

Lifeline

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Brandon Kaya

Critwall Bridge has always been a vital link between Furyondy and the Shield Lands. Destroyed during the Greyhawk Wars, it is nearly rebuilt. You must guard it during this most vulnerable time to prevent forces of Iuz from destroying it a second time. An adventure for 1st and 2nd level characters.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

| | | | | | |
|-------|------------------|------------------|------------------|------------------|-----------------|
| | <u>4 players</u> | <u>5 players</u> | <u>6 players</u> | <u>7 players</u> | <u>Lvl Cap</u> |
| Tier: | 4-12 | 5-13 | 6-14 | 7-15 | 4 nd |

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

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

| | |
|------------------|--|
| Destitute | You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes. |
| Poor | You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing. |
| Common | You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing. |
| High | You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks. |
| Luxury | You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week. |

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

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

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

Adventure Summary and Background

Critwall Bridge was a major method of travel between Furyondy and the Shield Lands before the Greyhawk Wars. When it was destroyed during the Greyhawk Wars it cut off an important supply line. After the Great Crusade, the rebuilding of the bridge became a major priority for Lady Katarina. She felt this was necessary because it is needed to help transport supplies to the Shield Lands and it keeps a large number of people working who would otherwise be idle. After three years the bridge is almost complete. Fearing sabotage, Lady Katarina wished to strengthen the defenses around the bridge. She had a problem in that the Shield Lands troops have been spread very thin and so very few soldiers could be spared to reinforce those at the bridge. To augment those troops, Lady Katarina has sent groups of Pathfinders, adventurers recruited to aid the military, to help guard the bridge.

Sabotage is not the only problem for Lady Katarina at the construction site. The wizard Waqounis spent a great deal of time around Scragholme Island before it was lost to Iuz during the Great Crusade. The people of the Shield Lands never determined what he was doing there. What is known is that he seemed to spend a large amount of time summoning creatures. What Waqounis was doing was trying to find information on an artifact that he thinks would help him replace Vayne as ruler of the Shield Lands and a member of the Lesser Boneheart. His search was proceeding well before the Great Crusade retook Critwall and Bright Sentry.

Waqounis spent the last couple of years researching where the artifact might be hidden. Instead, he discovered the location where an old hermit who specialized in studying water creatures had his cave. He believes this hermit knew the location of the artifact. Unfortunately for him, the cave was in the lands near Critwall Bridge. Desperate to find a way to get rid of Vayne, Waqounis has tried to send agents to recover the information. The patrols have been too thick and none of his agents have been able to get close to the cave. He changed tactics and recently sent several agents to join the workers at Critwall Bridge. They have been instructed to wait for a diversion before they try to reach the cave.

Adventure Synopsis

The adventure begins as the PCs are heading toward the construction site from Critwall. They will have the opportunity to talk to both the soldiers and the command, Captain Rildillian.

After reaching the Bridge, they are sent on patrols for the next several days. On the fifth day, at the end of their patrol, they encounter a wagon and its driver, Arvid.

An agent of Waqounis, a priest of Iuz named Ryszard, charmed Arvid and hid a number of zombies under the food supplies in his wagon. Ryszard quickly

realized that the smell of the zombies would be noticeable even over the spicy sausages that were part of the cargo. So he put them under a layer of dirt under the supplies. He accompanied his 'friend' Arvid for the first part of the journey. They encountered two patrols, both of which noticed the strange layer of dirt under the supplies. Both patrols were attacked and killed, with their bodies replacing those of the zombies they killed. After the second attack, Ryszard left Arvid because he was out of spells.

The PCs will have the opportunity to notice that something is not right with the wagon. If they investigate, zombies attack them. Otherwise the zombies attack when workers move into unload the cargo.

The attack is a diversion to allow the agents hidden amongst the workers to go to the cave. They consume *water breathing* potions and head upriver toward the caves. The PCs may notice this and if so, they can either continue to help fight the zombies or go after the agents. If they continue to fight the zombies or did not notice the agents, Captain Rildillian sends them into the river after the fight.

The PCs must then try to find what the agents are doing under the water. If they followed the agents immediately, then they can attempt to follow them into the cave. The agents will try to avoid them. Otherwise they will have to search for the cave.

After finding the cave entrance they will have a small dungeon complex to search. There are a couple of traps and (possibly) the agents. The characters will need to find the scrolls hidden in the hermit's bedroom.

This cave complex used to be the home of a reclusive mage who enjoyed studying and experimenting on water creatures of all types. He was an accomplished mage and used his magic to create this small complex. His end came when he tried summoning a powerful creature to find out more about the artifact mentioned in a book he had acquired. The creature destroyed the mage and left his bones to rot where they fell. Waqounis has discovered the existence of this book and needs it in his next step in his plans.

After emerging from the caves, the PCs will see that the bridge is under attack, this time by Vayne's creatures, who are trying to destroy the bridge.

These orcs have been sneaking down through the free Shield Lands during the night, hiding during the day.

Finally, Captain Rildillian speaks with them and the scrolls are sent to back to Critwall to be researched. The fate of Critwall Bridge hinges on the actions of the PCs.

Player Introduction

It is early in the month of Readying 591 CY as you find yourself marching between Critwall and the nearly complete Critwall Bridge. The road you walk on is muddy from the melting snow and all around you life is waking from its winter slumber. Farmers are working in their fields, although they become less common as you get farther away from the safety of Critwall. Ruins of burned out farms become more

common, with the remains of homes and barns slowly falling apart and returning to the earth.

You are one of the many Pathfinders, adventurers helping the government of the Shield Lands, assigned to help guard the bridge as it is completed. This is a crucial time for the bridge, because it is almost complete, but vulnerable and if it is destroyed, three years of building will be lost. Lady Katarina has been sending groups of Pathfinders to reinforce the troops guarding the bridge. When available, she has been sending additional soldiers as well. You are accompanying one such group of soldiers.

The soldiers are dressed in standard studded leather armor and are carrying spears. They each have a pack on their backs containing their other equipment. They seem well-trained and confident, though with little interest in speaking as they march.

Soldiers surround a sturdy supply wagon as it creaks along. Driving the wagon is a middle-aged man named Arvid. He speaks with whoever is closest to his seat on the wagon and never quite seems to stop talking. The smell of spicy sausages surrounds the wagon.

Captain Rildillian commands them. He is a man in his late-twenties who, like many Shield Landers, has seen much and is determined to remove the taint of Iuz from his nation. He is of Oeridian stock, tanned of skin with close-cropped golden blond hair and steady brown eyes. He wears chainmail and has a greatsword strapped to his back. The horse he rides carries additional equipment in its saddlebags.

There are several other Pathfinders in the group as well. You met them at dawn this morning when you began the long march to Critwall Bridge.

