

PAL03-01I

Dawn Break

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Regional Adventure

Version 0.5

Round 1

by Nicholas K. Tulach

Illustration of encampment originally appeared in "Fright at Tristor". Special thanks to Joe Cirillo and Catie Martolin.

A new dawn has arisen in the Pale. It seems as though things are changing for the better, but near the Troll Fens, dawn only means another bitter day has begun. An introductory adventure for 1st-level PCs only.

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

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RPGA 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

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

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. 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 one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale 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 Background

This introductory scenario draws from background from three scenarios that are no longer available for play. For the purposes of preparing to run this event, summaries of the important details that pertain to this scenario are included below.

Northern Brewings

Several members of a New Dawn Camp near to the border of the Duchy of Tenh were introduced in Northern Brewings. These characters play an important part in this scenario as well. They are the Scarlet Six and Ludwedge. In addition, the Stonefist barbarian Wendiggan also plays a part in this scenario. All of these characters are detailed in the Appendix.

Holy Word

A young woman named Kinnora followed a group of PCs throughout the scenario Holy Word. She claimed that she was the rightful heir to a powerful artifact known as the Book of the Holy Word. As a result, it was determined that she was a significant threat to the Pale and was placed in the New Dawn Camp at Tristor for a term of 5 years.

Fright At Tristor

The strange events around the town of Tristor culminated in the creation of a New Dawn Camp there after it was discovered that many of the residents of the town were guilty of murder and other crimes. Completely incased within the walls of the new New Dawn Camp, the oddities at

Tristor were in the past – or so the Church Militant believed. However, strangers have been lurking about the farm fields and woodlands nearby. A resident named Old Kedder has had two visitors recently – Wendiggan and Kinnora. The old orc encampment in the Troll Fens near the Blue Dragon's Tooth has been rumored to have new inhabitants, but no one has been brave enough to investigate.

Adventure Summary

Several convicts have recently escaped the New Dawn Camps near the boundary of the Pale and Tenh. They have found an abandoned swamp camp in the Troll Fens and are squatting there while they plan where to go next. While there, they have befriended a dangerous individual named Wendiggan. He is a spy from the court of Rhelt Sevvord, the leader of the Stonefist barbarians in the Northern reaches of the Griff Mountains. Wendiggan's motivations are unknown to everyone in this adventure.

The adventure begins with the PCs walking the trail between the fortresses that overlook the barren landscape of the Troll Fens toward the former town of Tristor. From off the trail, the PCs hear the barking of dogs and the shouting of men. They then spot a group of hunters with dogs running through the farm fields. As they approach, the men introduce themselves as a group of hunters hired by the Church Militant at Tristor to help them track down an escaped convict. They explain to the PCs the situation and their fear of the area around Tristor so near the Troll Fens. Eventually they inquire as to whether the PCs would like to aid them in their mission to find the escapee.

Once the PCs are on the trail, they soon find that it leads to an old, abandoned swamp fort. Searching through a number of the buildings, they learn that it was once inhabited by orcs and goblins, but it is now entirely empty save for one building. A search of the old barracks reveals a small group of inhabitants, including the escaped convict named Kinnora. In addition to her, there are four others known only as members of the Scarlet Six, a young Rhennee man named Jesbin, and an old Oeridian wizard known as Henthrow the Mute. Soon after the PCs arrive, a young boy returns from a scouting mission. He is actually a halfling named Ludwedge. After talking with the inhabitants of the fort, the PCs may learn that they are all escapees of the New Dawn Camps in the area. They are currently formulating a plan to

leave the Pale and seek greener pastures to the west in County of Urnst and beyond. They have met a man named Wendiggan who has offered to help them travel to County in return for information about the New Dawn Camps and the nearby citadels protecting the Pale from the denizens of the Troll Fens. The escapees do not know the current whereabouts of Wendiggan, but they do suggest that Old Kedder may know more since he has a reputation for such things. The camp is raided by some humanoids from the swamp if the PCs become hostile toward the escapees, intend to turn them in, or just gather all the information from them and begin to leave. The escapees use this distraction to flee, each rafting deeper into the Troll Fens in different directions.

At this point, the PCs have two choices: pursue the escapees deeper into the swamp or try to find Kinnora and Wendiggan using the information obtained from the escapees.

If the PCs choose to venture further into the swamp after the escapees, they are led on a wild chase through the cold wetlands. Eventually they run into a group of Prelatal Army who are conversing with a dwarf named Dorjan Oldrich. Here they can gain some insight into the Troll Fens and the past events of the Troll Winter. The Fens does a masterful job of concealing the tracks of the escapees and any further pursuit is hopeless and risky.

If the PCs choose to seek out Kinnora and Wendiggan using the leads provided by the escapees, this should send them to Old Kedder. His place is not far from the swamp fort. Old Kedder takes some time to explain that he had seen a stranger wandering around the area recently. He had given him shelter one night, but the man never told him his name. He also saw the man bringing a young woman out to a nearby cave. The stranger mentioned that his work in these parts was done and that he was returning to his people in the north. He describes the man as a strange character that didn't really seem from around these parts. Old Kedder also gives them a small leather pouch that Wendiggan left behind. It contains a smooth, black disk with a single symbol on it. He suggests that the PCs take the disk to the Church Militant and tell them what they have learned.

