

# A Few Bad Apples

An Introductory 1-Round Dungeons & Dragons<sup>®</sup> Living  
Greyhawk<sup>™</sup>  
Shield Lands Adventure  
Version 1.0

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A new faction of The Critwall Guild is at work among the poor in Tent Town. Will boys from the Critwall Orphanage fall into this new temptation? An introductory Shield Lands adventure for first-level characters.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

### **PLAYERS READ NO FARTHER**

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

### **PREPARING FOR PLAY**

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## **AVERAGE PARTY LEVEL (APL)**

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

## **TIME UNITS AND UPKEEP**

This is an introductory Regional adventure, set in the Shield Lands. Characters native to that region pay 1 Time Unit; all other characters pay 2 Time Units.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

## **ADVENTURE BACKGROUND**

Fourteen years ago, the forces of luz overran the Shield Lands. The new capital of Critwall was reclaimed in the Great Northern Crusade seven years ago and Shield Lands' refugees returned in vast numbers. A town of ragged tents grew outside the city walls as the city overflowed with people—this settlement is known as Tent Town. Some of those in Tent Town are war orphans. The Critwall Orphanage was founded to give some of these orphans a home. Recently the orphanage added an annex in Tent Town to house its older boys.

New forces are at work in Critwall's Tent Town. Lugar, a young and charismatic gang leader, is looking to expand his operation . . . and engage in activities that would be prohibited by his superiors in Critwall's criminal guild (known as The

Guild). Or, they would be prohibited, if The Guild knew of them. Lugar has been spying for agents of luz—and the pay is very good. One of his lieutenants, the gnome Rocco, owns a cartage business, delivering goods around town. Rocco does not approve of Lugar's contacts with luzians, and has recently broken with Lugar.

## ADVENTURE SUMMARY

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The adventure begins with the player characters encountering youths from the orphanage at the market in Tent Town. From there, the trail leads eventually to a warehouse used by spies for luz's forces.

**Encounter One:** At the market in Tent Town, a baker chases a couple of boys who have stolen sweets from his stall. The chase overturns an applecart, and the merchant trips over the apples. The PCs can find out that the boys are from The Orphanage, either by catching them or by talking to the baker.

**Encounter Two:** The boys are from The Orphanage's annex in Tent Town. Obart, the Headmaster there, is not surprised at the news that some of his boys may be turning to thievery. He has begun to suspect that Rocco, one of his patrons, has been involving some of the boys in gang activities. Recently, a couple of the boys who work for Rocco as "runners" have gone missing, and Obart suspects foul play. The boys have only been missing for one night, though . . . maybe they have just been working. In any case, Obart would be indebted to the PCs if they could look into the matter for him.

**Encounter Three:** The PCs visit Rocco at his business. Rocco is a gnome, and an orphan himself. Recently Rocco has decided that he won't let his boys be used by Lugar, and has tried to stop working with Lugar. Lugar will not take "No" for an answer, and has kidnapped a couple of Rocco's boys from the Orphanage. It's only been one day so far—Rocco has avoided telling Obart, hoping that he can get the boys back before he has to fess up. Rocco promises the PCs a reward of 25 gp for helping him, and he promises to donate a similar amount to The Orphanage.

**Encounter Four:** The PCs are ambushed by some young thugs in Lugar's employ, after the PCs were spotted by a lookout Lugar is keeping at Rocco's office. The thugs appear to be playing ball in an area at the edge of the market.

**Encounter Five:** The PCs must gain entry to the warehouse, either through the front or the back. The front of the warehouse is guarded by three Shepkote Boarhounds, large dogs bred for

hunting boars that live in the wooded hunting preserves along the Ritensa bluffs. For game purposes these dogs use the *MM* riding dog stats. Entry to the back of the warehouse is through a stout door with an excellent lock and two traps: a dart trap and a trap that rings a bell in the warehouse office.

**Encounter Six:** The PCs must defeat one of Lugar's lieutenants, Vant (human sorcerer 1), and his guards (one Shepkote Boarhound, one small monstrous spider) to free the boys. Among the items they find in Vant's office are some notes that implicate Lugar in spying for luz's forces.