There are ten soldiers under the command of Captain Rildillian. The PCs, who are considered to be irregulars in the army, are expected to obey the captain as well.

Have the characters introduce describe and introduce themselves.

Encounter 1 – A Marching We Will Go

It is mid-day when Captain Rildillian calls for a halt for lunch. Half of the soldiers guard the perimeter while their companions eat, then the soldiers swap so all have a chance to eat and rest. The soldiers eat simple rations from their packs. Conversations spring up as if the soldiers have been saving all they had to say for this short break.

This encounter is a chance for the characters to talk to each other and the soldiers they are accompanying. They are about halfway to the bridge. Captain Rildillian allows a thirty-minute rest before pushing on to the bridge.

Captain Rildillian, male human (Oeridian) Ftr7: CR 7; Medium-size humanoid (6 ft. 1 in.); HD 7d10+14; hp 63 (+3 Toughness); Init +1 (Dex); Spd 20 ft.; AC 16 (+6 chainmail, +1 Dex); Atks +12/+7 melee (2d6+7 [crit 19-20], +1 greatsword); AL NG; SV Fort +7, Ref +3, Will +2.

Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 12.

Skills: Climb +3 (-5 chainmail), Craft Armorsmithing +5, Handle Animal +5, Hide -1 (-5 chainmail), Jump +2 (-5 chainmail), Listen +5, Ride Horse +6, Spot +3, Swim -4 (-11 equipment weight); *Feats:* Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Equipment: +1 chainmail, +1 greatsword, riding horse, pouch containing 5 gp, 7 sp

Captain Rildillian is a Shield Lander who spent the time between the Greyhawk Wars and the Great Crusade commanding a border fort in Furyondy known as Fort Critwall. He eagerly joined the Great Crusade and took part in all of the major battles.

He is very serious and is completely focused on the goal of liberating the Shield Lands. He cares about his men and will not throw them away on a mission he feels is wasteful. The captain despises orcs in all of their forms, including half-orcs and does not speak to any half-orcs in the party. He does not stop any harassment from his soldiers directed at half-orcs unless violence breaks out, in which case he will inevitably side with the soldiers.

Captain Rildillian is willing to speak with anyone in the group, barring half-orcs. He approaches priests or obvious followers of Heironeous, Mayaheine or Pholtus.

Talking to the Captain may gain the characters the following information:

- The state of the construction. It goes well, all of the raw materials needed for the bridge are there. The bridge itself is almost complete and the bridge is expected to be finished in the next couple of weeks. Sabotage now would mean the destruction of years of work, which is why extra soldiers and Pathfinders are being sent down.
- He explains that Furyondy is one of the major sources of aid to the country and that the bridge is the primary route for supplies to flow into the country.
- The northern border keeps have seen an increase in the number of patrols on the occupied side of the border recently. No one has been able to determine what that signifies. Lady Katarina has sent additional troops north in case Vayne is planning an attack.
- Scraggs have been seen several times around the bridge in the past couple of weeks. They usually do not venture that far up the river.
- Several individuals have been killed over the last several weeks around the bridge. It is assumed that they were spies for Iuz, scouting as a prelude to an attack.

Soldiers, male (6) and female (4) humans Warz: CR 1; Medium-size humanoids; HD 2d8+2; hp 18 (+3 Toughness); Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atks +3 melee (1d8+1 [crit x3], shortspear); AL LG; SV Fort +4, Ref +0, Will +0.

Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +2 (-1 studded leather), Handle Animal +2, Jump +2 (-1 studded leather), Swim -1 (-5 equipment weight); *Feats:* Toughness, Combat Reflexes

Equipment: studded leather armor, shortspear, Pouch containing 15 sp, backpack with food, bedroll, etc.

These are simple soldiers who believe in freeing the Shield Lands from the grasp of Iuz. They trust their commander and know that he is unwilling to sacrifice them needlessly.

The soldiers will freely talk to anyone, as long as they are not half-orcs. Their commander's views on that race have reinforced their natural tendencies. Anyone who looks like an officer will be treated with respect, but they will not get any rumors out of the men. Others are invited to sit with them and can hear rumors as long as no 'officer types' are nearby.

Talking to the soldiers may gain characters the following information:

- People have been disappearing from Tent Town. The overworked watch has not been able to find who is responsible for the disappearances.
- Dissidents in Furyondy are going to try to destroy the bridge. The dissidents feel that the Shield Landers do not deserve help since we turned it down at the beginning of the Greyhawk Wars. All aid at this point will do is drain the resources of Furyondy.
- Several individuals of an unknown cult have been killed in and around Critwall. The meaning of the symbol they wore is unknown. They may be connected to the disappearances in Tent Town.
- Lady Katarina is looking for a husband. She is looking beyond the noble families and seeks new blood.

Arvid, male human Com2: CR 1; Medium Humanoid (5 ft. 6 in.); HD 2D4; hp 7; Init +0; Spd 30 ft.; AC 12 (+2 leather armor); Atks +1 melee (1d4 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills: Climb +3, Handle Animal +6, Jump +3, Listen +4, Swim +4; Feats: Simple Weapon Proficiency, Armor Proficiency (light).

Equipment: wagon, draft horse, dagger, leather armor, pouch containing 5 gp, 7 sp

Arvid is a jolly middle-aged man with shaggy dark brown hair and twinkling gray eyes. He loves traveling the countryside on his wagon. Delivering goods is a good excuse to meet people and see new things. Like most sensible people, he is deathly afraid of undead.

Arvid gives the same rumors as either the soldiers or Captain Rildillian to anyone who gets close his side of the wagon.

Encounter 2 – The Lifeline

After the short lunch break, Captain Rildillian continues the march. After several hours of marching, patrols from the construction site begin periodically encountering your group. The Captain speaks with each patrol and soon the patrol continues on its way.

The march continues and eventually the sun sets on the distant hills. Soon light from the construction site is visible.

As the site gets closer, more details can be seen. A low earthen wall surrounds the entire area. While the wall would not serve as a impediment against a large determined force, it is effective against most raiding forces. There are several large piles of uncut stone on either side of the road. Closer to the bridge a space for the stonecutters has been cleared and they cut stone into night.

Surrounding the piles of stone are the tents and corrals needed to house those who work on the bridge.

The smell and sounds of the numerous animals used for the construction grows stronger as the camp grows closer.

Off in the distance, lit by many fires is the massive Critwall Bridge. From the road it looks complete because the centermost portion of the span is not visible. It crosses the Ritensa River high enough that ships can pass underneath.

A dwarf on the bridge shouts commands at the workers as they bring cut stone to the bridge. Each stone is placed with great care and meticulous precision, using the confusing tangle of rigging on the top of the bridge.

