey to the main road and beyond in hopes of finding a group of adventurers to pick up the task of finding the girls.

The adventure begins when Thesbo bumps into the adventurers on the road between Wragby and Oldred. The Goat Keeper is quite a character and will appeal to every possible type of motivation, short of paying for their services, to get the characters to come to Felton. He knows he will be well paid if he completes this task for the Lady.

When they arrive at the Undercoat Inn, the adventurers are quickly told of the situation. The Lady, who arrives shortly after the party does, mentions only in passing the presence of the Rent.

Most of the town of Felton is detailed should the PCs decide to stay in town for any length of time, or require the help of a priest or supplies. The PCs can explore the small town for more information or can venture off right away.

In time the PCs should venture into the woods picking up the trail or getting help from some of the locals to put them on track. They find the airshaft and can easily descend below to the cave-in entrance on the first level.

The PCs should eventually find Morgan and Dewshelle, which will draw the attention of one of the taskmasters, an adept in the employ of the Witches of the Bright.

If the party defeats the adept, they receive the location of Laurissa from Morgan's scullery hands. It seems none of the mineworkers will venture far into the mines. The PCs easily find Laurissa but must defeat a team of the undead workers before getting out.

Lady Hystander rewards the party handsomely and finds that Dewshelle and Laurissa have indeed gathered the thistle and nettles she desired.

Preparation for Play

Before you begin, ask the PCs the following and note it in advance:

- What lifestyle are they playing this adventure at? Note the appropriate modifiers to Sense Motive, Gather Information, and Diplomacy checks.
- Generally what does the PC look like? Is he/she wearing adventurer's clothes, armor, weapons, and do they display any holy symbols?
- How does the character travel, do they commonly have a weapon or bow ready?
- Note the alignment of the PCs. If any of the PCs are good, assume that Glerma will cast bless just before the combat in Encounter Five – Area 6

Introduction

The following serves to introduce the characters to some of the events, key NPCs, and geography of Nyronnd. Feel free to improvise or change it as the events of the region dictate.

Key things to include in your version will be:

- Adventurers have just left Wragby and are headed to Oldred.
- The southern lands are a dangerous place for able-bodied adventurers to be wandering about at this time.

You feel as if you've left Wragby just ahead of a storm. The city appeared to be full of brutish guardsmen in a livery you did not recognize. Whispers on the street said if you were found in the city as an adventurer, licensed or not, you'd be pressed into service for the new Emperor if not imprisoned or enslaved. Who is this new Emperor they are whispering about?

As you left the city you saw just how gracefully and compassionately this could happen – as a troop of twenty guardsmen surrounded and pummeled to unconsciousness five adventurers leaving the Daring Keel Inn. Regardless of the rumors, or the gathering clouds of some dark and dangerous time, you had planned to leave Wragby and head out in search of adventure. You pass through the gates wondering if the next time leaving a city such as this will be so easy.

The road out of Wragby leads north and then east to Oldred. It appears as if a number of other adventurers have fallen in with you as you walk the road.

Have the PCs introduce themselves to each other. Encourage the exchange of gossip at this point by suggesting that the PCs not only describe themselves but also speak in hushed terms of things they may know about the current state of Nyrond.

Within the first mile out of town you see a company of soldiers ahead in the now familiar dark livery of Red and Purple, with Black trim and Gold bursts. A squad of about twelve cavalymen accompanies a platoon of easily forty infantrymen. On the edges, a half a dozen rangers pace the troops with eyes always on alert.

A group of twelve commoners follow in manacles. Others, perhaps fellow adventurers, also follow, most looking quite dejected, and all holding banners in a strange, dark Nyrond coat of arms.

You had hoped this would be the beginning of a profitable or heroic escapade, or perhaps for some of you, your very first adventure. But now, instead, all looks rather grave. As you look on, two of the sharp-eyed scouts spot you on the road. The cavalry's lances come down as they spur their horses into a run.

Just as it looks as if they are sure to run you down, a sound off the road catches their attention. Strangely, the entire company, with slaves and retainers in tow, turn and charge off into the barren lands to the West. It's hard to believe it, but you just escaped certain capture.

Thesbo is nearby and well hidden (he took 10 and used cover and distance to his advantage). He used his gnomish abilities to conjure up an

illusionary Ogre (Spot DC 12) with a symbol of Heironeous around its neck (Spot DC 20). The Ogre called out in common to the troops, "Down with the sewer emperor, long live King Lynwerd." (Listen DC 10). The lead soldier, also the commander, falls for it and runs after the illusion. The rest of the company quickly follows suit.

Soon, the road ahead is empty as far as the eye can see.

The PCs can choose to pursue the troops or wait around for their return. However, either choice is a very bad one and you should encourage the PCs not to do so. Should they persist in these actions, even for a good reason like freeing the slaves, have them nearly captured and give them one more chance to flee. Should they still persist, they will be captured and pressed into slavery for a period of time. Charge them 16 TUs and end the module.

The commoners and adventurers following the soldiers keep in step and march off the road regardless of the player's actions. Thesbo doesn't approach the party at this point but waits until they are much closer to Felton. Hopefully, the PCs will accept their good fortune and eventually continue on up the road.

Continuing along the road after your harrowing escape, the low brownish-green Anodan Hills rise to the north. The hard rocky earth of the coast gives way to loamy rich farmlands as you turn east towards Oldred.

Even a dozen miles from the coast you catch a scent of the sea upon a cool breeze. It could be that the breeze came from Oldred, famed for its shipyards. Perhaps, in a more peaceful time, the road ahead would have lead you out onto the bay from Oldred and then onto any of dozen fabled isles in the Relmor Bay that are rumored to house evil men, valuable treasure, and powerful magic. You have heard other more seasoned adventurers returning from Relmor Bay and talking of red-garbed warriors and of monkeys, evil vile monkeys, who will bargain for dairy goods. Hah! It's easy to tell which of these speculations is wild rumor and which is worth warding! Then again, the current state of Nyrond seemed to be just as far-fetched a few weeks ago.

Encounter One: The Gnome on the Road

As you approach a dry creek bed, in the distance you spot a small boy followed by what could only be a large sheep. He waves and closes ground running towards you.

As the small figure comes closer, you realize it's a somewhat disheveled young gnome with a crooked staff. In a high voice he says, "Greeting travelers, the town of Felton has dire need of your help!"

This is a short role-playing encounter. Thesbo will seek to convince the PCs to come to Felton – going a bit overboard even if the PCs look to agree. The sheep, Munch Hinkleherd, is trained to nod in agreement and “bahhhh” when asked, “Isn't that so?” by the Shepherd.

The gnome has no trouble playing fast and loose with the facts and will try to shape the situation into something the PCs will want to do while making it sound like a better alternative than proceeding to Oldred or returning to Wragby.

If the PCs do not have someone who can track, Thesbo will help the PCs in Encounter 4 to find the girls.

These are some things Thesbo could try. Feel free to embellish or ad-lib as you see fit, and add the requisite “Isn't that so?” at the end of each statement of ‘fact’.

- He will tell the PCs about the missing girls. He will say that the girls are extremely well loved, saved his sheep (twice, “bahhhh, bahhhh”) and commonly nurse kittens back to health (partially true, it was only one kitten, and the sheep wasn't really in trouble one time, it was playing hide-and-seek with the girls).
- He will tell how he helped the PCs out by casting an illusion to distract that company of soldiers. He's heard from farmers that there's a new Emperor in Rel Mord and no able-bodied adventurer (or shepherd for that matter, “bahhhh!”) is safe on the open road right now (true, so true).
- There's no militia in Felton, and he highly doubts anyone in any military service knows it exists (false, the Sewardt allied Rent militia know of Felton, good for a “bahhhh!” though).
- That if the PCs help, he may know the location of a cave containing treasure guarded by an

evil creature (complete lie, no “bahhhh!” this time, even Munch doesn't believe this one).