## PREPARATION FOR PLAY

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Any character belonging to the Orphanage of Critwall will have a chance to recognize the boys in Encounter One as belonging to the orphanage.

No first-level character can belong to The Guild, so guild involvement is not an issue.

## INTRODUCTION

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Play begins at Encounter One.

### 1: AT THE MARKET

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*Money's been hard to come by lately; jobs for pathfinders are in short supply . . . well, paying jobs for adventurers are in short supply. Winter threatens to come early this year—prices for provisions will go nowhere but up. Rumors of job postings have brought a small group of would-be adventurers to the market in Critwall's Tent Town. On this cold day, the bare earth of the Tent Town market is nearly as hard as the paved cobbles found in the wealthier markets inside the town walls.*

At this point, let the players introduce their characters to each other.

*Interrupting your discussion, a disturbance breaks out in the market just a few yards from where you stand. A portly man wearing a baker's hat is chasing a couple of young boys through the marketplace. The baker threatens them as he deftly darts between the market stalls in hot pursuit. His threats turn to curses when his apron catches on the handle of a nearby apple cart, and the cart tumbles over. He takes the name of Heironeous in vain as he tries to stand up amidst the sea of apples. The two boys head for a nearby alley, their catcalls echoing back through the market stalls. A tall*

**woman manning the applegrower chides the baker for his blasphemy and loudly demands payment for her damaged apples.**

#### CHASING THE BOYS

If any of the PCs pursue the boys, then all PCs should roll for initiative.

The boys are about 15-years-old and dressed in shabby grey clothes. There is nothing remarkable about their appearance. Any PC who is a member of The Orphanage of Critwall may make a DC 12 Spot check to recognize the boys as from The Orphanage. The check should be made on the PC's turn.

Any PC who wishes to move through the spilled apples must make a DC 15 Balance check to move at half speed, or a DC 20 Balance check to move at full speed (failing by 5 or more results in falling prone). A PC who moves at full speed may charge through the apple spill.

The boys have improvised saps made from twine, old socks, and gravel. They do not use the saps unless weapons are used against them first. Their single tactic is to flee as best they can until they reach the tent where they have an ambush prepared. If they enter the ambush tent, they make good their escape; upon entering, they drop a readied net across the entrance. That gives them sufficient time to escape.

#### QUESTIONING THE BOYS

If the boys are captured, they readily answer questions. Their names are Kano and Wylen and they live at The Orphanage Annex. They took some buns from the stand of Morren the Baker because they were hungry and didn't have money to buy food.

#### TALKING TO THE MERCHANTS

**Morren**

The baker's name is Morren. PCs wishing to talk to him have to wait until he finishes arguing with the applegrower.

- About the boys: ***I'm sure those thieves are from The Orphanage. Too many ne'er-dowells and Rhennee in that new annex they've got . . . it's little more than a school for thieves, I say.***
- About the annex: ***Yeah, The Orphanage has been boarding two hundred or more boys in a rathole of a place over at the north edge of Tent Town for nearly a couple of years now. The place breeds bad character. I'm of a mind to give Sergeant Pettin a piece of my mind. Somethin's gotta be done.***

- Why don't you complain to the Headmaster? ***I did talk to Headmaster Kurth . . . nuttin' changed. Can't see why it would do any better talkin' to the new man, Obart . . . waste of my precious time, that is.***

**Mrs. Klepp**

The cart belongs to Mrs. Klepp, the wife of an applegrower from the outskirts of town. She speaks to the PCs even if they don't take the initiative and talk to her.