Captain Rildillian dismisses both the soldiers and the PCs, telling all to find him in the morning to discuss their duties.

It is quite late in the evening and the PCs have been marching since dawn. If they wish to explore the area, let them, but most of the important NPCs will be unavailable.

At dawn the next morning, a group of soldiers leaves the camp. They are heading back to Critwall with the previous commander of the construction site, Captain Janko. Rildillian is the replacement for the security of the construction site.

The Construction Site

The area surrounding the camp is comprised of rolling hills with long grasses. The constant patrolling has worn trails into the grass. The grasses have been cut away to a distance of several hundred yards. The banks of the river vary from cliffs up to 30 feet high to going right down to the river.

An earthen wall three feet high surrounds the site itself. There is an opening at the road with no gate.

On either side of the road are two large piles of uncut stone. The piles are about 7 feet high. The piles grow smaller with each passing day as the stone is cut and placed in the bridge.

Next to the northern pile of stone is the area where wagons are stored. It is usually empty as the wagons are in almost constant use.

Next along either side of the road are areas for the stonecutters. They carve and shape the stones to the appropriate shape for the bridge. From there they are taken by wagon to the bridge itself.

Behind the northern stonecutter area is the corral. The various oxen and horses used are kept here. The food for the animals is kept between the stone and the corral.

Behind the southern stonecutting area and uncut stone pile is the camp for the workers and the soldiers. A

large number of tents are erected for sleeping, storage and cooking. Everyone except Larsdon, Sareth, Jored and Rildillian share a tent with several others. Waste is dumped into the Ritensa.

Four small boats are tied up next to the bridge. They are used for inspecting the bridge. Originally they were used to move between the two sides of the river. Each boat can hold four people.

The Ritensa River itself is about two hundred yards wide.

There are wagons coming and going to Critwall every day. They bring supplies and take the occasional prisoner back to Critwall.

There are two different priests in the camp. They have turned their respective tents into small shrines for their gods. Sareth is a follower of Heironeous and is the primary priest of the camp. Jored is a follower of St. Cuthbert. The two priests dislike each other and try to avoid coming into contact.

Larsdon, a dwarven engineer, is in charge of the construction. He has a small cadre of dwarves that oversee various parts of the construction.

Under the dwarves are 100 workers who do most of the work. They do the stonemasonry, cooking, hauling, setting the stones, and other tasks needed to finish the bridge. The workers are comprised of mostly humans with a few dwarves and gnomes. The workers will fight in only the most desperate circumstances.

Patrolling

The general plan for security of the area is that the 50 soldiers are responsible for the area immediately surrounding the bridge. They watch the workers for possible sabotage and are the last line of defense.

The Pathfinders are used for broader patrols of the surrounding area. A majority of the patrols take the entire day to complete; other shorter patrols are done multiple times in a day by the same patrol. The longer patrols are done on horseback, the shorter on foot.

The PCs are sent on various patrols for the next several days. Their instructions are to question anyone they encounter. If the people they encounter are acting suspicious, they should be searched. Any possible spies or saboteurs are to be apprehended and brought back to the construction site. From there they are sent back on one of the supply wagons to Critwall. Enemies are to be delayed or defeated, but one member of the patrol should immediately leave to inform the construction site.

Briefly describe patrols over the next several days with the PCs encountering hunters, farmers and other harmless individuals. Have them encounter wagons a couple of times when they are patrolling along the road. They encounter Arvid once more as he delivers additional supplies to the camp.

Some additional encounters are listed below for the patrols. If time is running short skip to The Distraction.

The Bear

The patrol today goes along the northern and eastern edges of the patrolled area. The well-used path winds through the grasses until it disappears in the distance.

It is mid-morning when you spot something on the path ahead. Blood is smeared into the path and the surrounding grasses. A crude path through the grass leads away from the blood farther into the grassland.

The characters are on a long patrol, on the outskirts of the patrolled area. There is a trail leading from the blood through the grasslands in the opposite direction from the construction site. If someone successfully follows the tracks (Tracking feat and Wilderness Lore or Search, DC 9), they can follow the tracks back to a cave on the bank of the Ritensa. Successfully identifying the tracks (Tracking feat and Wilderness Lore, DC 12) identifies them as bear tracks.

The tracks lead to a cave that smells strongly of a large animal. The growls and grunts of a large animal can be heard within.

The smell from the cave makes it obvious that an animal lives in it. If they get close they start hearing a growling noise. Anyone listening carefully to the sound (Wilderness Lore, DC 20), notices that the sound slightly wrong. A druid notices this automatically.

There are actually six orcs hiding in the cave. They are part of the strike force sent by Iuz to destroy Critwall Bridge. One of them growls like a bear when the characters approach. If discovered, they try to eliminate the characters and fight to the death. Inside the cave, the orcs have three-quarters concealment unless the characters have Low-light Vision or Darkvision. Outside of the cave, the orcs are at -1 to their attack rolls because of the sunlight.

Tier 1 (EL 2)

Celbit Orcs (4): CR 1/2; Medium Humanoid (6 ft.); HD 1d8; hp 6 (each); Init +0 (Dex); Spd 20 ft.; AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit x3], greataxe), +0 ranged (1d6+2, Javelin); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2; Feats: Toughness

Equipment: greataxe, 2 javelins, scale mail, 5 sp.

The orcs' armor has been smeared with a mixture of grease and black ash to better blend into the darkness.

Augmented Tier (EL 4)

Double the number of Orcs hiding in the cave.

If the characters check (Search, DC 10) along the bank of the river near the cave, they see the half-eaten corpse of a bear under the water. The corpse is kept underwater with heavy stones.

The Knights

Another long patrol is almost done. You have reached the road, which means you are only a couple of miles from the camp. As you turn toward the camp you hear the thumping of horses' hooves on the road.

Ahead the figures come into view. They wear uniforms with the symbol of the Knights of the Holy Shielding on their right breast. The horses they ride are obviously exhausted and cannot keep up the harsh pace for much longer.

The characters are on a longer patrol so they are on horses. When they reach the road between Critwall and Critwall Bridge, they hear the clattering of hoof beats coming toward them from the direction of the bridge. They see several figures riding toward them. Three Knight of the Holy Shielding are riding rapidly toward Critwall. Their horses are obviously tired from being ridden a long distance.

The leader of the knights, Sir Lysya, demands three of the characters' horses when they get closer. If the characters are using horses from the camp, then she explains that the horses belong to the government if the characters are reluctant. If the horses belong to the characters Sir Lysya swears she will return them. They need to get to Critwall as soon as possible to deliver a message to Lady Katarina.

If asked, all of the horses at the camp were out on patrol.

The Distraction

Today your patrol is the smallest of the routes. It is so small you never leave sight of the camp on the patrol route. It is mid-afternoon, when you approach the camp's gate for the seventh time. As you reach the road you see the familiar figure of Arvid and his wagon making his way toward the camp. He spots you and waves.