- A local woodsman, a Ranger named Blix, is their only help, assuming he's sober this fortnight and his gimp leg isn't acting up (the only lie is the suggestion that the ranger could be sober, he hasn't been in a year). Munch will shake his head with a discouraging “bahhhh” as Thesbo pats his head while relating this.
- He's heard that the Imperial Legions in Oldred are employing not just strong-arm tactics but powerful magic to press adventurers into service for the new Emperor (a lie as far as Thesbo knows, but it sounds good to him and Munch).
- If the PCs help, he knows the location of a pool the contents of which make you invisible – you can bottle it up and use it later anytime you want (complete lie, silence from the Sheep no matter what the Gnome does).
- One of the girls is really a bastard child of the Duke Korenfluss and will surely bring a great reward if saved (a lie, as far as Thesbo is concerned, but one of the girls is indeed a bastard child of Duke Regurd Korenfluss).

Thesbo Hinkleherd: Male Gnome Wiz1/Exp3; CR 1; Small humanoid; HD 1d4+3d6+4+3; hp 22; Init +1; Spd 20' ft.; AC 16, touch 13, flat-footed 14; BAB/Grp: +2/-2; Atk: +2 melee small quarterstaff 1d4 or +3 ranged small light crossbow 1d6; SQ gnome traits; AL CG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 8 Cha 10.

Skills and Feats: Bluff +1; Concentration +5, Handle Animal +6; Knowledge (nature) +5; Listen +6; Profession (shepherd) +5; Search +5; Spellcraft +4, Spot +3; Survival +8; Scribe Scroll, Toughness; Track

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights, ghost sound, prestidigitation*. Caster level 1st; save DC 10.

Equipment: Chain shirt, quarterstaff, backpack (containing: light crossbow, 5 bolts, 3 days of rations, wineskin –full-, waterskin –full-), used scroll of silent image.

Encounter Two: The Undercoat Inn

Following the sprightly little shepherd, you travel north into the Anodan Hills using the dry bed of the creek as a crude path. The valleys appear to be growing a number of crops. The dry southern faces on the warm hills are either covered with sheep and cows or are small vineyards with lush vines overburdened with fresh bunches of dark, plump grapes.

It almost seems as if the problems of Nyronnd don't exist here.

As the miles pass, the terrain becomes rockier. You pass an abandoned mine, and the old shell of some stone structure. Before you can ask, Thesbo says he only knows that the ruins and mine have been there since his father's, father's days.

The creek bed that has served as your trail until now, branches as the surrounding farmlands come to an end. Beyond appears to be chaparral-grazing lands with spots of light tree cover. Throughout the afternoon the only thing to draw your eye has been the bands of goats munching on the dry grasses of the hills.

As the sun begins to set, Thesbo's step speeds up as he tells you that town is right up ahead. You turn and head up the side of a fairly large hill and find yourself on a narrow paved path that leads over the hill. Felton comes into view as the sun wanes.

The first building you come to appears to be a made to resemble a huge cask sticking out of the ground. Voices, firelight, and the smell of pipe smoke waft from the doorway. In the dim of the early evening, you see that the placard out front shows a sheered sheep with its belly still wooly. In neat lettering below it says, "Undercoat Inn, Whoshy Whisser Wassleton, prop."

At this point have Thesbo ask the PCs to get comfortable at the Inn while he fetches someone who, "wants to talk to them about the girls (assuming they agreed to help find her)." If pressed, he'll provide her name, Lady Hystander. The PCs will have about hour to interact with the various NPCs in the Inn before Thesbo returns with Lady Hystander.

A stable hand lounges outside the front door. If anyone with a mount approaches he introduces

himself as Smuggly, and offers to take good care of his or her mounts. He's great with animals, and all mounts will be well tended. The barn is small, a mere 20 feet x 30 feet, with three areas, one for horses, a smaller one for dogs, and a corner area to store hay, shovels, and barding.

The Undercoat Inn itself is a roughly 30 foot round, uneven structure (just the way a judge might freehand draw a round 30 foot across room). In the middle of the room is a narrow circular stairway that takes up a mere 5 foot x 5 foot space. Any medium sized players will be squeezing going up or down and it's known that every once in a while someone in full plate gets jammed in them. The stairs lead up to five guest rooms and down to a kitchen, wine cellar, and tiny storage room. There's a trap door in the kitchen that leads to the horse section of the barn out back.

Read aloud the following as the PCs enter:

The Undercoat Inn is a cozy place. The small round main common room has a fireplace next to the door, a small bar in the back, four tables, and funny round stairway in the center that leads up and down. A large half-orc is quietly talking with an elven minstrel at the bar. Four chain-mailed men sitting at one of the tables look you over as you enter and then return to their meal. Two other men, a rotund, brown-robed, red-faced man and a peg-legged, weathered old coot, sit at another table smoking and telling tales. A young female Halfling serving wench scuttles about, waving for you to take a seat at a table.

Along the curved wall farthest from the door is a small bar, 15 feet long behind which is the owner, Whoshy Whisser Wassleton [Exp3], a hunched over half-orc who drags one foot. Coralain [Brd1], a young leather-clad half-elf woman, sits at the bar talking to the owner about playing the lute for his customers. Whoshy is not interested in paying for her services but will eventually agree to let her stay in the common room and eat leftovers in exchange for entertaining for the next fortnight.

The following can be obtained by talking to either the owner or the bard:

- Two girls, Laurissa and Dewshelle, about 13 years old went missing three days ago.
- They work for the seamstress, Karmala, and are also her wards. (Whoshy can direct them to the seamstress elsewhere in Felton if asked.)

- The girls are unpredictable, and like to have fun. They let a wild monkey loose in the inn once and it broke all the pie plates in the place. (The bard has written a ditty called Great Pie Smash about the event that everyone but the cook remembers fondly.)
- A drunken ranger named Blix went looking for them. Blix has gone missing since – he used to be one of Whoshy's best customers.
- Both know that Lady Hystander is the landowner of the entire town. Whoshy pays a very reasonable rent to the Lady, and provides her with wine for her table. Either can direct the PCs to her estate at the edge of town.
- The Bard knows everything that is currently going on in Nyrond, but will whisper this information if the mercenaries are in the room.

Four small round tables are in the room, two of which are occupied.

One table has the small group of unattached mercenaries. They are not particularly loyal to anyone, but know that Sewardt is currently in power. The squad is made up of four regulars [War1] and a sergeant [Ftr1]

The mercenaries know the following:

- Two girls went missing three days ago.
- They aren't interested in wandering around the woods looking for little girls or lost kittens.
- Although they will only hint at it, the squad is lying low in this remote village hoping to stay away from the press gangs on the road.
- One of the militia believes that Lady Hystander is a member of some society of sages within Nyrond. He collected a funny looking rock for her in Oldred once, and was paid well (15 royals) for the errand.

The sergeant, Gerhardt, was a member of the Rent's militia and knows a little more but will only provide the details if the PCs befriend the mercenaries somehow. This is possible by buying them a round of drinks and rolling a good diplomacy or gather information check (DC 15). If the PCs succeed in this, AND tell Gerhardt they are going to be looking for the girls, he'll quietly tell the following to the toughest looking member of the party (regardless of who made the checks).

Be careful out there. From the sounds of it, you'll be near the Rent. It's a huge mine just east of the woods. It's not a good place to be,

trust me. They use slaves there and there's worse, much worse, down below.

If pressed further, a single try at a DC 20 diplomacy check will get the Sergeant to tell them a little more. This time only to the character who made the check.

I used to work there. Guards rarely left service there, they more commonly disappeared. Some said that they were turned to slaves to work in the mines. I don't know if that's true, but I don't know why an able-bodied living man would permit that to happen. I'd rather die than live out my days in some dark dank mine.

At the other table Friar Squib [Clr1 Wenta] and the peg-legged Old Captain [Rog1/Exp3] are smoking, laughing, and telling tall tales. These two are always in the Undercoat Inn, always at this table, anytime day or night. The Friar will cast cure light wounds spells for normal prices and can learn any first level Clerical spells the following day, if the PCs are nice to him or buy him a drink. He gets his spells back after last call, 2am.

Regardless of what is asked of these two, they will invariably turn it into a tale of legendary drinking or frivolity. For instance, if asked about the girls, they would say that they remember a time they got drunk drinking an entire barrel of ale. They then wandered lost in Feltonwood for three days until they were found in an apple tree unclothed and couldn't remember a thing. Nearly all of these tales are completely untrue. There is, however, one exception.

If asked about Lady Hystander specifically, the captain will tell a wild story about the time she paid him to meet with a guy named Max years ago.