On the way back to the New Dawn Camp at Tristor or wherever the PCs go next, they encounter a group of Prelatal Army, if they haven't already. Soon after, they notice a couple of people in the nearby brush who seem to be

watching the soldiers from a distance. They can track them back to a small camp. When they get there, something strange happens. Out of nowhere appears a wicked, winged creature with a long, barbed tail and another bulbous, flesh-like fiend. They instantly attack the men and the imp strikes at them with its devilish appendage. The men fight off the devils first, but then try to flee when the PCs intervene. The PCs can choose to pursue the spies or fight the devils.

The spies have several pieces of information that might prove interesting to the PCs. They have a map with several detailed locations on it and a small book of notes on the movements of the Prelatal Army in the area. They also have a journal describing their thoughts on the recent orders given to them by their chieftain. The last entry tells the PCs that Wendiggan has returned to Rhelt Sevvord with news of new recruits.

Armed with this information, the PCs can choose to use it as they please by either keeping to themselves or informing the Church Militant. Whatever they choose, they should be well informed of what life is like for an adventurer in the Pale.

Introduction: Woof Woof

The flat plains to the south of the trail from Castle Arndulant are dotted with the occasional farmstead. The fields are not sown with food crops, but instead are covered with short grasses that are hearty enough to grow in the short growing season. They provide an ample supply of food for the grazing sheep and cattle that roam throughout the area. To the north of the trail is the Troll Fens. This swamp is an inexplicable place of wet, marshy, foggy lowlands that are at the same time cold and dangerous. The name is derived from the numerous humanoids – in particular trolls—that inhabit the wet wastelands.

Pause here for a few minutes to let the players introduce their PC's.

The trail continues onward as you journey toward the city of Rakervale. In the distance to the north is the silhouette of the Griff Mountains – named for the relatively large population of griffons that live there. The howling winds riding down the Griffs chill even the hardest adventurer's bones, but the cool air makes the surrounding terrain breathtaking. Carrying through the cold air is

The Theocracy of the Pale has a significant population of people of Flan descent. Many of these people are descendants of the nomadic people who still hold a very close connection to the land. However, some Flan have chosen to integrate Pholtus' teachings into their lives. These people are known among the Pale as the "Faithful Flan". From their numbers have arisen many prominent members of many communities, especially in the northern areas of the Pale where their numbers are much greater. Those that choose to fully embrace Pholtus are unrestricted in their ability to attain position within the government and church hierarchy.

Many of the Faithful Flan chose to blend the Old Faith (as their connection with nature is commonly known) with the more modern teachings of Pholtus. These people tend to be farmers, hunters, or militia. Though their ways are different then most Oeridian or mixed humans who venerate Pholtus, they are respected for their role in their respective communities.

The Prelatal Army has recently drawn a great number of individuals from the ranks of the Faithful Flan for military service in the campaign on the border of Tenh. Though the typical Faithful Flan is not usually put in charge of military units, they have proven to be brave, loyal, and hearty soldiers who are dedicated to fight for their beliefs and, most importantly to the Prelatal Army, Pholtus. Their value has proven to be the deciding factor in many battles in Tenh and against the trolls in the Troll Fens.

the barking of dogs mixed with the shouts of men.

PCs should be allowed to make a Spot check to locate the men running through the fields with their dogs towards the Troll Fens. These are a group of Faithful Flan hunters who are seeking an escaped convict from the nearby New Dawn Camp at Tristor.

Faithful Flan (3): Male human Com2.

Hunting dogs (2): hp 6 each, Tricks: track, defend, fetch.

Development: In talking with the elderly hunters, the PCs learn that they have been hired by the Church Militant to track down a woman named Kinnora who escaped from the New Dawn Camp at Tristor two evenings ago.

Three older men -- two with hounds -- approach wearily and cautiously. "We're on the trail of a young woman who escaped the New Dawn Camp at Tristor. You haven't seen any strangers about these fields have you?" one of the men shouts.

As they get more comfortable, they

explain that they were sent by the Church Militant to find a young girl named Kinnora. "But we're getting awfully close to that old

Blue Dragon's Tooth and the Troll Fens. We aren't warriors like you. Maybe you can help us..."

They're tired and weary and could use a rest. Perhaps this is an opportunity for adventure.

They explain that their search is drawing them closer and closer to the Blue Dragon's Tooth and the Troll Fens, both of which are known to be dangerous places among the Flan folktales. They will not so subtly suggest that the PCs take their dogs and continue the search while they wait for them at a nearby mill. They describe second-hand what the girl looks like: mousy brown hair, thin as an elf, but sly as a snake.

Continuing on the trail, the dogs lead the PCs to an old swamp fort near a large stone crag that could only be the Blue Dragon's Tooth.

Encounter One: Swamp Fort

Following the scent of the escaped women, the hounds lead you through some farm fields and a small copse of trees. Emerging from the trees, you see a large rocky crag that sticks out from the earth like a tooth. It is obvious that this must be the fabled Blue Dragon's Tooth. The stone rises twelve feet or more into the air and curves like a scimitar. The trail continues off toward a slippery looking wooden bridge that extends between a pair of small hills. The ground squishes at each step and soon enough the muck raises nearly knee deep. It looks like the bridge is the only safe path through the deepening swamp.