***"You know, those boys are from The Orphanage, Morren's got that right. But he's got a thick head and likely did nothing other than irritate the headmaster. We could use someone to sort out this business of those thieving boys. I'd talk to Obart myself, but I got a harvest to run. You look like you could use a job. If you all take care of this, I'll give you 25 GP of my own money and take up a collection from the others vendors here. And tell Obart that if he can put a stop to it, I'll give him a dozen peck of my windfalls—those'd be the apples that the cold north wind blows off the trees before we can pick 'em. And I promise to squeeze Morren until he coughs up some big loafs of sourdough for The Orphanage" Mrs. Klepp stops speaking and grins at the thought. "Maybe some of the other vendors will pitch in, too."***

Mrs. Klepp is happy to answer any other questions that the PCs might have but she does not have much more information of use.

#### VISITING THE SERGEANT (TROUBLESHOOTING)

If the players decide to visit Sergeant Pettin, have an underling happily take their appointment . . . for two weeks from Wednesday.

## 2: A VISIT WITH OBART

Obart is the Headmaster at The Orphanage's annex in Tent Town. Finding the annex is easy; everyone knows where it is. The building itself is more than a bit ramshackle and needs some work to survive the winter. When the PCs arrive, read the following:

***Standing at the end of a long avenue are a dozen or more large canvas tents surrounding a small single-story wooden building. A middle-aged man directs a large group of teenage boys who are patching holes in the weather-beaten grey boards. As the boys***

***finish up, the man says “Well, let’s go see if your woodcarving teacher shows up today. Otherwise, we’ll be foraging for firewood again. We’re behind on firewood as it is, so we’d better hope for a mild winter.”***

The man organizing the boys is Obart himself. There’s only two other full-time staffers here for the more than 200 boys roomed here. Boys aged 12 to 15 are kept here; younger boys are at the main Orphanage building inside the city walls.

Obart will be happy to discuss things with the PCs once he has taken care of the boys. The woodcarving teacher does not show up, so there are 3 options:

- (1) one of the PCs could teach the boys about a craft or profession in which he has at least 2 ranks,
- (2) one of the PCs could take the boys out to the woods north of the annex to forage for firewood [he will be gone for 1 hour], or
- (3) the PCs can wait until the woodcarving teacher shows up [this will take half an hour].

If asked about the thieving boys, Obart says:

***“I wouldn’t doubt that some of the boys have resorted to pilfering food. The Maiden knows, the whole country is short of food, what with the best farmland in the occupied territory. When food runs short, there’s not a lot left for the orphans. I have hard time looking my boys in the eye and telling them that going without is better than pilfering. But that don’t mean I approve of it, either. Trouble is, I think that one of my more generous patrons is turning some of my boys to a life of organized crime. That’s a more serious kind of business, if you know what I mean. The patron’s name is Rockhammer Silberstone, and he’s a gnome. He goes by Rocco, and he has a carting business, delivering goods all over town. He’s hired some of my boys as runners, which is great. Some say that Rocco is involved with The Guild, and I’m afraid he’ll get my boys involved. That’s not so great.***

***“I’m a bit worried right now, because a couple of those boys didn’t come back from their job last night. Mikki and Jurell are good kids, too—among the best I have. I haven’t had the time to go talk to Rocco about it. If you all would do that for me, I promise I’ll have a few stern words with my boys about pilfering. That would help me a lot. This here annex is only a couple of years old. They used to turn the boys out once they were 12 years old, now they can***

***come here instead. If the missing boys aren’t found, then I might lose what little funding I’ve got. Can you help me?”***

Obart can tell the PCs where to find Rocco’s office.

#### INFORMATION GATHERING

If the players decide to Gather Information, use the following results for their check:

- **DC 5**—The Guild has a turf war in the offing, right here in “the Town”
- **DC 10**—There was a riot in the vegetable market the other day, and the vendors lost all their goods to the uncontrollable crowd
- **DC 14**—There’s a new boss for The Guild in Tent Town, name of Lugar.
- **DC 18**—Those boys over at The Orphanage Annex ran off the old headmaster. I wonder how long the new one will last? I sure wouldn’t want that job.
- **DC 22**—There’s a new sorcerer about “the Town”, by the name of Vant. Some say he whips his dogs.
- **DC 26**—One of Lugar’s underlings, Rocco, smuggles contraband in his construction deliveries.