On the fifth day of patrolling, the characters are on a shorter patrol and arrive at the entrance to the construction site around mid-afternoon. They see Arvid coming down the road toward the bridge. He waves to them and continues driving like he always does. As the wagon passes them, the characters have a chance to notice (Spot, DC 15) that underneath the supplies the wagon seems to be carrying a load of dirt. Arvid seems to be carrying a load of foodstuffs for the site, including the normal spicy sausages. If they wish to investigate, Arvid has no problems with a search by the PCs. When they start digging around the dirt however, the zombies hidden underneath will attack. Arvid is terrified of the undead and attempt to flee to the safety of the soldiers near the bridge.

If the characters do not investigate, the wagon continues to the bridge where the undead attack the workers removing the supplies.

When the zombies attack and attention is focused on the undead, a trio of workers heads toward the water. They each drink a potion and then slip into the river heading upstream. The characters have a chance (Spot, DC 15) to see the workers slip into the water.

The characters who notice the workers have to decide whether they want to help fight the undead or find out what is going on with those workers. If they stay and fight, continue this encounter. If they swim the workers go to encounter 3a. If they pursue the workers on land, go to 3b.

The characters do not have to fight the zombies alone. The soldiers help defeat the zombies and Captain Rildillian wades into the combat. Jored stays back and prepares to defend the workers. Sareth is currently across the bridge in Furyondy speaking with some representatives from King Belvor IV. If the players are in trouble even with the help of the soldiers, Sareth comes to their aid.

Investigation of the zombies after they have been defeated reveals that several of them are very recently dead and are comprised of Pathfinders from a couple of patrols.

If the PCs did not see the workers entering the water or chose not to follow them, Captain Rildillian informs them that they should go after the workers. Sareth and Jored heal the characters' damage before they leave. The PCs are currently the only Pathfinders at the site.

Sareth, male human Clr7: CR 7; Medium-size humanoid (5 ft. 9 in.); HD 7d8+14; hp 52; Init +0 (Dex); Spd 20 ft.; AC 16 (+5 chainmail, +1 shield); Atks +6 melee (1d8+1 (crit x3), +1 battleaxe); SA spells, good spells cast at +1 caster level, Turn Undead; AL LG; SV Fort +9, Ref +4, Will +8.

Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 13.

Skills: Concentration +12 (+16 when on the defensive), Diplomacy +7, Heal +12, Knowledge(religion) +6, Spellcraft +5; Feats: Combat Casting, Expertise, Great Fortitude, Lightning Reflexes, Martial Weapon Proficiency battleaxe, Weapon Focus battleaxe

Spells (6/5+1/4+1/3+1/1+1) (Good, War): 0-lvl—create water (x2), detect magic, detect poison, guidance, light, read magic; 1st-lvl—command, divine favor, endure elements, protection from evil, random action, summon monster I; 2nd-lvl—aid, bull's strength, hold person, resist elements, spiritual weapon; 3rd-lvl—discern lies, magic circle against evil, prayer, searing light; 4th-lvl—dismissal, divine power

Equipment: chainmail, +1 battleaxe, riding horse, holy symbol, spell components, pouch containing 4 gp, 6 sp

Sareth is a middle-aged man who focuses on none of the martial aspect of his god. He helps Captain Rildillian train the soldiers and often goes on patrols with the Pathfinders.

He dislikes Jored because of the way he constantly is trying to recruit others to his faith. The Shield Lands follow Heironeous and they should remain that way.

He is also responsible for keeping the Furyondians happy as the construction continues. He meets any groups from the Furyondy and speaks with them.

Jored, male human Clr3: CR 3; Medium-size humanoid (5 ft. 7 in.); HD 3d8+3; hp 24 (+3 Toughness); Init +0; Spd 20 ft.; AC 15 (+5 chainmail); Atks +4 melee (1d8+1, heavy

mace); SA Turn Undead; AL LN; SV Fort +4, Ref +3, Will +6.

Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills: Concentration +6, Heal +8, Knowledge (religion) +6, Spellcraft +1; *Feats:* Lightning Reflexes, Toughness, Weapon Focus heavy mace

Spells (4/3+1/2+1) (Protection, Strength): 0-lvl—*detect magic, detect poison, light, read magic*; 1st-lvl—*cause fear, command, endure elements, obscuring mist*; 2nd-lvl—*bull's strength, hold person, silence*

SQ: *Strength Domain*—feat of strength. Gain a +3 enhancement bonus to strength. A free action usable once per day; *Protection Domain*—protective ward. Touch someone to grant them a +3 resistance bonus. This is a standard action. The duration is 1 hour usable once per day.

Equipment: chainmail, heavy mace, riding horse, holy symbol, spell components, pouch containing 6 sp

Jored is a young priest who feels the fire of his faith burning brightly. He came here to bring the religion of St Cuthbert to the workers at the bridge. He holds sermons every day at the evening meal trying to convince the workers to join the faith. He has had some success and that has encouraged him.

He spends his day helping injured workers and trying to actually help wherever he can, regardless if he has the skills or not.

Larsdon (male dwarf Exp6; Profession Engineer +13). Larsdon is in charge of the actual construction of the bridge. He takes his job seriously and works everyday until he collapses from exhaustion. He does not speak with the characters unless they have information important to the completion of the bridge. He directs security issues to Captain Rildillian. Otherwise he rather rudely excuses himself and continues with the work on the bridge. He does not fight except in the direst circumstances.

Dwarf Overseers (5) (male dwarf Exp3; Profession Engineer +8). These dwarves are Larsdon's lieutenants. They oversee the various separate tasks that are needed to complete the bridge. They spend most of their time with each other except when at work. They do not spread any rumors. They do not fight.

Laborers (100) (mix of male and female humans (90), male dwarves (5), male gnomes (5) Com2). These are the actually workers on the bridge. Many of them have some craft skills specific to their duties.

The Laborers know the following rumors:

- The state of the construction. It goes well, all of the raw materials needed for the bridge are there. The bridge itself is almost complete. The next couple of weeks should see its completion. Sabotage now would mean the destruction of years of work.
- They explain that Furyondy is one of the major sources of aid to the country and that the bridge is primary route for supplies to flow into the country.

- Scraggs have been seen several times around the bridge in the past couple of weeks. They usually do not venture this far up the river.
- Several individuals have been killed over the last several weeks around the bridge. It is assumed that they were spies for Iuz, scouting as a prelude to an attack.

Arvid, male human Com2: CR 1; Medium Humanoid (5 ft. 6 in.); HD 2D4; hp 7; Init +0; Spd 30 ft.; AC 12 (+2 leather armor); Atks +1 melee (1d4 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills: Climb +3, Handle Animal +6, Jump +3, Listen +4, Swim +4; *Feats:* Simple Weapon Proficiency, Armor Proficiency (light).