Development: At this point, you may want to draw out the bridge on the battlemat. See the map of the encampment for a layout of the area. All areas off the bridge are 5 feet or more of murky water. The bridge itself is safe and an old trap door has been patched with wooden planks. Leeches beset anyone who tries to wade in the murky water. Once the PCs safely pass the bridge, they come to the swamp fort.

On the other side of the two hills are several wooden structures. The odor of rotting plant life is pungent and strong here. Reeds overgrow much of the area and the buildings seem to have been abandoned some time ago.

Each of the buildings is detailed in numbered sections below.

1. Covered Pit Trap

This wooden dock was once a pit trap but it has been covered with planks. Beneath the planks is an old iron cage that is highly corroded.

2. Mound of Earth

This large mound rises out of the swamp to a height of 35 feet. The southern half of it is covered with trees and shrubs that provide 50% cover.

3. Old Barracks

A long, crudely constructed wooden hut partially shaded by swamp trees is mostly collapsed and partially burned.

4. Broken Cage

This decrepit broken cage must have once served as a trap or torture device for the former inhabitants of the encampment.

5. Large Barracks

Behind the earthen mound is a large, well-constructed building that houses the escaped convicts. Below is a description of those that can be found there when the PCs arrive in the fort.

Scarlet Six (4): Mixed human Ftr3; hp 27, 27, 24, 24, AL CN; see *Appendix for typical stat block*.

The Scarlet Six are a band of adventurers who were thought to be consorting with fiends and convicted of such several years earlier. They had been placed in a New Dawn Camp for reeducation, but they managed to escape and are now seeking a way to leave the Pale for a safer and more tolerant region. It is unknown whether or not they are actually dangerous.

They are called the Scarlet Six because each of them carries a scarlet pouch with the remains of their enemy

within it. Two of the six did not survive the escape.

Jesbin: Male human (Rhennee) Rog2; hp 10, AL N.

Jesbin is a young Rhennee man who was originally part of a Yol River clan that got caught in the middle of the troll battle during the last Troll Winter. He is not comfortable among these outlaws, but he realizes that he must accept the current situation in order to survive.

Henthrow the Mute: Male human (Oeridian) Wiz3; hp 10, AL NG.

Henthrow used some of his arcane knowledge to escape the New Dawn Camp. Not able to speak words more than mere grunts and coughs, he was unable to refute the claims that his arcane

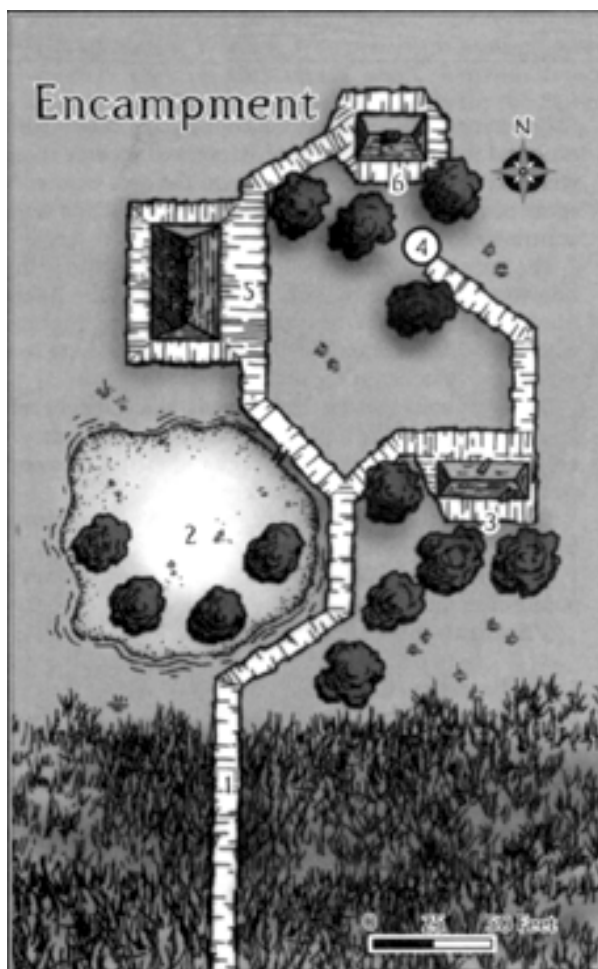
arts were used to summon evil outsiders or for other unspeakable acts. He is not easy to communicate with since he cannot speak. If the PCs figure out a way to communicate with Henthrow, he is eager to tell them that he

overheard a conversation between Wendiggan and Ludwedge in which Wendiggan said that he was staying with an old man named Old Kedder in the woods nearby.

6. Chieftain's Lair

This building used to house the leader of the humanoid tribe terrorized the local populace. Now it contains the personal belongings of a halfling named Ludwedge. He is currently our scouting, but returns soon after the PCs arrive.

Treasure: Any PCs searching around in the old chieftain's hut can find a hidden lockbox that



Ludwedge has put there with some gold and a notebook with details about the information that Wendiggan requested.

Lockbox: Search (DC 20); Open Locks (DC 15); contents: 300 gp in miscellaneous coin, notes (see Player Handout: Notes from Ludwedge to Wendiggan).

Ludwedge: Male halfling Rog5; hp 22, AL NE.