"I remember just before the Greyhawk Wars when I still had me leg I did a small errand for the Lady. I was a captain then, in port for a long bit o' work on me ship after she was beat up bad by Silky Trango's Outrageous Fortune. I hear Silky's still out dere." The old captain takes a long draw on his pipe and continues.

"Anyways, I got tired and ached for some sailing and responded to an advertissmint in the Sea Wench over yonder in Oldred. Tasty little deal; I was to drop off a gem, pick up a small package from some scoundrel named Max of the Road and bring it to Wragby as quietly as I could. A hefty 500 royals was the payment. Lady had contracted this highwayman to get something very hard to get. I was to collect it near Swan Bore and take it in

a small skiff down the river and along the coast to Wragby. Well, I tried to pull a fast one on him and knock him out and take the package AND the gem. Hah! I was a stupid scullery wag that day. The rogue used some sorta magic and hit me in the leg. Eventually, I lost it," he says knocking three times on his wooden stump.

"The Lady Hystander met me on the dock and paid me my money but it doesn't seem worth it in hindsight." The captain's demeanor turns serious for a second. "I slipped off da plank that day and me career slowly slipped away, too. When my work as a third mate faded, the Lady felt bad for me and has allowed me to retire here to a nice burrow on the sunny side of Felton, free of rent. Heh. Maybe it was for the best. Old salts like me usually don't get such a deal and end up dying deckhands."

"I did do one thing I regret. During the wars, I captured a pirate ship and kept the bounty for meself with but a pittance for me crew. Instead of saving that gold, I paid a wizard, a good wizard, to curse that man Max so that he too would lose his leg. I wonder if that worked."

The serving wench, and cook, is a middle-aged female Halfling named Marta Biggust. She knows little of the girls except that they were the ones who let that rotten little monkey loose in the Inn. Marta secretly has kept the monkey as a pet and keeps it in the storeroom in the basement. She feeds it leftover scraps smothered in one of her special sauces when she can. She's recently become upset over the smell of the droppings the little simian makes.

The monkey secretly hates Marta and wants to escape. It's lactose intolerant, and the cook loves creamy sauces. It has recently hidden a plate and is currently plotting to knock out Marta when she next opens the door.

Encounter Three: Lady Hystander & Felton

The doors of the Undercoat Inn open, and Thesbo enters behind an attractive older human woman in fine dress.

The lady is wearing a lace-trimmed blouse of fine linens with small jewels sewn into the fine lapels. A buttery calfskin jerkin laced up

the front with emerald green silk fits her form to the waist where it flares out in green and gold painted ridges. Leather leggings impressed with a complex knot design flow naturally to her lustrous boots, which complete a road-ready but regal outfit.

Thesbo points at you and leads the woman over. A little winded, the gnome says, "May I introduce you to my patroness, The Lady of Felton, Owner of the Felton Hill, Lady Corianna Hystander."

"Thank you for the kind introduction, my little shepherd."

"Welcome to Felton, heroes. We have need of your services in this remote and quiet town. Perhaps by now you have learned that two of the young girls in town have gone missing?"

Skip a full review of the situation if the PCs already know most of the details. Lady Corianna Hystander [Wiz8, Chaotic Good] is a carefree soul most of the time. She cares about her town only as far as it is a place where she can do as she pleases. Even when she remembers to collect it, the low rent she charges has most of the town in love with her. Thesbo and the townspeople all drop what they are doing to assist her day or night, and she cares about them when not involved in her experiments.

In this particular case, Corianna feels more involved than normal. Though no amount of sense motive or diplomacy will get her to reveal this, she talked to the girls about gathering some thistle and nettles for an experiment of hers. She knew this would take the girls close to the Rent and possibly just into Sir Dempstren's lands, but she felt confident she could retrieve them unharmed should they get caught. No one from Felton had ever been killed by the Rent's militia for wandering onto the wilderness that surrounds the 25 square mile estate within.

It was Sir Dempstren's common practice, though, to teach anyone naïve enough to wander onto his lands to keep word out that his lands are not to be traveled – usually with a good beating and a fortnight or so in a rat infested tiny prison cell.

There are rumors of those that passed the inner ring of trespassing signs and were never heard of again.

The Lady will provide any details that no one else has provided up to this point.

“The girls disappeared on the far east side of Feltonwood. Blix, a local woodsman who lives in the Littlewood, found some of their trail and told me that the girls had gone out of Felton lands. Unfortunately, after telling me he was following them, he has disappeared as well. Normally, I might call upon the militia, but I’ve found that my messages have gone unanswered.

“So late last night I dispatched Thesbo here to find a group of adventurers who might help us in our hour of need.

“The girls are 13 and 14, and look like sisters but are not. Both have Oeridian features, with green eyes. Dewshelle is the older, with dark hair and she was wearing dark blue britches and a leaf green blouse. She also would have a cloak with her, of gray wool. Laurissa has light hair and was dressed in gray wool hose and a brown over shirt. She had a dark brown wool half cloak.

“They both work for the seamstress Karmala. Besides wool fabrics and felt, we use wool oils to make creams and fragrance soaps and candles for all the courts of Nyrond. Karmala is quite talented at making such things, and has taught the girls how to gather flowers, leaves, thistle, nettles, bark, and roots to assist her in coloring and scenting the many fabrics, soaps, oils, and waxes she produces. It is not uncommon for the girls to be out two or three times a month – typically all day and into the early evening – gathering for the seamstress’s work. The woods around Felton in the past have been safe and, aside from a lone wolf or a scared bear, there’s never been much out there.

I am sure a capable group can pick up their tracks and follow or find them. I’m afraid my days of traipsing off into the woods are well behind me. If Thesbo here could handle a sword, I would have sent him already.

If asked about the lands beyond Feltonwood or if questioned directly about the Rent, Lady Hystander will answer the PCs with such.

Beyond the woods to the east lay the lands of Sir Dempstren. His lands are well marked and the outlying wilderness well patrolled. Dempstren is a wicked cad who is well connected in Oldred and not one to be reasoned with. Still, if his men had run across the girls, he is not such a fiend as to not tell

us. Though getting the girls back would likely cost me acreage. He’s always looking to ‘acquire’ land where he can.

This is completely true as far as she knows.

About the Rent she’ll add:

The Rent is Sir Dempstren’s mine. How he continues to coax coal out of that thing is beyond everyone. He must have dug tunnels to the bottom of Oerth by now.

Also true as far as Lady Hystander is concerned.

If asked about the seamstress, she will direct them to her home noting that she would likely be fast asleep now. See *Appendix B - Felton* if the PCs visit the Seamstress, the Sheerhouse, the Friar’s Chapel, Lady Hystander’s Estate, Thesbo’s Burrow or the Old Captain’s Cave.

If asked about the situation in Nyrond, she’ll provide little details. If asked about the society she belongs to she’ll tell the PCs the following:

Lady Hystander draws closer to you and lowers her voice. A fragrance about her of spice and flowers fills your nose. “Yes, I am a member of a certain group of sages. But at this time, it is not something that is good to have people talking about. I am not a seer or a sage of power as others within the society are. I work to keep Nyrond a place of knowledge and learning and not on the more political tasks like many of my fellow members. Even in these dire times, I can not veer from my course lest all knowledge will bleed from the land like the blood that is sure to stain its battlefields.”

Lady Hystander is a member of the Sagacious Society but is unsure of its status at this time. She concentrates on keeping her library going at her estate. It contains a huge wealth of knowledge about many scientific, arcane, and natural pursuits. Within the society, she is known as the most knowledgeable on the subjects of alchemy and nature outside of the AAAA and various druidic circles. Thus she is often called on for this knowledge, as the Society doesn’t like to involve outside groups.

Encounter Four: Feltonwood and the Vent

The PCs will need to track the girls to the Vent. It hasn’t rained nor been particularly windy since they disappeared. Also, the ranger was successful

in tracking the girls – adding to the available tracks.

Tracking will take three successful DC 12 Track checks to follow the trail of girls to the Vent. Each attempt in this particular case takes an hour. If no one can track, it's possible to succeed with DC 17 Search checks. Each search check in this case equates to two hours of searching.

If no one is particularly good at tracking or searching, Thesbo can find the vent after three hours of tracking.