Equipment: wagon, draft horse, dagger, leather armor, pouch containing 5 gp, 7 sp

Arvid is a jolly middle aged man with shaggy dark brown hair and twinkling gray eyes. He loves traveling the countryside on his wagon. Delivering goods is a good excuse to meet people and see new things. Like most sensible people, he is deathly afraid of undead.

Arvid gives the same rumors as the soldiers, laborers or Captain Rildillian to anyone who gets close his side of the wagon.

Captain Rildillian, male human (Oeridian) Ftr7: CR 7; Medium-size humanoid (6 ft. 1 in.); HD 7d10+14; hp 63 (+3 Toughness); Init +1 (Dex); Spd 20 ft.; AC 16 (+6 chainmail, +1 Dex); Atks +12/+7 melee (2d6+7 [crit 19-20], +1 greatsword); AL NG; SV Fort +7, Ref +3, Will +2.

Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 12.

Skills: Climb +3 (-5 chainmail), Craft (armorsmithing) +5, Handle Animal +5, Hide -1 (-5 chainmail), Jump +2 (-5 chainmail), Listen +5, Ride Horse +6, Spot +3, Swim -4 (-11 equipment weight); *Feats:* Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Equipment: +1 chainmail, +1 greatsword, riding horse, pouch containing 5 gp, 7 sp

Captain Rildillian is a Shield Lander who spent the time before the Great Crusade commanding a border fort in Furyondy known as Fort Critwall. He eagerly joined the Great Crusade and took part in all of the major battles.

He is very serious and is completely focused toward liberating the Shield Lands. He cares about his men and will not throw them away on a mission he feels is wasteful. The captain despises orcs in all of their forms, including half-orcs and will not speak to any half-orcs in the party. He will not stop any harassment his soldiers give to half-orcs unless violence breaks out, in which case he will inevitably side with the soldiers.

Talking to the Captain may gain the characters the following information:

- The state of the construction. It goes well, all of the raw materials needed for the bridge are there. The bridge itself is almost complete. The next couple of

weeks should see its completion. Sabotage now would mean the destruction of years of work, which is why extra soldiers and adventurers are being sent down.

- He explains that Furyondy is one of the major sources of aid to the country and that the bridge is primary route for supplies to flow into the country.
- The border keeps have seen an increase in the number of patrols on the occupied side of the border recently. No one has been able to determine what that signifies. Lady Katarina has sent additional troops north in case Vayne is planning an attack.
- Scraggs have been seen several times around the bridge in the past couple of weeks. They usually do not venture that far up the river.

Soldiers, male (6) and female (4) humans War2: CR 1; Medium-size humanoid; HD 2d8+2; hp 18 (+3 Toughness); Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atks +3 melee (1d8+1 [crit x3], shortspear); AL LG; SV Fort +4, Ref +0, Will +0.

Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +2 (-1 studded leather), Handle Animal +2, Jump +2 (-1 studded leather), Swim -1 (-5 equipment weight); *Feats:* Toughness, Combat Reflexes

Equipment: studded leather armor, shortspear, pouch containing 15 sp.

These are simple soldiers who believe in freeing the Shield Lands from the grasp of Iuz. They trust their commander and know that he is unwilling to sacrifice them needlessly.

The soldiers will freely talk to anyone, as long as they are not half-orcs. Their commander's views on that race have reinforced their natural tendencies. Anyone who looks like an officer will be treated with respect, but they will not get any rumors out of the men. Others can get the rumors from them as long as no 'officer types' are nearby.

Talking to the soldiers may gain the characters following information:

- People have been disappearing from Tent Town. The overworked watch has not been able to find who is responsible for the disappearances.
- Dissidents in Furyondy are going to try and destroy the bridge. The dissidents feel that the Shield Landers do not deserve help since we turned it down at the beginning of the Greyhawk Wars. All aid at this point will do is drain the resources of Furyondy.
- Several individuals of an unknown cult have been killed in and around Critwall. The meaning of the symbol they wore is unknown. They may be connected to the disappearances in Tent Town.
- Lady Katarina is looking for a husband. She is looking beyond the noble families and seeks new blood.

Tier 1 (EL 4)

Zombies (8): CR 1/2; Medium-size undead (6 ft.); HD 2d12; hp 16 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1, Slam); SQ Undead Immunities; partial actions only; AL N; SV Fort -, Ref -1, Will +3.

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness.

SQ: Undead Immunities—Immune to poison, sleep, paralyzation, stunning, disease, necromantic effects, charms, compulsions, phantasms and morale effects. They are not subject to critical hits, ability damage, ability drain, or energy drain. Immune to anything that requires a Fortitude save unless it affects objects; *Partial Actions Only (Ex)*—zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Six of these creatures are recognizable as members of patrols sent out earlier in the day. Ryszard killed them when they noticed that there was something funny with the wagon. The other four zombies are poor folk from the tent town outside of Critwall.

Note: The two priests will be nowhere near the wagon when the zombies strike. It will take them 5 minutes to get to any combat.

Augmented Tier (EL 5)

For the augmented tier have the Rildillian suspect a trap and send the soldiers to the perimeter of the construction site looking for additional attackers. That will leave the PCs the only people to take on the zombies.

Encounter 3a – Into the Water

Use this encounter if the characters swim after the workers.

The water of the Ritensa River is cold and murky. There is a constant tug downstream from the current, making it difficult to swim.

Characters who follow the agents immediately see them enter the cave. Unless the PCs are extremely strong swimmers, they are not able to catch the agents before they enter the cave.

If they do not see the agents, they have to search for the cave.

The cave is hidden 200 feet north of the bridge under some 10 feet of water. It is on the Furyondy side of the Ritensa, hidden by rocks, plants and muck. The agents know its basic location and find it quickly because they can breathe in water.

Characters who enter the river have to worry about:

- a) Breathing – characters can hold their breath for a number of rounds equal to twice their constitution score. When that time is up, begin making Con checks every round (Con, DC 10). The difficulty increases by 1 every round. When

the Con roll is failed the character falls unconscious, next round the character falls to -1 hp and is dying. The third round the character drowns. The fast moving water inflicts 1d3 points of subdual damage each round unless the character makes successful swim check (DC 15)

- b) The cave is well concealed by the surrounding terrain and requires a successful Search (DC 15) roll to find it. If the players fail to find the cave, then they see a bright flash from the cave mouth when the workers set off the fire trap.

Reward clever ideas about how to cope with these two situations with bonuses to the characters' search rolls.

If the characters somehow catch the workers, they will try to lose the characters deeper in the river. They assume that they characters do not have the ability to breathe water.