Ludwedge is the craftiest and most skilled member of this motley group of outlaws. He has many contacts in the region and had invited a man name Wendiggan to meet with them. Wendiggan promised to arrange for safe passage out of the

Pale for the entire group in exchange for information about the New Dawn Camps and the surrounding fortifications near the Troll Fens and at the foot of the Griff Mountains. Ludwedge has been out scouting the area for some time and he returns shortly after the PCs arrive at the swamp fort. The halfling is not interested in the PCs help or does he wish to provide them any information whatsoever. He is content with working with Wendiggan and believes that the Stonefist spy is more able to get him where he wants to go then

the PCs would be able to. To him, it is likely that the PCs will just turn him back over to the Church Militant.

Development: A small band of humanoids makes an attack on the fort once the PCs have had enough time to get information from the NPCs in this encounter or if they are acting hostile toward the NPCs. The NPCs will not fight the humanoids but rather use the distraction to escape into the

swamp (as they have done before when the humanoids attack).

Orcs (2): hp 8, 7; wielding long spears in addition to the standard greataxe; see *Monster Manual* page 146.

Goblins (6): hp 4 each; wielding short bows; see *Monster Manual* page 107.

Tactics: These NPCs are so loosely allied that they have no problems turning each other in if it means that they will not have to return to the New Dawn Camp. None of them will put up a fight but they will instead flee into the swamp on the small rafts that they have hidden under the bridge. The goblins shoot from makeshift rafts 30 feet from the nearest building, which is at the very edge of the mist. The orcs have positioned themselves underneath the deck near the building the PCs are in. From their cover beneath (treated as half cover), they attack with their long spears. If any PC engages them directly, they are also equipped with great axes for close combat. Once the orcs fall, the goblins will break and try to flee into the misty swamp.

Encounter Two: Dorjan & Friends

If the PCs decide to try to pursue the goblins or the escaped convicts into the Troll Fens, proceed to the following encounter.

The thick chill hangs in the air like a fog obscuring all the surrounding area. Though there is still light, the dense mist blocks out a majority of the light leaving only the sounds and smells of the swamp to guide travel. Soon those sounds are broken by hushed whispers as a fiery bolt strikes the raft.

The bolt is just a warning shot by the Prelatal Army. They were startled by the presence of another raft on the Fens and wanted to get a better look. Soon enough they hail the PCs and throw a rope over to pull together the rafts.

Prelatal soldiers (4): Male human Ftr2.

Dorjan Oldrich: Male dwarf Ftr6/Rog10; see Appendix.

Development: Dorjan and the Prelatal soldiers are camping on the Troll Fens. They are discussing tactics they use against the trolls and other inhabitants of the swamp. They listen intently to what the PCs have to say, but they have not seen any of the convicts. Dorjan will tell the

tale of the Troll Winter to any that will listen. See Player Handout: Dorjan's Tale.

The Prelatal soldiers and Dorjan will warn the adventurers that it is not safe for them in the Troll Fens and that they should turn back and tell the Church Militant what they have found.

Treasure: Dorjan will give the party a total of 2 vials of acid and 2 flasks of oil to help protect them against troll attacks.

Encounter Three: Old Kedder

Following the somewhat overgrown trails through the woods, the smell of burning firewood permeates the air as the destination comes into view. A small log hut sits on stilts above the soft earth. The crackle of a campfire fills the air and an old man shuffles toward the fire with a pot in his hands. He does not seem to notice that there are visitors nearby.

Old Kedder: Male human Com3.

Old Kedder is a crotchety man in his 40's, but he looks almost twice his age. He lives by himself and speaks in somewhat cryptic phrases. Despite his gruff exterior, he welcomes the company, especially since his friends at Tristor have gone away.

Development: Old Kedder will share his meager dinner with the PCs and some stories, including the one detailed in Player Handout: Old Kedder's Tale.

In addition to his tale, Old Kedder mentions that he had a couple of strange visitors recently. He does not know the man's name, but by his account he looked like a mountain man from the north. He relates that the man stayed only for a short time and said that his work was complete. Old Kedder does not know what the man was doing or where he has gone save for "probably back to the north where he's from."

Treasure: Old Kedder found a small leather pouch in the room that Wendiggan was staying in.

In the pouch is a small, smooth, black disk with a symbol on it. He will give it to the PCs if they ask to have it, but suggests that they turn it over to the Church Militant. He was going to himself, but he hasn't yet gotten around to it.

The strange man also brought a young woman to a nearby cave. Old Kedder can give the PCs directions there.

This cave is marked with piled stone slabs and tree trunks in a small clearing in the northern woodlands.

The ground in front of the cairn entrance (to a range of about 30 feet) has been sprinkled with dry sticks and gravel. Anyone attempting to sneak through the area suffers a –10 penalty to Move Silently checks. This has the unfortunate side effect of making it easier to track Kinnora's movements. Her tracks can be found here with a Wilderness Lore check (DC 8). Inside the cave is the young woman that the PCs have been looking for.

Inside the rough, damp cave is a small, tired looking young woman. By all accounts she fits the description of the escaped detainee. However, she seems too frail and meek to pose any real threat to anyone let alone the Church Militant.

Kinnora: Female human (Oeridian) Rog2; hp 10 (currently 4 due to fatigue), AL N.