The tracks from the girls and the ranger lead you to a small clearing in the woods, approximately fifty feet in diameter. It's obvious that the clearing is man-made as a number of trees appear to have been chopped down, and a couple of others have been completely removed, roots and all.

In the middle of the clearing is a round hole in the ground, ten feet in diameter.

If examined, a knowledge (nature) check, DC 15, will reveal that the trees were chopped down less than four months ago. A track check of DC 17 or a search check of DC 22 will tell the party that the girls and a booted medium sized person, probably the Ranger Blix, approached the hole and didn't leave the area.

If anyone searches the clearing not looking for tracks but something else, a DC 12 search check will find a single bundle of fragrant flowers, thistles, and nettles.

Eventually the PCs should approach the vent.

The hole is obviously man-made. There appears to be some mortar and some worked stone used to shore up the opening and the walls of shaft, at least near the top.

While it isn't possible to determine what this hole is for, if it was in a town or near a farm, a well would be a good guess.

A spot check of DC 15 or better from someone with low-light or darkvision will see a place where one of the sides of the vent caved in, about 25 feet down. If not, anyone descending 5 feet or more down into the shaft will see it easily.

The cave-in is easy to reach by knotted rope, DC 5 climb check. There are plenty of trees and tree stumps nearby that are perfect for tying a rope to.

Trap: The area around the cave-in is unstable and prone to further collapse. Anyone climbing through the cave has a 20% chance of triggering it, with the chance increasing an additional 20% for each subsequent PC to go through. When it collapses the PC who triggers it and anyone near the entrance below, or anyone holding the rope below, may take damage.

Additional Cave-in: CR 2; mechanical; touch trigger; repair reset; Atk +10 melee (2d6, debris and rocks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 2,400 gp.

The cave-in at 25 feet leads to Encounter Five: The Cook, The Girl, The Witch, and her Minion.

If the PCs wish to descend further, the shaft goes down 120 feet before angling slightly and then descends to 350 feet at a steep angle. At about 130 feet the PCs find another opening and the corpse of the dead Ranger. A DC 15 heal check will show the ranger took some massive falling damage but looks to have died from something dining upon him.

The opening at 130 feet leads to Encounter Six: Now for Something Scary.

If the PCs proceed past this opening a sense of dread fills each of them. If they push further, have them make a Will save starting at DC 10 and adding 2 to the DC for each 10 feet of descent to keep from succumbing to the evil dread of the place. When they fail the PCs become frightened of the vent for 3d6 hours.

Encounter Five: The Cook, The Girl, The Witch, and Her Minion

Beyond the opening is a dark, reinforced mine tunnel, 10 feet wide and heading east from the clearing. Along the tunnel are worked veins of dark rock and one or two broken picks and decrepit carts. The tunnel runs for 150 feet before coming to a three-way junction. One of the passages heads west-northwest, while the other tunnel continues roughly east.

If the PCs take the path that leads west and angling back, they will travel about 120 feet to a dead end. Seeing nothing more or less than the same worked veins as the other abandoned tunnel.

If they proceed east, the tunnel runs on for over 200 feet before a dim light appears ahead. The light is from the slave barracks, area 3.

1. The Old Tunnel Entrance. The entrance to five points (area 2) from this tunnel is partially boarded up. A DC 15 Escape Artist check for a medium sized PC will allow them to squeeze through. Small PCs can get through with a DC 12 Escape Artist check. Otherwise, the boards will need to be destroyed or removed.

Boarded-up mineshaft: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

See Judge's Aid #3: Encounter 4 Map.

2. Five points. This is a grand junction of sorts in the upper mines. From here the passages lead to the slave barracks (area 3), the kitchen (area 4), the corkscrew (area 5), the guard post (area 6).

The chamber beyond the boarded-up opening is large, with a number of openings leading away. All appear to lead towards lit areas, except one that leads down a curving ramp way.

3. Slave Barracks. No matter what time the PCs arrive, this area will be empty of all save a pet rat (non-combative).

This room is full of leaning and decrepit three tier bunk beds with moldy, rotten-smelling bedding. At first the place appears to be long deserted. But footprints, a small fire pot, and the privy against the far wall all look to be recently used.

The PCs find nothing else of particular interest. The rat likes only its master, and will not want to be with the PCs. Even if captured and some means to communicate with it is found, it knows nothing of value.

4. The Kitchen.

A short corridor of buttressed, loose dirt and stone leads to a warm, well-lit kitchen area. Working in front of the large hearth is an older looking woman and a much younger girl.

The woman, with flan tattoos on her face, turns to you and says, "Who are you? Did the guards see you come in?"

The woman is Morgan the slave-cook for the upper mines, while the girl is Dewshelle, one of the missing girls from Felton.

If the PCs immediately tell them who they are, Dewshelle will run up to them and grab hold of the

most warrior-looking woman first, or man second. Should no one appear to be a warrior, she'll run up and approach the first PC. From this point on, she will not leave this character's side without a DC 10 Diplomacy check from the chosen PC. With this check she will hide in the back of the party or wherever told to, but she will not leave the sight of the one she is attached to. She will return to the chosen PC's side every ten or fifteen minutes unless another check is made. A DC 20 check will get her to do exactly what she is told for the rest of the adventure.

If they don't tell Morgan who they are, she'll send the girl into hiding behind a secret panel (Spot DC 12 to see where and how to get to the hiding spot) and call for the guards should one of the PCs approach within 5 feet or should any PC threaten her with force.

If Morgan calls the guards, it will take a DC 15 Diplomacy check to make Dewshelle leave Morgan or the kitchen. Should the PCs not make the check, the girl will demand the PC find her friend to prove they are trustworthy. The calling of the guards will summon Glerma and her Minion (from area 6).

Assuming the PCs have not previously defeated them at area 6, the adept and her minion will arrive just before the PCs leave.

5. The Corkscrew. This is a round, downward-sloping ramp. A Knowledge (architecture & engineering) or Intelligence check (DC 5) will show that this construction is identical to the design of the vent the PCs descended in Encounter Four: Feltonwood and the Vent. This is a new ramp way, the old way having long since collapsed.

This passageway winds down, curving into the depths like a corkscrew. At the top of the ramp and every 50 feet beyond there's a small oil pot that can be lit to provide a dim light for many hours. The walls are largely a patchwork of mortar and worked stone and are of recent construction.

Trap: About 75 feet along the corkscrew there's a razor wire across the ramp way. It's positioned directly between the second and third firepots and is hard to see. Depending on the marching order, one or two PCs will trip on it possibly taking 2d6 damage each. Once found it is easy to spot and remove but cannot be replaced as it was, nor recovered for later use.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 18; Disable Device DC 15. *Market Price:* 400 gp.

6. The Guard post.

The passageway beyond slopes upward and comes to a small chamber. Beyond, through a giant locked portcullis, is what appears to be daylight.

Standing between you and the portcullis, and turning to approach you, is a fierce looking man with two funny curved swords locked into his gauntlets. Behind him stands a flan woman, strangely tattooed, and gesturing the somatics of a spell.

APL 1 (EL 3)

My 'Beloved' Minion: Male Human War1; CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +0; Spd 20' ft.; AC 17, touch 13, flat-footed 14; BAB/Grp: +1/+2; Atk: +4 melee masterwork Kukri 1d4+1 (18-20,x2); Full Atk: +2/+2 melee masterwork Kukri 1d4+1 (18-20,x2); AL CE; SV Fort +4, Ref +2, Will -2; Str 12, Dex 15, Con 14, Int 6, Wis 7 Cha 5.

Skills and Feats: Balance +2, Jump +5, Tumble +4, Weapon Focus (Kukri); Two Weapon Fighting

Equipment: Chain Mail, 2 Masterwork kukris, locking gauntlets, *Potion of Cure Light Wounds* (2).

Glerma, the Witch: Female Human War1/Adp2; CR 3; Small humanoid; HD 1d8+2d6+3; hp 18; Init +5; Spd 20' ft.; AC 19, touch 11, flat-footed 18; BAB/Grp: +2/+2; Atk: +2 melee Flail 1d8 or +3 ranged Light crossbow 1d8; SQ spells; AL CE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 8, Wis 15 Cha 8.