Encounter 3b – Not Entering the Water

Use this encounter if the players stay out of the water in pursuit of the workers.

The murky waters of the Ritensa make it difficult to see anything under the surface.

The water hides almost everything under the surface. From a boat (Search, DC 20), it is slightly easier than from shore (Search, DC 25) to find the cave.

If the characters fail to find the cave, they see a flash from the cave when the workers set off the *fire trap*.

When the characters try to reach the cave, go to Encounter 3a for the difficulties involved.

Encounter 4 – Aaah, A Cave

The tunnel continues along for 30 feet before it up into a larger cavern. The sloping bottom of the cavern is covered in fine sand. It appears that the cavern rises above the level of the water. There are holes smaller than a human's fist on the sides of the tunnel that continue past this cavern.

The small holes allow water to circulate through the cells in the lab. They were made too small for any of the creatures the hermit wanted to study to escape.

When the PCs look above the water go to the Entry Cave description.

All rooms except the bedroom have small niches with continual flame in them.

Entry Cave

Small flames placed in nooks on the walls faintly light the portion of the cave above the water. A beach continues to the far reaches of the cave. Lying almost buried at the edge of the water is an old skeleton. Two small stone slabs have been pressed into the sand of the beach mere feet from the water. On

one of the slabs lie the rotting remains of a table and chair. The other slab has strange mystical looking symbols inscribed on its face. Behind the slab with the furniture, a fire pit lies half-buried in the sand.

On the far side of the cave appear to be two exits, both of which flicker with light from beyond.

The slab with the mystical writing on it is the remains of a summoning circle (Spellcraft to identify the markings, DC 15).

The skeleton is the remains of the hermit. He was killed when he summoned something he could not handle. If the PCs dig up the rest of the skeleton, they find a key to the box found in his bedroom.

The hermit spent many hours in this room, studying creatures that he summoned. These were creatures that he did not want to perform experiments upon. The cave roof is porous enough that the smoke from the fire pit would not fill the cave and kill him.

The right exit to the cave leads to the laboratory, to the left to the storage room.

If the PCs immediately followed the agents into the cave, they see them entering the lab. The agents also notice the PCs and the fighters stop at the entrance to the lab to delay the PCs. They assume that the wizard intends to come back and get them before he leaves. The *fire trap* will not be set off, but the fire will still be set on the desk.

Otherwise, there are obvious tracks leading to the lab. If they took only a little time before following the agents into the cave, then they hear the whoosh and a bright flash as the agents set off the *fire trap* in the lab.

If the *fire trap* has already been set off, then the PCs only find the tracks leading to the laboratory.

Storage Cave

The sandy floor of this cave is bare except for some metal objects buried on the far side of the cave. Rusty metal pegs jut from the walls, while metal hooks hang from the ceiling. There are two exits from this cave, both lit by the flickering light in the rooms beyond.

The pegs on the walls used to support shelves holding the various supplies that the hermit needed. The supplies were mostly foodstuffs. The hooks on the ceiling were used to hang meats and herbs.

The metal buried in the sand is a rusty pot and pan that the hermit used for all of his cooking.

One exit leads to the entry cave the other to the laboratory.

Laboratory

If the agents have set off the *fire trap* and escaped.

The floor of this cave has been swept bare of sand. On the far side of the cave is a small desk and chair, both fiercely burning. There are papers on the desk helping to keep the flames strong. A pool is in this room, to the right of the burning desk, covered with a rusty, metal grating. There is a trapdoor in the middle of the grating. The whole cave radiates heat.

If the agents did not have time to set off the *fire trap*.

The floor of this cave has been swept bare of sand. On the far side of the cave is a small desk and chair, both fiercely burning. There are papers on the desk helping to keep the flames strong. Near the entrance to the cave there is a shelf that is also burning, the remains of books barely visible. A pool is in this room, to the right of the burning desk, covered with a rusty, metal grating. There is a trapdoor in the middle of the grating.

This cave is where the hermit experimented with captured water creatures. Assuming the agents got here first, they have found the book they needed and set fire to the desk and shelves using alchemist's fire. The remaining papers and books are ruined.

The grating covering the pool was used to prevent creatures from escaping. There is a gate in the grating that allowed the hermit to place captured creatures in the pool. The water in the pool is kept fresh by the small holes that connect it with the pool in the entry room. On the bottom of the pool lie the skeletons of the creatures trapped in the pool when the hermit died. In addition, there are several scroll tubes on the bottom of the pool, placed by the agents in order to delay the PCs. A successful Search (DC 20) is required to notice that the scroll tubes look much newer than the rest of the complex.

The opening in the grate is trapped to prevent the creatures in the pool from escaping. When the grate is opened, a small lever by the grate hinges flip up. This causes a sheet of flame to shoot across the cavern. The only areas safe from the flame are by the desk and the shelf.

Fire Trap: (2d4) to all within range; Reflex save for half damage; Search (DC 27); Disable Device (DC 27).

The agents reset the trap after they set it off in the hopes of hitting the PCs with it as well.

If the PCs are right behind the agents, then the two fighters stop at the entrance of this cave to delay them.

Tier 1 (EL 5)

Ilma, female human Ftr2: CR 2; Medium-size humanoid (5 ft. 7 in.); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atks +4 melee (1d6+2 [crit 18-20], rapier); AL CE; SV Fort +5, Ref +2, Will +1.

Str 14, Dex 14, Con 14, Int 13, Wis 11, Cha 10.

Skills: Climb +5, Handle Animal +5, Jump +5, Swim 5 (-4 equipment weight); **Feats:** Combat Reflexes, Dodge, Power Attack, Skill Focus Swim

Equipment: leather armor, rapier, pouch containing 25 sp.

Ilma is an average looking woman in her early twenties. She smiles cruelly, especially when she knows she is in a position of strength. If captured she gladly informs her captives of the glories of Iuz and how all of them shall be defeated and devoured by her great lord.

Ilma is a true believer in the glory of Iuz. She is willing to die to fulfill his cause. Waqounis is depending on that to make sure that they delay any pursuit of Ozias and the information he is returning to Waqounis.

Gorg, male human Ftr2: CR 2; Medium-size humanoid (5 ft. 9 in.); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atks +5 melee (1d8+3, trident); AL CE; SV Fort +5, Ref +2, Will +0.

Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills: Climb +5, Handle Animal +5, Jump +5, Swim 6 (-4 equipment weight); **Feats:** Combat Reflexes, Dodge, Power Attack, Skill Focus Swim

Equipment: leather armor, trident, pouch containing 35 sp.

Gorg is a large and brutal man. He fears nothing and will fight anything and anyone. If captured, he will try to kill himself rather than betray his lord.

Gorg is as much of an Iuz zealot as Ilma.