Kinnora was sentenced to reform for her false claims to be the heir to the estate of Talavar Markum. The church determined that she was not in fact legitimate and decided that proper punishment was to spend 3 years in a reform camp. She is still delusional and believes that she must find the Book of the Holy Word and prove that it is rightfully hers. Kinnora is the convict that the Faithful Flan are after. It is likely that the PCs will want to apprehend her and take her back with them. She will put up a struggle, but is too fatigued to get far. However, if the PCs heal her and nurse her back to health, she will attempt to escape at any opportunity.

Encounter Four: Prelatal Army Patrol

Modify this encounter as necessary to fit into the story. It can occur at any time, but make sure not to make it too early, since it serves as the climax of the story.

On the way back down the trail toward Rakervale, a group of well-armed footmen march in formation toward Castle Arndulant. Their captain, dressed in the uniform of the Prelatal Army and bearing a bright white shield with the symbol of Pholtus upon it, orders his men to halt and take a short rest. He approaches the group with a stern look. With a shout, he says, "What have we here? More

trailblazers seeking glory in the Fens? You able-bodies ought to be helping us defend our sovereignty from the wicked trolls and other beasts of ill repute. Tell me, have you any news from Castle Arndulant?"

Lieutenant Odif: Male human (Oeridian) Ftr2/Pal4.

The captain is tough, but friendly and has a good relationship with his men. He speaks highly of his duties for his country and for Pholtus, but does not discount the importance of the adventurers and their help in the many battles with the trolls and other creatures that threaten the Pale's existence. He listens to what the PCs have to say and reminds them that it is their duty to bring this information to Templar Dendrich of the Church Militant in Rakervale as soon as they arrive.

Treasure: If the PCs did not encounter Dorjan Oldrich in the swamp, the Prelatal Army will warn the PCs that it is not safe to travel near the Troll Fens without acid and oil. They will give the PCs two vials of acid and two flasks of oil if they were not already given these by Dorjan.

Encounter Five: Spies & Devils

A short time after the PCs pass the Prelatal soldiers they can notice some movement off the trail with a Spot check (DC 10).

A pair of cloaked figures darts off from the side of the trail and into the nearby woods. They seemed to drop something in their haste.

The spies were carrying a ladder that they used to climb into the trees to get a better vantage point in their efforts to track the movements of the troops. They had to leave it behind to flee. They can be tracked in the soft ground with a Wilderness Lore check (DC 10). They've fled to these nearby camp.

Kelt: male human Rgr1; hp 10; see Appendix.

Rohror: male human Bbn1; hp 13; see Appendix.

Following the trail in the soft earth, it leads to a small clearing in the trees. There are two men scrambling about the tents gathering together some things. Like a flash of lightning, two foul looking creatures appear standing each beside the men. The smell of brimstone and the wave of heat from the flash wash over the entire glade. One of the creatures is a bulbous, fleshy being with skin like a rotting corpse.

The other is a small, wicked looking creature with wings like a bat and a tail like a scorpion. Both creatures lash out at the stunned men.

If the PCs are still carrying the black disk with them, the following also happens.

At the same instant, a puff of smoke explodes in your midst. Emerging from it is another fleshy creature with a twisted face locked in a permanent scream. Its claws lash out before you have a chance to react.

Imp: hp 18; see *Monster Manual* page 48.

Lemure: hp 8; see *Monster Manual* page 48.

Lemure (vs. PCs): hp 5; see *Monster Manual* page 48.

Tactics: The imp and lemure both have surprise on the two NPCs and attack. If the PCs still carry the black disk, the lemure on them also has a chance to surprise them. Roll Spot checks accordingly in the surprise round to determine who is surprised and who is able to act. Kelt will hit the imp with *dust of appearance* in the first regular round to prevent him from going invisible. Kelt and Rohror will fight for round or two, but will flee when they notice the PCs. This leaves the PCs to defeat the terrible creatures. The layout of the battlefield should be such that there is a small cave nearby and a tent with a fire pit that burned out. The clearing should be surrounded by trees and possibly have a small stream for water close by.

Treasure: In addition to the camping gear left behind by the spies, there are also a few scraps of paper detailing the movements of the Prelatal Army troops in the area. Also, a couple of curious leather pouches lie on the ground with holes burned in the bottom of them. There is nothing left in them but traces of black soot and the smell of brimstone. The same thing has happened to the black disk the PCs possess as well.

Development: The fleeing spies likely won't get far. They do have *dust of tracelessness* to aid them in getting away, but if one or more of them was hit by the imp's tail and fails his save, they are not likely to escape. The PCs may be able to track them down and get them to surrender. If captured, they will not break down and give the name of their employer, liege, or master. However, the Church Militant has the means to extract information from them should the PCs be interested in turning them in.

Conclusion: Rakervale, Finally

The rest of the scenario is up to the PCs. Below details what happens if the PCs complete their journey to Rakervale and report their findings to the Church Militant there as well as a couple of other possible outcomes. There is no "right" outcome except that which the PCs want.

Return to Rakervale

The rest of your journey to Rakervale is filled only with recounting of the adventure of the past few days and a brief rest at Castle Purlieus – the eastern-most Brilliant Castle. These days have proven that the northern reaches of the Pale are not as safe as areas to the south. The Pious Pilgrim provides a warm and inviting atmosphere. Questions posed to Willigant, the purveyor of this establishment, led to direct answers. Given the condition of his patrons this day, he realizes there is no time for small talk.

Willigant will gladly direct the PCs wherever they wish to go. Templar Dendrich is more than happy to listen to the story of the PCs adventure and take any prisoners off their hands.