Skills and Feats: Concentration +9, Knowledge (religion) +1, Listen +2, Spellcraft +2, Spot +2; Combat Casting; Improved Initiative

Spells Prepared (3/2; base DC = 12 + spell level): 0—[*cure minor wounds*, *touch of fatigue* (2)]; 1st—[*bless*, *burning hands*].

Equipment: Banded Mail, Heavy Steel Shield, Flail, Light Crossbow, *Scroll of Sleep*, ~~*Scroll of Detect Good*~~, *Potion of Cure Light Wounds* (2), the note fragment

Tactics: Glerma will have overheard the PCs approaching unless they use stealth, in which

case roll opposed Listen and Move Silently checks.. If encountered in the Kitchen, she would have been doing her rounds and overheard the PCs and Morgan talking. In either case, she backs away and then casts *detect good* from the scroll (Listen check (DC 15) to hear her casting). If she senses good nearby (all the slaves and the girls are neutral), she will cast *Bless* and follow her minion into battle.

Once in battle, she will cast *sleep* from the scroll and then *burning hands*, if possible. She will direct her minion in battle with commands like, "Kill them, my Minion," or "Be on them like the dog you are, my Minion," all the while cackling as witches are wont to do.

If her minion falls, Glerma will exhaust all her energy trying to seek revenge against the character who dealt the killing blow. During her attacks when seeking vengeance she will say things like, "You will die painfully for having killed my *beloved* minion," or, "I will kill you and raise your corpse for killing my *beloved* minion."

Development: Searching Glerma will reveal the fragment of a note, "... our battle sister, please do the Witches proud and protect the Rent's secrets for our allies. If you succeed, your lizard will await you...". The PCs can guess that she was a Witch of the Bright (formerly the Witches of the Sands). A DC 15 Knowledge (local - Nyrond Meta-Region) check, given the clue above, will also provide this information.

Once Glerma is vanquished, what twisted relationship Glerma had with her minion will be a mystery forever more.

Beyond this room is an exit from the mine. This is but one entrance into the depths beneath Sir Dempstren's lands. This introductory mod should not take the PCs out of the mines here. Instead the PCs should get a sense that something big is going on here beyond where they can venture.

The Portcullis in the room is down and there's no way to open it from this side. Should the PCs try to break or lift the Portcullis have the girls, if present, try to persuade them otherwise. If the girls are not present, have the cook arrive and attempt the same thing. Beyond the portcullis are seventy-five off-duty militiamen (War1) waiting to take them to Sir Dempstren's prison cells. The PCs should survive, but will loose 8 TUs learning not to trespass.

Portcullis: 5 in. thick; hardness 10; hp 100; AC 5; Break DC 35, Lift DC30.

Encounter Six: Now for Something Scary

The lower mines smell of rot and decay. The chill in the air turns your breath to wispy vapors as you walk onwards.

Take this time to draw the map and have the PCs place themselves on it. The PCs should find the Laurissa shortly after.

As you turn a corner you see a small, dirty girl hiding in a corner. Noticing you, she jumps up and runs towards you, arms out and eyes shedding tears. The girl's shriek echoes down the mine's tunnels in all directions.

The two girls will shriek with delight at having been reunited, nothing will stop them from doing this except a silence spell. If both girls aren't there, Laurissa behaves exactly as Dewshelle did, choosing a protector and sticking to them unless a Diplomacy check (DC 15) is made. It will take a DC 20 Diplomacy Check for her to do more than hide behind the rearmost PC.

Alerted by the noise, a number of zombies will approach and attempt to cut off the PCs path of escape. The PCs will hear them approaching as they reach the limit of the PCs' vision.

APL 1 (EL 3)

Human Commoner Zombies (4): hp 11, 10, 9, 8; see *Monster Manual* page 266.

The Zombies each have a sack sewn to them that contains 20 lbs of coal, each worth about 5 gp. In one of the sacks is a small ruby, worth perhaps 200 gp, is mixed in with the ore.

If the PCs investigate this level fully or search for the Ranger, they will find what remains of his body. On the body of the ranger is a Masterwork Longbow and *potion of cure moderate wounds*.

Conclusion

Following the path you came in and climbing back up the vent, you easily find your way out of the mine and back to Felton. Saving the children from the evil in the tunnels seems like a great feat, and a great tale you now can tell when you need one.

The locals in Felton rejoice at the return of the girls. The seamstress and Lady Hystander seem especially happy that Dewshelle was returned.

Assuming both girls are recovered, the Lady Hystander provides a reward of 200 gp per party member.

You spend enough time in this small quaint village to trigger the urge to move on. The time has come again to wander the road in search of heroic deeds, brave tasks, and hidden mysteries. It seems as if the world is full of people in need. Some of your companions wave goodbye while others stay with you as you leave this task complete and begin the search for the next one.

Coming down out of the Anodan hills, the road ahead looks promising. Surely somewhere up ahead is the adventure that will turn you from fledgling hero, magician, or thief and into the veteran warrior, great mage, or daring rogue you have within you. Perhaps just ahead you could earn your place in a tale told in taverns, if you haven't already.

The End

Experience Point Summary

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

Encounter Four

Survived or disarmed the additional cave-in	60xp
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Encounter Five

Defeated the Witch and her Minion	90xp
Survived or disarmed the razor wire trap	30xp

Encounter Six

Defeated the Zombies	90xp
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Story Award

Found and returned Dewshelle	65xp
Found and returned Laurissa	65xp

Discretionary roleplaying award 0-50xp
Total possible experience: 450xp

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 Five

APL 2: L: 113 gp; C: 15 gp; Magic: *potion of cure light wounds* (4) (4 gp each), *scroll of sleep* (2 gp): 18 gp

Encounter Six:

APL 2: L: 35 gp; C: 54 gp; Magic: *potion of cure moderate wounds* (25 gp): 25gp

Conclusion:

APL 2: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 148 gp; C: 269 gp; M: 43 gp

Total: 450 gp

Special

Favor of Lady Hystander: The Lady Hystander, a member of the Sagacious Society owes you a favor. You can use this favor at any time in Oldred or Wragby to get +10 to a Diplomacy or Gather Information check from regular citizens. Cross this off once used.

Favor of Dewshelle: You have saved the young girl Dewshelle from enslavement in the Rent. Perhaps this will prove to be very important at some point in the future.

Enmity of Sir Dempstren: Unbeknownst to the PCs, Sir Dempstren has found out about their excursion into the Rent – and that they know what lurks in its deepest levels.

Appendix A: 'The Rent' from *The Marklands*

The following is from *The Marklands* (pp 74), an older Greyhawk supplement that detailed Nyrond before the Living Greyhawk campaign began. Dempstren supplied Lynwerd with his full due after he took the throne, but is now in league with the new Emperor, Sewardt.

It is assumed that the undead workers of the Rent have remained a well-kept secret until the start of this adventure. It is not clear from the events of this adventure that Undead are extensively employed in the mines of the Rent.

The Rent

A petty local landowner, Sir Pierell Dempstren, maintains a fortified mansion house and a powerful 50-strong militia in the lands here. His source of wealth is a coalmine. Veins of coal skirt around a geological fault, the Rent, which gives the place its name and makes work here very hazardous.

Dempstren manages to supply Archbold with his full due, to avoid attention being closely paid to what he does here. Dempstren wants to avoid attention because his workers are zombies and slaves. He secretly buys slaves along the south coast, and he usually has them killed and then animated by his cousin, a 7th-level priest of Nerull who escaped from Aerdi during the late stages of the war.

Obviously, Dempstren is desperate to keep the secret of his mine's profitability. He is paranoid about any intrusions into his lands. For around five miles in every direction around the mine, land is fenced off and posted with signs reading, "Keep Out! Trespassers will be Impaled." One or two senior militiamen know what is happening within the mine, but they have kept quiet about this ... so far.

Appendix B: Felton

The following is provided to flesh out the small town of Felton. It is not necessary to use any of the following in the introductory adventure.

History

Lady Hystander inherited these lands over forty years ago from her father, a younger brother to a Count from a County that no longer exists. Her lands, which had been handed down at least six generations, are unquestioned mostly because they are remote and small. At the time the land came into her family, the only inhabitants were Thesbo's grandfather and about 200 sheep.