Ozias, male human Wiz4: CR 4; Medium-size humanoid (5 ft. 4 in.); HD 5d4+5; hp 21; Init +7 (+4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 ring of deflection); Atks +3 melee (1d4-1, dagger); AL CE; SV Fort +2, Ref +5, Will +5.

Str 8, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

Skills: Alchemy +9, Concentration +7, Knowledge (arcana) +8, Scry +8, Spellcraft +8, Language (Suloise), Spot +3, Swim +4; **Feats:** Improved Initiative, Scribe Scroll, Skill Focus Swim, Silent Spell, Spell Focus (Invocation), Spell Mastery (invisibility, gaseous form, dispel magic), Summon Familiar.

Spells (4/3/2): 0-lvl—*daze, detect magic, light, read magic*; 1st-lvl—*comprehend languages, shield, mage armor*; 2nd-lvl—*invisibility, web*;

Equipment: dagger, +2, ring of deflection, ring of free action, arcane scroll of teleport, alchemist's fire (2), pouch containing 15 sp.

Ozias is a short, thin man who is always looking around as if fearing an attack. At times he gets so nervous that his whole face starts twitching.

Ozias is a coward. That is the reason that Waqounis chose him for this mission. He would rather run than fight or surrender. Surrender scares him because he must put his life in the hands of people he would kill if they surrendered. His paranoid mind cannot accept any other outcome to capture. He does everything in his power not to fight the PCs. He always runs given the chance.

Ozias does not have his spellbook with him. In order to maintain his disguise as a simple worker he left it in Axeport.

The agents who survive use a *teleport* scroll to transport them back to Axeport.

The agents were in too much of a hurry to notice the concealed door on the back wall of the cave. It is crude and easy to spot (Search DC 11). It too has a simple trap that is triggered when the door is opened. A trapdoor under the person opening the door dumps them into a pit

of putrid, stagnant water. The walls are slick with slime making them difficult to climb (DC 30). A small button hidden by the door disables the trap.

Pit Trap: 20 ft. Deep 10 ft of water on the bottom (2d6, subdual); Reflex save to avoid (DC 20); Search (DC 15); Disable Device (DC 20).

The door leads to the hermit's bedroom.

Hermit's Bedroom

There is no light in the bedroom. The PCs need some method of seeing in the dark to explore this room.

This small cave contains a bed on the far side with a nightstand next to it. To the left of the bed there is a wardrobe. All of the furniture is in an advanced state of decay.

In a drawer on the nightstand is a small locked (Open Lock, DC 15), metal chest. The key to the chest is buried in the sand by the skeleton of the hermit. The chest is not trapped. Inside of it there are several scrolls written in Suloise. The hermit also wrote his scrolls in a strange code that is unlikely to be deciphered by the characters (Decipher Script, DC 30). These scrolls contain similar if less exact information about the artifact that Waqounis seeks. There is also an *arcane scroll of monster summoning III - triton* mixed in with the other scrolls.

Encounter 5 – We Really Are Trying to Destroy the Bridge

The bright lights of large fires reflect off the surface of the river. The inky blackness of night covers most of the area. Sounds of battle are immediately evident. The construction site is awash in flames as are the wooden supports that keep the bridge from crashing into the Ritensa. Orcs flying the banners of Iuz battle with the soldiers and adventurers defending the bridge.

Closer to the bridge on this side of the river, you see shapes fly toward the bridge. When they hit they burst into flame, further endangering the supports. There is someone in the darkness attacking the bridge!

It is night when the PCs finally emerge from the caves. They immediately see a large group of orcs attacking the bridge. These orcs have been slowly making their way down the Ritensa, hiding during the day. Now they are using their advantage of darkvision to attack the bridge. There is a larger force attacking the camp, attempting to keep the defenders busy. Further back on both banks of the river orcs using ranged weapons attacked the bridge. They used bows with *alchemist's fire* tips to light the central supports and equipment on fire. The orcs then started using slings to attack the closer supports with *alchemist's fire*. The orcs on the Shield Lands side were attacked before they could use their slings. The burning equipment has prevented soldiers from reaching the orcs on the Furyondy side of the river. If the characters do not

stop the orcs near them from attacking the bridge the Furyondy side of the bridge will be destroyed when the supports collapse.

The orcs are in almost complete darkness. They have 40% concealment against those without low-light vision or darkvision. They have 20% concealment against those with low-light vision.

Tier 1 (EL 2)

Celbit Orc Slingers (4): CR 1/2; Medium-size humanoid (6 ft.); HD 1d8; hp 6 (each); Init +0; Spd 20; AC 16 (+4 scale mail); Atks +2 melee (1d12+3 [crit x3], greataxe), +2 ranged (1d4, sling) or (1d6, alchemist fire); AL CE; SV Fort +2, Ref +2, Will -1.

Str 15, Dex 14, Con 11, Int 9, Wis 8, Cha 8

Equipment: sling, 20 sling bullets, greataxe, 2 vials of *alchemist's fire*, scale mail armor, longbow (on ground), empty quiver, 5 sp.

The orcs' armor has been smeared with a mixture of grease and black ash to better blend into the darkness.

The orcs are concentrating on setting fire to the bridge supports. When they notice the PCs, they start throwing the *alchemist's fire* at them and then move into melee.

Augmented Tier (EL 4)

Add

Celbit Orcs (4): CR 1/2; Medium-size humanoid (6 ft.); HD 1d8; hp 6 (each); Init +0 (Dex); Spd 20; AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit x3], greataxe), +0 ranged (1d6+2, Javelin); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Equipment: greataxe, 2 javelins, scale mail, 5 sp.

The orcs' armor has been smeared with a mixture of grease and black ash to better blend into the darkness.

The orcs are here specifically to protect the slingers while they do their work. They try to prevent anyone from reaching the slingers until all of the *alchemist's fire* has been used.

If the PCs stop the orc slingers:

The battle ends at the construction site and immediately workers start a bucket brigade to pour water on the wooden supports for the bridge. It is close, but they manage to put out the flames before the bridge supports collapse. Great bonfires are started around the bridge and the work begins to replace the damaged supports.

If the PCs fail to stop the orc slingers:

The orcs continue to fling fire at the bridge with their slings and finally the first wooden support fails. Once the first support fails, the rest soon follow. With a mighty groan and crack, Critwall Bridge falls into the Ritensa River for a second time.

Conclusion – Thanks For The Good Work

After the battle with the orcs, Captain Rildillian immediately seeks out the PCs. After taking care of the seriously wounded, he asks what happened.

He congratulates them on any successes and accepts any failures as long as they tried. If it seems like they failed through inaction, Captain Rildillian reacts angrily. Captain Rildillian asks for the scrolls that the PCs recovered if they mentioned them in their report.