Turning in Kinnora

Passing through the gates of the New Dawn Camp is a strange experience indeed. Inside is a completely surreal environment set up to be a rigid and predictable setting for those that are in need of reform. There are no visible restraints or holding pens, but the outer walls do pose as a significant barrier to escape. Nonetheless, a stout Captain greets you as you arrive. "Thank you for returning Kinnora to us. We were afraid that something terrible had happened to her. We are grateful to have such honorable heroes such as yourselves roaming these wild lands in search of adventure in the name of Pholtus. I would hope that you could join us for a feast and prayer at tonight's ceremony honoring our great patron and the blessed return of Kinnora to the camp." The captain looks eagerly at you awaiting your response.

If the PCs are willing to stay, they are treated to a grand feast and a marvelous prayer under the moonlight. All the Church Militant and the reformees are in attendance and good spirit save

for Kinnora. She seems bitterly depressed. If disturbed she will bluff being distracted or tired (Sense Motive DC 15), but aside from this, a good time will be had by all.

Arranging For Safe Passage

The PCs can go to the nearest city and attempt to arrange for safe passage out of the Pale for any of the NPCs that they met with at the orc camp. This can be done through roleplaying and Gather Information checks. A typical DC for this would be 15 or more, depending on the level of involvement that the PCs are looking for. If they are just looking for the safest route, the DC is 15. If they are looking for people to help them, the DC is 20. If they are looking for people to lie for them, the DC is 25.

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 One

Defeat the humanoids at the swamp fort

APL2 100 xp.

Encounter Three

Find Kinnora's hiding spot and deal with her accordingly

APL2 100 xp.

Encounter Five

Defeat the devils at the spies' rest spot

APL2 200 xp.

Story Award

Informed the Church Militant or other organization of the information gathered:

APL2 50 xp.

Discretionary roleplaying award

APL2 0-50 xp.

Total possible experience:

APL2 450 xp.

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 2: L: 0 gp; C: 300 gp; M: 0 gp

Encounter Four:

APL 2: L: 100 gp; C: 0 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 100 gp; C: 300 gp; M: 0 gp - Total:
400 gp

Appendix: NPCs

Scarlet Six (typical): Varied human Ftr3; CR 3; Medium humanoid; HD 3d10+3; hp 25; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Attack +7 melee (1d8+2 [19-20/x2], masterwork long sword) or +4 ranged (1d8 [19-20/x2], light crossbow); SV Fort +4, Ref +2, Will +4; AL CN; Str 14, Dex 13, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: ; Combat Reflexes, Iron Will, Power Attack, Cleave, Weapon Focus (longsword).

Equipment: masterwork long sword, light crossbow, 10 bolts, chain shirt, leather pouch w/ black disk, potion of cure light wounds, potion of heroism.

Ludwedge: Male tallfellow halfling Rog5; CR 5; Small humanoid (4 ft., 2 in. tall); HD 5d6; hp 22; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Attack +2 melee (1d6-3 [19-20/x2], masterwork short sword) or +7 ranged (1d6-3 [x3], short bow); SA +3d6 sneak attack; SQ evasion, uncanny dodge; SV Fort +2, Ref +10, Will +4; AL NE; Str 4, Dex 16, Con 11, Int 9, Wis 14, Cha 10.

Skills and Feats: Appraise +7, Craft (trapmaking) +5, Disguise +7, Hide +14, Innuendo +10, Intimidate +5, Listen +6, Move Silently +3, Read Lips +6, Search +1, Spot +6, Swim +3, Wilderness Lore +3; Alertness, Lightning Reflexes.

Equipment: masterwork short sword, short bow, 20 arrows, leather armor, dagger, leather pouch w/ black disk, potion of cure light wounds (2), potion of hiding, potion of sneaking.

Appearance: greasy hair, shift eyes, and a gap-toothed mouth.

Disposition: hell-bent on revenge against the Pale for time spent in a New Dawn Camp (from "Northern Brewings").

Kinnora: Female human Rog2; CR 2; Medium-size humanoid (5 ft. tall); HD 2d6; hp 10; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex, touch 13, flat-footed 10); BAB +1; Atks +1 melee (1d4 [19-20/x2], dagger); SA +1d6 sneak attack; AL N; SV Fort +0, Ref +8, Will +1; Str 10, Dex 16, Con 11, Int 10, Wis 13, Cha 15.

Skills and Feats: Hide +9, Move Silently +9, Open Locks +9, Pick Pockets +10, Spot +5; Improved Initiative, Dodge.

Equipment: dagger

Appearance: Dirty, smelling, but underneath the grime, very beautiful. Her hair is dirty blonde and her physique is thin and somewhat malnourished.

Disposition: Cold, scared, hungry, and lonely.

Kelt: Male human Rgr1; CR 1; Medium-size humanoid; HD 1d10; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, studded leather armor, small wooden shield); BAB +1; Atks +2 melee (1d6 dam [x3], shortspear), +3 ranged (1d8 dam [x3], longbow); SQ track, favored enemy (devils); AL CN; SV Fort +2, Ref +2, Will +2; Str 13, Dex 14, Con 11, Int 11, Wis 15, Cha 10.