Through five generations, the Hystanders did little more than build a country Estate to escape to in times of rainy weather along the coast. In the years since, the Lady has acted occasionally to build up the town attracting various trades people and a priest to help her keep her coffers from emptying. The small taxes she collects from the trade of wool, felt, fabrics, sheep, soaps, oils, and creams has offset most of her costs in recent years and even started to show a profit recently.

The Lady's title, Sigil of Felton, is a family office held by her oldest known relative and was handed down to at least one in each subsequent generation. Though the origin of title is unknown, it comes with documentation that legally allows her to be addressed as Lady in the Courts of Nyronnd. The build up of the town or the affairs of the Court is of minor concern to Lady Hystander, though she takes ownership of the land very seriously and travels to court for all the major events.

The real task of the Lady is the maintenance and subsequent build up of her family's library of tomes and scrolls housed within her Estate related to herbs, plants, animals, and alchemical combinations and having fun discovering new mixtures and potent reformulations.

As a youth and as a student of magic Corianna was rather unusual. Where most sages and alchemists are slaves to study and

reading, Lady Hystander was more inspirational in her experiments. Instead of studying texts endlessly for small excruciating details about how to mix perfect formulas, she would rush into an alchemical recipe with little regard for such things looking for something new. Where most found disaster in such activity, she found enlightenment. This style and her creativity earned her respect in learned circles, and she was approached about twenty years ago to join the Sagacious Society.

She withdrew from adventuring and has concentrated on some of the more public functions of the Society, that of protecting the knowledge and scholarly history of Nyronnd. Not very political, Lady Hystander has avoided involvement in many of the more covert tasks the Society has undertaken over the years choosing instead to be a quiet benefactor training future alchemists and naturalists. Lately, she's been rather upset with the Society leadership for not coming to her for a cure to Xenia's condition and instead reaching out to the AAAA.

Lady Hystander's creative style of alchemy is reflected in the off-color patchwork of people living in the town of Felton. See Lady Hystander's Estate below for additional details.

Geography

Felton is located about 10 miles north of the road between Wragby and Oldred, deep in the Anodan Hills. The town is situated on the cool north-facing side of a 600 foot

tall mound the locals call Felt Hill.

The Koren Creek runs through the town but is dry ten months out of the year, filling to the brink in the early spring and declining to a trickle before summer.

Woods dot the Anodan hills in this part. Mostly made of stout digger pines and low scrub bushes, the woodlands and the long grasses that cover most of the mountains here are prone to fire in early winter.

Felton (thorp):
Conventional; AL: CG;
500gp; Assets 250,000gp;
Population 216; Mixed
(Human 14; Half-orc 1;
Halfling 1; Half-elf 1;
Gnome 3, Sheep 200)

Authority **Figures:**
Lady Corianna Hystander,
female human Wiz8 (Sigil
of Felton).

Important Characters:
Thesbo Hinkleherd, male
gnome Wiz1/Exp3
(Shepherd, Jack-of-all
Trades), Friar Denbrook
Squib, male human Clr1
(Friar of Wenta, drunk),
Whoshy Whisser
Wassleton, Exp3 (Owner,
Undercoat Inn), Karmala
Fessel, human female,
Exp2 (Seamstress of
Felton), Crassen Squib,
human male, Exp3
(Sheerer of Felton)

Temples: Wenta
(Friar Squib's Chapel)

See Judge's Aid #1: Felton Town Map.

The Undercoat Inn

This building looks like a gigantic wine or beer barrel sticking halfway out of the ground. Whoshy Whisser Wassleton is the half-orc proprietor. See Encounter Two: The Undercoat Inn for a thorough description of its interior.

Friar Squib's Chapel of Wenta

This small white building features a wobbly looking twelve-foot tall steeple. Atop the steeple is a weathervane with a man running on one side and a frothy mug on the other. In even light winds, the illusion that the man is chasing the mug is quite complete.

Inside through two swinging doors are two small round tables, a couple of broken chairs, and an old bar.

Friar Squib was brought to Felton through his Brother, Crassen the sheerer. He was a junior brewer at his previous temple and was looking to spread the word of Wenta, lesser deity of Harvest and Brewing. He built this chapel himself over thirty years ago. Like many Priests of Wenta, he's a good-hearted but not very industrious fellow. He has concentrated his further studies of Wenta mostly by celebrating with beer.

The chapel is 10 foot square with a small 5 foot square room off the back (enter from outside). Searching closely (DC 10), the place seems to have been broken up in a fight of some sort. Scattered on the floor is broken glass and splinters of wood. Behind the bar in a locked strong box (Open Lock check, DC 12) are a light mace and fifteen copper pieces. Hiding in some cobwebs are five old steel flagons and one wooden mug.

A tiny room off the back of the chapel contains a small bed that the Friar used to fit in. A book can be found under the straw mattress (Search DC 12) entitled, *Songs of Drinking and Prayer*. This is a classic Wentan devotional text (Knowledge Religion DC 15 to determine this).

Friar Squib used to run the only tavern in town out of this chapel until he had a big fight with his brother the sheerer. Subsequently, Whoshy opened the Undercoat Inn with Friar Squib's blessing.

Seamstress Karmala

This small thatched roof building is constructed out of what appears to be the earth itself. The walls of the building, that from a distance appeared to be a rich green, are covered with a deep thick growth of grass.

Outside the front door, a sheep is tied up to hitch.

Karmala [Exp2] will immediately be aware of anyone entering her shop and will greet him or her before they get out of the front room. She is young and attractive, yet single. She is not looking for a man as she enjoys what she does and thinks (perhaps rightly) that a man will take what she earns and work her to the bone. Lady Hystander allows her to run her business as a single woman.

Karmala speaks ten languages, and likes to address Elves, Gnomes, Half-Orcs, Flan, Rhennee, and Suel in their native tongue. She is quite charming and perceptive [Cha 16 with a +8 diplomacy and sense motive].

If asked about the girls, she will provide the following small additional details:

- The girls usually go west this time of year, but decided to go east this time.
- She has spent many days in the Feltonwood and has never seen anything more dangerous than a skunk. Though, they are dangerous in their own way.
- They are great girls, both are smart and both carry a dagger when they go into the woods, just in case.
- Neither of the girls is related to her. She took them in as requested by Lady Hystander with the condition if they didn't behave and help with her work, they couldn't stay. Both have worked out, though she thinks Dewshelle is growing bored with the work.
- She knows most of the details of the people in town but will not share it with the PCs in the first couple of days of knowing them.
- She hopes Blix is okay, as his leg is bad and he's hardly ever sober these days.
- She does not like the sheerer or his brother the Friar and will tense slightly and change to a stern tone when talking about them. Both of the brother's have acted like she

should consider them as a potential husband since she met them, yet neither holds any interest for Karmala. As a result, over the years, the two men have come to grate on her nerves and finally simply set her off if they try being nice to her, which they do all the time.

The seamstress's wares are largely normal fare but she can sell the PCs cold weather gear that's super-soft in any number of colors for the regular price in the PHB.

From the outside, the place looks like it might be a mere 30 feet long and 15 feet deep. But the structure's rooms extend an additional 30 feet into the hillside.

The front room is a large space 30 feet wide and 10 feet deep. The room is full of samples of various sorts on shelves and tables. Cloth in scores of shades, fabrics rough to feather soft are on one end, while the other is full of cloaks, robes, hose, leggings, caps, heavy shirts and other articles of clothing and outerwear made of wool. Finally a series of inset shelves in the back wall feature soaps, oils, and creams that smell like flowers, a crisp summer day, or a fragrant spring shower.

Two doors lead back, one to two small bedrooms, another to a large workshop 20 feet wide and 40 feet deep.

This room is full of machines for creating cloth. Looms and odd weaving contraptions fill most of the rear. Cauldrons that make thick bubbling noises and smell almost like lanterns burning surround a fireplace near the front.

Anyone with Craft (alchemy) can try a check (DC 11) to determine that the cauldrons are full of a base for ointments.

The Sheerhouse and the Sheerer

During the day, anyone approaching the sheer house will see the following.

A large, long structure comes into view as the smell of animals fills your nose. In front of the building, close to the trail, a man and two older boys are in a pen sheering a very reluctant sheep.