After that, those who are still able are put back on duty guarding the bridge.

One week after the orc attack, the bridge is finished.

If the PCs attacked the orcs and stopped them from burning it down:

It has been a week since the orcs tried to destroy Critwall Bridge. The death of the orcish slingers prevented that from happening. Now the bridge is finished. There is a grand celebration at the bridge with most of the noble families and the heads of both knightly orders in attendance.

Lady Katarina Walworth and Lord Lyndon Bohdon both preside over the bridge, as it is officially opens. They ride to the midpoint of the bridge and greet representatives from Furyondy.

After riding back from the bridge, Lady Katarina speaks from on her horse, "This is an important day in the liberation of our lands. This bridge is a lifeline that we desperately need. We are now able to get supplies more quickly and easily from our friends in Furyondy. None of this could have been accomplished without the aid of the brave folk, both soldiers and adventurers who guarded this bridge from nefarious attack by the forces of Iuz. The Council of Lords has named this day, Readyng 19, a holiday in celebration of this accomplishment."

With that great casks of ale are opened and the feast that the cooks worked on through the night is presented.

Captain Rildillian will give the characters an additional 50 gp each as a reward for defeating the slingers.

If the PCs failed to stop the orcs from burning down the bridge:

The construction site around the bridge has been in a state of shock for the last several days. The collapse of the bridge destroyed three years of hard work. Knight Banneret Incosee, second in command of the Knights of the Holy Shielding, visited the site earlier this morning and did nothing but scowl. He spoke briefly with Captain Rildillian, and then rode back toward Critwall.

Over the next week a large contingent of Knights of the Holy Shielding ride into the site and with their attendant soldiers begin turning the construction site into a fortress. There is much muttering about the fact that they had to abandon several of the border forts that guard the liberated lands from Iuz in order to reinforce the construction site.

Work begins anew on the bridge, but with less hope and enthusiasm.

The End

Experience Point Summary

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

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

Encounter One

Getting useful information out of Captain Rildillian or the soldiers 10 xp

Successfully negotiating the patrol encounters 50 xp

Encounter Two

Success negotiating patrol encounters 30 xp
Defeating the Zombies 50 xp

Encounter Four

Defeating agents 100 xp
Finding the scrolls in the hermit's bedroom 15 xp
Stopping the orcs from destroying Critwall Bridge 100 xp

Encounter Five

Defeating agents 100 xp

Total experience for objectives 455 xp
Discretionary roleplaying award 0-45 xp

Total possible experience 500 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring

material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 400 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Four

- Arcane scroll of *summon monster III*, 5th level (375 gp, 1 lb., parchment): The hermit created this aged and cracked scroll to bring a water creature to his defense. When used it will summon a triton.
- From the pockets of the agents of Iuz – 60 sp

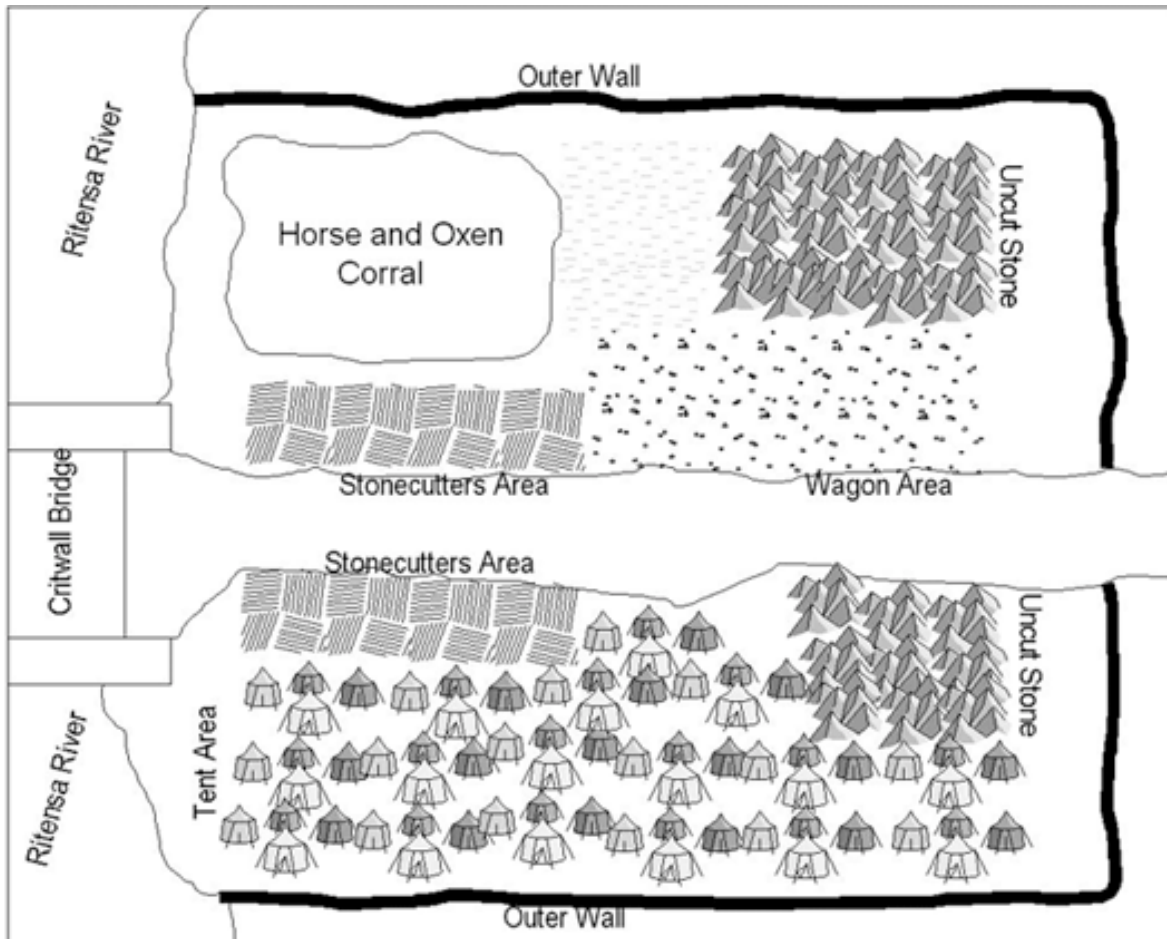
Encounter Five

- Up to 8 vials of Alchemist's Fire (Weight 1 lb, Value 20 gp per vial, liquid in ceramic): description
- From the defeated orc slingers – 40 sp

Conclusion

- Pay for guarding the bridge for two weeks – 20 gp each
- Reward from Captain Rildillian for defeating the orc slingers – 50 gp each

Player Handout 1: Map of Critwall Camp.



DM Map # 1: The Cave.