Skills and Feats: Hide +5 (4 ranks), Listen +4 (2 ranks), Move Silently +5 (4 ranks), Spot +6 (4 ranks), Tumble +2 (1 ranks), Wilderness Lore +6 (4 ranks); Alertness, Ambidexterity*, Run, Two-weapon Fighting*.

Equipment: studded leather armor, shortspear, longbow, 20 arrows, bedroll, rope, 3 torches, rations, wineskin, dust of appearance, dust of tracelessness, leather pouch w/ black disk.

Appearance: Short and stout. His hair is light and his skin is camouflaged with mud and crushed berries. He wears a full cloak that covers him almost completely and blends well with the woodland environment.

Disposition: Sly, witty, quick-tongued, and sinister.

Rohror: male human Bbn1; CR 1; Medium-size humanoid; HD 1d12+1; hp 13; Init +1 (+1 Dex); Spd 40 ft.; AC 17 (+1 Dex, chain shirt, large wooden shield); BAB +1; Atks +4 melee (1d6+3 dam [x3], shortspear), +2 ranged (1d6+3 dam [x3], shortspear); SQ rage 1/day, fast movement; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 16, Int 9, Wis 10, Cha 9.

Skills and Feats: Handle Animal +2 (3 ranks), Intuit Direction +4 (4 ranks), Listen +4 (4 ranks), Tumble +0 (1 rank), Wilderness Lore +4 (4 ranks); Iron Will, Toughness.

Equipment: studded leather armor, shortspear (2), bedroll, rope, 3 torches, rations, wineskin, dust of tracelessness, and leather pouch w/ black disk.

Appearance: Thick, broad shouldered, dark eyes, light skin. His stature is tall and powerful. He's also been given a cloak, but he seems less able to conceal himself than his companion.

Disposition: Scrappy, tough, and bold.

Dorjan Oldrich: male dwarf Ftr6/Rog10: CR16; Medium-size Humanoid; HD 6d10+36 plus 10d6+60; hp 174; Init +2; Spd 40 ft.; AC 23, touch 12, flat-footed 23; BAB +13; Grap +16; Atk +20/+20/+15/+10 melee (1d8+8/19-20/x3, birrvenin [see equipment]), or +16/+11/+6 melee (1d3+3 subdual, unarmed) or +15 ranged (1d10/19-20, heavy crossbow); SA sneak attack +5d6; SQ dwarven racial abilities, improved evasion, cold resistance 5; AL NG; SV Fort +16, Ref +13, Will +10 (+2 vs spells and poisons); Str 16, Dex 14, Con 22, Int 10, Wis 12, Cha 8; Height: 4' 4"; Weight 140 lbs.

Skills: Appraise +4, Climb +12, Diplomacy +4, Disable Device +11, Hide +10, Intimidate +8, Intuit Danger +11, Jump +10, Listen +8, Move Silently +14, Open Locks +12, Ride +5, Search +6, Spot +8, Swim +6, Wilderness Lore +8; Feats: Alertness, Combat Reflexes, Dodge, Mobility, Iron Will, Improved Critical (battleaxe), Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Power Attack, Track.

Languages: Common, Dwarven.

Possessions: +5 studded leather armor with armor spikes, +2 small steel shield, cloak of resistance +2 and cold protection (cold resistance 5), ring of chameleon power, periapt of wisdom +2, birrvenin—+3 battleaxe of speed, boots of striding and springing, heavy crossbow, 20 bolts, backpack, bedroll, flint and steel, 2 flasks of oil, 50 feet of silk rope, 2 empty sacks, 4,000 gp, 3 Gold Bars.

Positions/Titles

In the past, Dorjan has served as an independent scout for both the Army and the Church Militant, though he holds no formal position with either. Dorjan is known to be on extremely good terms with several of the Brilliant Castle commanders, as he is well-known in the region of the Pale that fronts on the Troll Fens, and his work fighting the trolls that are an ever-present danger in the region has earned him a great deal of respect.

Appearance

Dorjan has the gruff and taciturn toughness that exists in all caricatures of dwarves. Unlike other dwarves, his skin is tanned and hardened by many years spent under the harsh glare of the winter sun, and the howling winds of the northern mountains. His beard is kept cropped just below neck length - short for a dwarf, but practical for one whom often has to wear layers of fur and wool to protect him from the elements.

Now approaching what passes for middle age for a dwarf, the first few grey hairs are beginning to show in the reddish-blond beard of Dorjan, and (though he has yet to share this information with anyone but himself), he is considering shaving his head to hide the gradual thinning of hair that has begun at the temples.

Dorjan is never seen in public without his armor, a well-worn set of leather armor covered with small metal spikes and plates. His battleaxe birrvenin is legendary in his hands, the axe having been a part of his life for over 75 years, since its retrieval from a cairn in the troll fens.

Personality

Dorjan takes the stereotype of the gruff dwarf and puts it to shame. His normal communication mode is to fit all his thoughts into a single sentence, and after that he considers the subject over. Grunts and the occasional shrug or sniff make up the rest of his conversational repertoire. This lack of communication skills is more severe when dealing with other races than dwarves. When speaking with other dwarves, Dorjan is merely taciturn, rather than being almost non-communicative.

Dorjan is a strong believer in action over discussion, and will often simply do something that he sees needs doing rather than wait for the issue to be discussed. His vast experience (more than 75 years) along the northern borders of the Theocracy mean that while he often doesn't wait for agreement before acting, usually what he chooses to do is exactly the right thing. Thus his lack of communication - for Dorjan the solution seems obvious, and any discussion is simply a waste of time.