Crassen, the sheerer, is a vicious looking man. It's hard to believe at first glance that this is the Friar's brother. Subsequently, an Intelligence

check (DC 15) will lead a PC to suspect this even if PCs do not know.

He will greet the PCs amicably and talk with the PCs enjoying a pleasant diversion. Crassen always wanted to be an adventurer but never committed to the life. He fell back on the profession of his Uncle and began sheering sheep when he was fifteen. He's an expert at it, and can do it with his eyes close. The two boys are apprentices, Kellem and Brickie.

If at anytime the PCs mention the seamstress, he will perk up and ask about her, and bring the conversation back to the topic often. If any of the PCs say she is lovely or nice, he will get jealous and will become less talkative.

Crassen does not like Thesbo. He's plainly jealous of the gnome and the fact that in recent years the Lady has used him for many errands he would have liked. If Thesbo is brought up, he'll make sure to use an expression like, "that lazy gnome," or, "that lay about."

He knows the following about the girls and the situation:

- The girls were both hard workers.
- It seems like Dewshelle was the favorite, though. Lady Hystander had him send one of his apprentices to fetch her on a number of occasions, but never Laurissa.
- He would go looking for them himself, but Lady Hystander assured him she would find someone to find the girls.
- Feltonwood may not be dangerous, but he's seen plenty of ogres, and other foul creatures in the Anodan Hills.
- Lady Hystander is great to him. She's helped him through tough times and even brought in druids to heal his flock once.
- The Rent is a very dangerous place. He wandered out of the Eastern edge of Feltonwood once and found a fence over there with signs. The signs said, "Keep out! Trespassers and adventurers will be impaled, then burned."

Thesbo Hinkleherd's Burrow

A small bump in the hill ahead features a round door and two windows. A small chimney sticks out of the top.

If the PCs arrive here anytime after the first night, Thesbo will be inside drinking warm apple cider and smoking his pipe.

Thesbo is prone to lying, and some of the lies he will tell the PCs are detailed in the Introduction.

The Old Captain's Cave

A rough cave opening ahead catches your eye. Just within a plaster wall ends the tunnel with a narrow, human-sized doorway.

The door is unlocked.

The captain is never here. But his old journals are. If the PCs read them, recount the story the Captain tells in Encounter 3: The Undercoat Inn.

Lady Hystander's Estate

Atop the hill nestled in small grove of apple trees is a large house. A line of trees leads along the side to the barn.

Ringling the house is a series of large green stone boulders. Although they look to be half in the ground, they are still over seven feet tall.

Day or night the stable hand will hear the PCs approach and help them if they need help with their mounts.

If the PCs knock at the door, the Lady's Butler, Orison, will answer. He knows his name is a type of spell but he's a dry serious fellow who talks slowly and properly when talking with guests.

The central part of the house contains a sitting parlor for guests; a sizable room that could have once been used for entertaining but currently contains a standing mirror covered with a sheet. This room is warded and a wall of force that will drop only for the Lady protects its doorways. The mirror allows Lady Hystander to talk with other members of the Sagacious Society. Upstairs contains two large guest bedrooms and a large suite with a small study for the Lady.

There are three wings to the house.

The rear wing contains a dining room capable of seating 20 people. It looks to currently be set for seven. Behind the dining room is a large kitchen that is mostly unused. A cook and a maid will usually be here preparing meals. Above the kitchen are five small rooms that serve as servant's quarters.

The west wing is a large library, two stories tall. The lower level is full of the usual books one might find in a small city library [20,000 gp value]. All are well kept. The librarian, Esmerelda [Wiz5], will always be here if the PCs are here.

The upper level of the library is a series of glass-fronted shelves contains numerous rare books and old scrolls dating back as far as the Ur-flan period [150,000 gp value]. The cabinets are all well locked (DC 35).

The east wing is a laboratory. It contains an alchemical laboratory [2,500 gp value] as well as a golem works [25,000 gp value], though no golems are currently under construction nor have they been for a number of years.

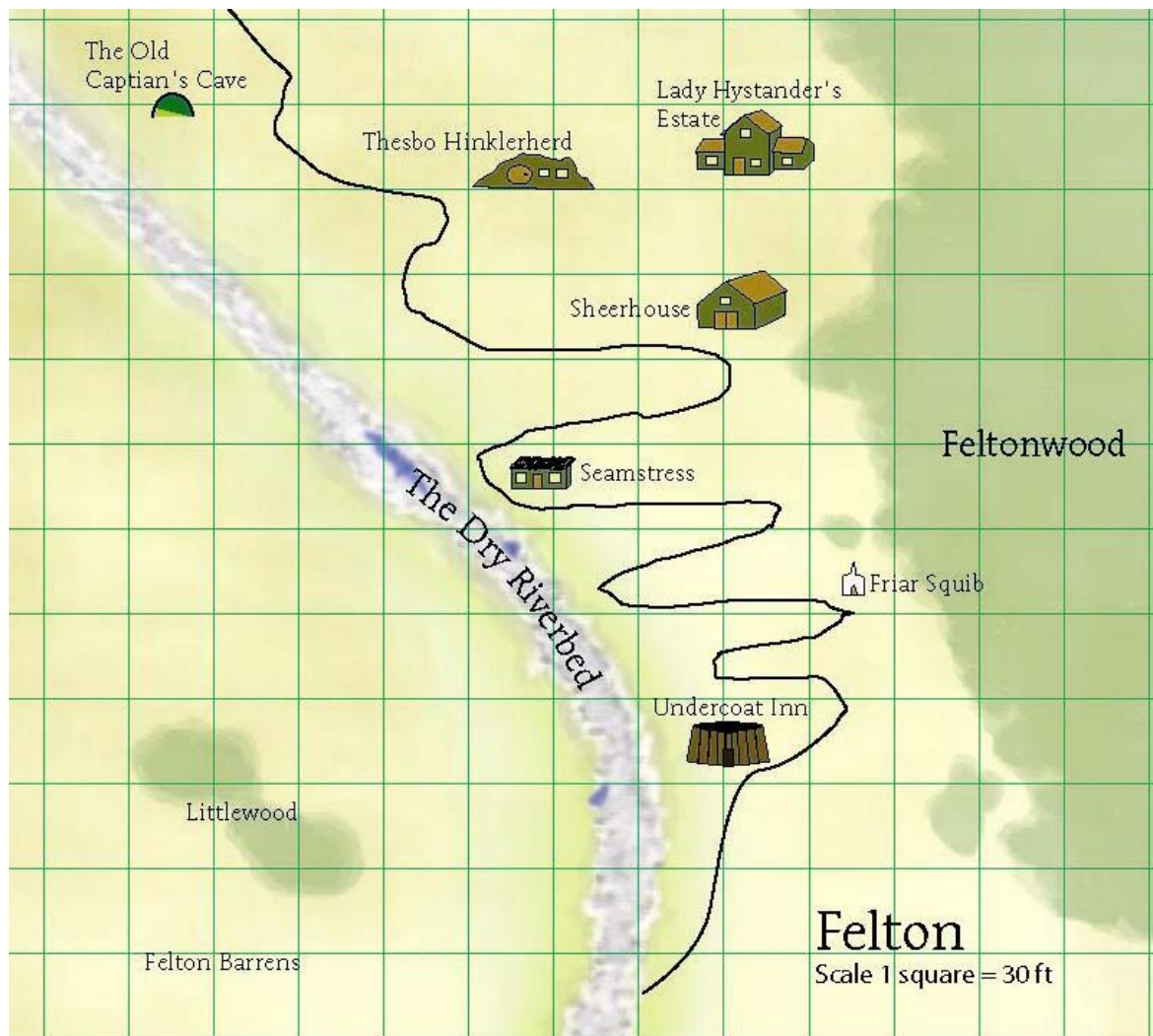
There is no basement.

At any time of the year there is at least one visiting scholar [wiz3] using the library and at least two alchemists [wiz2 or clr5] using the laboratory. All are involved in studies or tasks for the Sagacious Society.