Background

Dorjan is as close to a living legend as the Troll Fens have. Known to the trolls as doombringer, Dorjan has devoted his entire adult life to attempting to exterminate the race of trolls from the world of Greyhawk - a task that he will not acknowledge as being beyond his single-handed ability. The reasons for Dorjan's unceasing hatred of trolls are unknown, and he has never shared this knowledge with anyone. Usually traveling the Northern reaches of the Pale unaccompanied, he uses his skills to hunt the trolls that he hates. Dorjan's stamina and tenaciousness are legendary (and having the boots to help his movement doesn't help either.) Stories say that when Dorjan sets his eye on a goal, no obstacle of man or nature can dissuade him from his goal.

Alliances/Adversaries

The commanders of the Brilliant Castles and any military leaders that have served in the region or may have come into contact with him respect Dorjan. Even members of the military that have never met him personally will afford him a measure of respect and courtesy, as they will at least have heard of him by reputation.

Dorjan has no formal position within the Theocracy. Other than his reputation, he has little influence on its citizens.

Player Handout: Ludwedge's Notes to Wendiggan

Sir Wendiggan,

I've compiled this information that I hope will fulfill our end of the bargain. I expect to hear from you soon about the deal to take us to the County. We are staying at an empty humanoid camp near the old town of Tristor. We will wait for you here, unless trouble is afoot.

Prelatal Patrols

Patrols leaving on Starday, Earthday, and Moonday are in a clockwise direction starting from the Dour Pentress and heading eastward along the border of the Troll Fens. Once the Brilliant Castle Purlieus between Tristor and Rakervale is reached, the patrol turns back and heads south and west through the surrounding grazing fields until it reaches Wintershiven where it gives its report. Patrols on these days are a Lieutenant and three to five lower ranking soldiers. Sometimes there are Faithful Flan with them, if there is word of a problem.

Patrols leaving on Waterday, Sunday, and Freeday are in a counter-clockwise direction and follow the opposite path of the other patrols (starting at Wintershiven and ending at Dour Pentress). These patrols are much bigger and have a dozen or more men. I have seen these patrols move into the swamp and fight trolls. They are highly skilled, well trained and coordinated.

Finally, I think I have noticed a weakness. Patrols sent on Godsdays are far fewer in number and mostly consist of Faithful Flan. These irregulars are typically mounted on light horses and lightly armed. I tested them to see how well trained they are by stirring up some trouble once and I figure that given the opportunity, I could easily defeat the entire patrol myself with some planning.

It takes a week round trip to finish the patrols. They usually send out a patrol every three days.

New Dawn Camps

You requested that I collect what information I could about the two major New Dawn Camps in the north. I have done even better. With a lot of risk to myself, I have managed to spring a number of former camp detainees from each of the camps. You may do with them what you please, so long as you assure safe passage for my friends known as the Scarlet Six and myself. I hope that this has exceeded your expectations.

Your friend,

Ludwedge

Player Handout: Dorjan's Tale

Me grim tale begins like this. I was minding my own walking through the snowy swamp in the winter on the trail of some big, nasty troll. Now, I know trolls as well as anyone, but I never saw them operate quite like this. Here there is, this slow, fat troll with a belly full of babies or something and I'm running after him ready to split him in two when out of nowhere comes three big, fast, gangly trolls and another smaller one. Soon I don't know where I am, but I've got blood all over me and my axe is gone! Oh, Moradin, that was a terrible day. I ran off to warn the Bright Castles, but I was too late. The Troll Winter had begun. Trolls everywhere I tell ya. And I'm caught out there without an axe or anything. Lucky for me a bunch of you adventuring types were there with the army fighting off the trolls. And them trolls, they had wicked allies too. Blue ogres flying around throwing spells, big trolls trained to swing chains, and even a giant! Oh, if only I had had my axe, I would have slain them all!

You know, I've been around here fighting trolls for quite some time, but I've never seen a Troll Winter quite like that. Lucky we are to have adventurers like you around these parts. I've heard that the Troll King is planning something deep in the swamp, but who knows if he even exists. I've never seen em, but if I do, I'll give him something to plan when he's sent to the Nine Hells.

Player Handout: Old Kedder's Tale

It is important to know your history, I tell you. This place was not always this way. Just a few years ago, there was a small hamlet known as Tristor not far from here. It was a decent place with the Yol River flowing through it and a small mill that produced enough grain to keep the people fed. But something was wrong with the people that were raised there. They had a wicked streak in them. Once upon a time, a young Rhennee boy was orphaned by the town after a series of crimes were blamed on his family. He grew up, but the bitterness for what had happened brooded in him until like a kettle coming to boil, he exploded. All the pent up anger and rage made him lash out and begin hunting like a wolf. He used his natural instincts with animals to train a bear to maul and kill, hoping that he could exact vengeance on those that unjustly murdered his family. Luckily, for the town, before it was too late a group of adventurers, much like you, came in to save the town from utter disaster. Unfortunately, word spread of the corruption among the residents of Tristor and soon the Church Militant arrived and began executing their plan to raise a wall around the city and turn it into a New Dawn Camp. Woe is the day that Tristor became no longer a town but a prison for the poor souls who do not believe what Wintershiven believes.