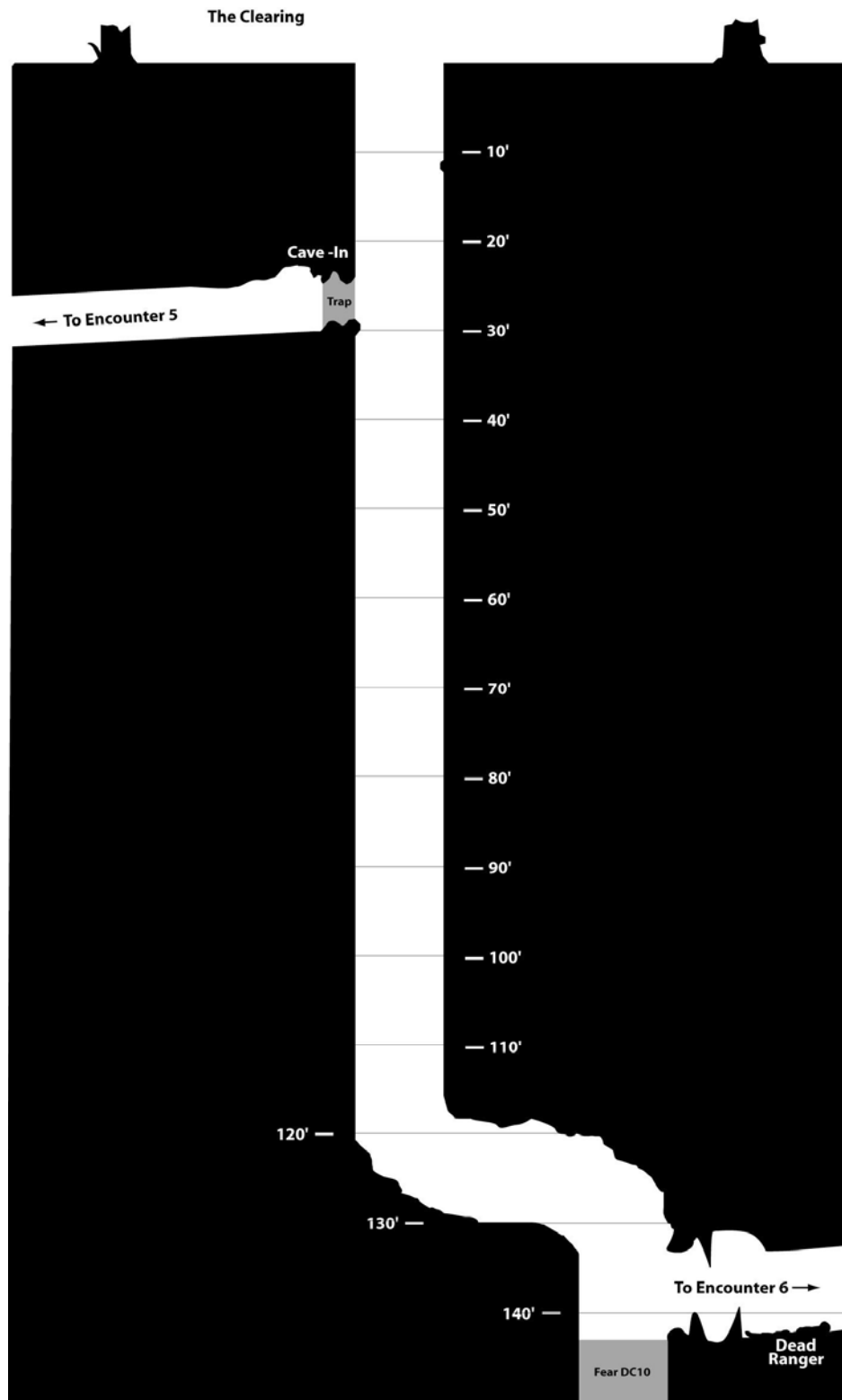
The stones that ring the house are made of a strange green stone that creates a *dimensional anchor* effect within most of the town. Except for the finely tuned mirror, no conjurations nor scrying or other divinations can penetrate the ring itself. Any spells that *detect magic*, see invisible creatures, or see magical auras will simply not work in or around the Estate.

At night the grounds are patrolled by three arcane watchdogs, from the spell *Mordenkainen's Faithful Hound*, as cast by a 16th-level caster. The Hounds will approach and attack any evil person on the grounds or anyone stupid enough to be forcing entry into the Estate. They have free roam and can enter and exit the house at will through any wall. Only under the most criminal, nearly evil circumstance should these hounds come into play.

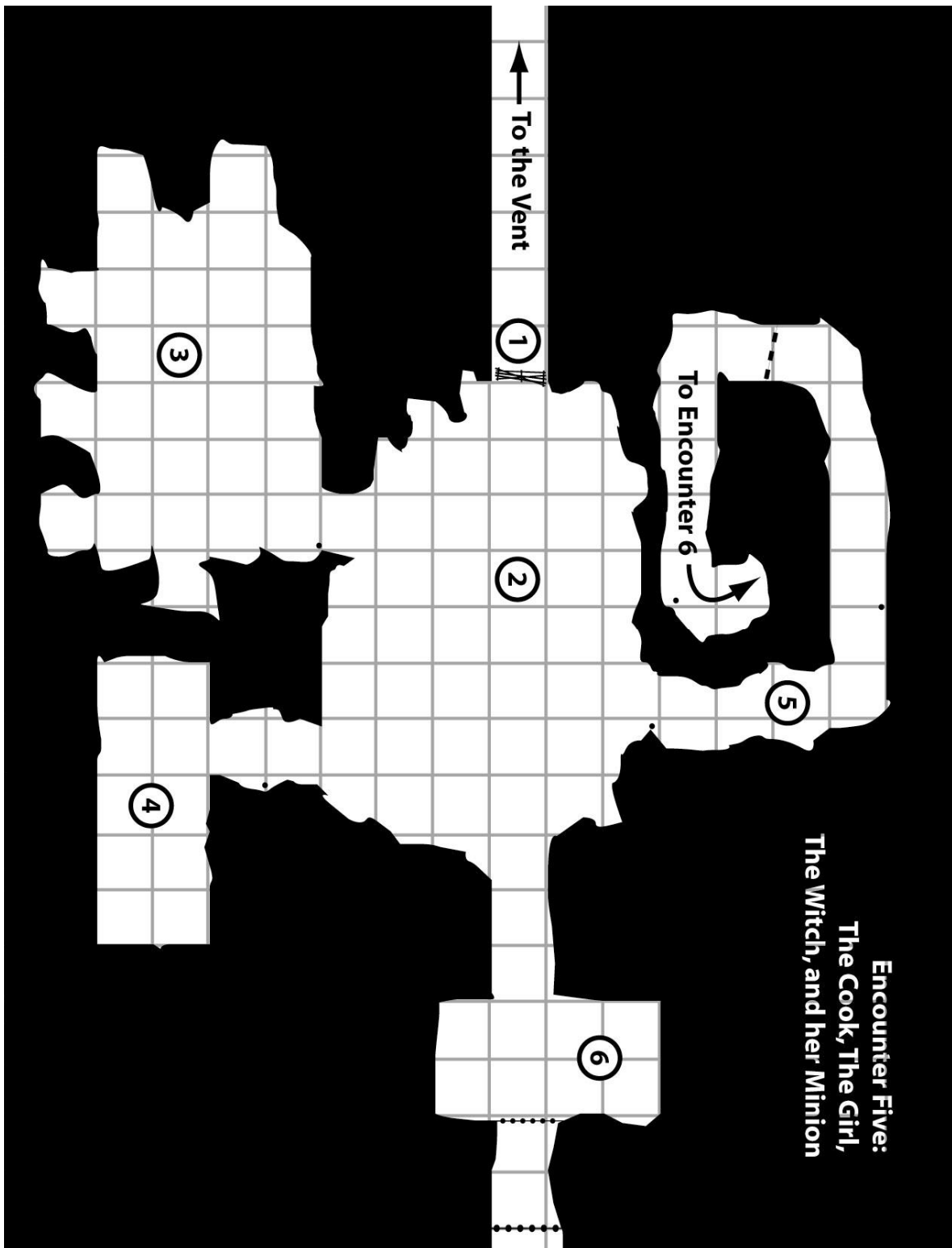
Judge's Aid #1: Felton Town Map



Judge's Aid #2: The Vent (Side view)



Judge's Aid #3: Encounter 4 Map



Judge's Aid #4: The Lower Mines