### 3: AT ROCCO’S OFFICE

Rocco was a member of Lugar’s criminal gang. He recently broke with Lugar after finding out that Lugar was doing jobs for the forces of the Old One. When he speaks with the PCs, Rocco will lie about the extent of his involvement with Lugar (Rocco has +8 Bluff). Let the PCs roll Sense Motive checks AFTER the conversation is finished.

Rocco’s office is being watched by one of Lugar’s gangs, posing as a beggar, sitting across the street from his office. Upon entering the building any PC declaring that they are looking for a stakeout will notice the lookout with a DC 10 Spot check. For exiting the building, see below.

***Rocco’s office is another example of putting down roots in Tent Town. A long two-story wooden rowhouse seals off the gnomish quarter of Tent Town. Rocco’s office is in on the second floor. There’s no ostentation here, but new metal bars on the windows and a new maple desk show that this is the home to a successful business. Rocco’s secretary, a young gnome, whisks you in to see his master. The secretary seems oddly nervous and has an ill-concealed club behind his desk. Rocco,***

*an athletic young gnome, greets you with a powerful handshake and a “Rockhammer Silberstone at your service. But you can call me Rocco. What can I do for you? I have the best delivery rates in the city, and my boys are careful movers. Here in ‘The Town,’ you don’t many second chances, so my boys are real careful with their first chance.” (With a broad smile for any female PCs).*

#### INTERACTING WITH ROCCO

Rocco is a charismatic and agreeable sort.

He does not admit to being a member of The Guild but anyone talking to him privately get him to admit it with a DC 10 Diplomacy check.

- About the Orphanage: ***“Well, I help The Orphanage as I can. I’m an orphan myself. My parents died when I was seven, and I spent a lot of time on the streets. Those were some tough times I wouldn’t wish on anybody. So I do what can for boys at The Orphanage.”***
- About the Missing Boys: ***“I’ve got a problem there. You see, I’ve got a client, name of Lugar. This guy is one of my bigger clients. I suspect he’s a member of The Guild. He has me running messages on a no-questions-asked basis. Yesterday, Lugar wants me to have a small package delivered. Well, I send two of my boys, Mikki and Jurell with the package. The boys come to find out that the package contains a holy symbol of the Old One. They don’t deliver the package and tell me what’s happened. I confront Lugar about it. I don’t want any part of that kind of business, and I tell Lugar we’re finished. Lugar tries to talk me out of it, saying he hadn’t known who the delivery was for. But my gut tells me that he did. Other jobs he’s given me have been suspicious, too. So when his pitch doesn’t work, Lugar tells me I’ll regret my decision. Well, this morning, I get a note from Lugar saying that he has the boys. He wants me to do one last job for him: talk to them, and get them to work for him. Then he’ll call a truce.”***
- Where is the holy symbol now? ***“The boys held onto it, saying that it would never find its way home. Lugar probably took it from them.”***
- Where do you think the boys are being held? ***“Lugar’s office is in Northbank, but he wouldn’t have had them sent there. He’s got a warehouse here in Tent Town, that’s probably where they are. It’s run by Vant, Lugar’s quartermaster. I’ve never been there***

***personally, but I can tell you right where it is—my boys have run many messages there.”***

Lugar’s warehouse is in the southern part of Tent Town, a good 5-minute walk from Rocco’s office. Upon exiting the building all PCs can make a DC 20 Spot check to notice Lugar’s lookout.

#### CREATURES

**Rocco:** male gnome rogue 2; Bluff +8.

## 4: BOYS AT PLAY

On their way to their next destination, whatever that may be, PCs are attacked by young thugs working for Lugar. Lugar’s lookouts spotted the PCs coming out of Rocco’s office

Ask the players for a marching order then read the following.

***As you pass a wooden building under construction you see some boys playing Greycloaks-and-Bugbears, taking cover behind the half-finished planking. On the opposite side of the street a few older boys are playing ball in a vacant lot. As you pass them the older boys pull hidden saps out of their loose clothing and turn to assault you!***

The boys playing stickball work for Lugar and are there to ambush the PCs. Each PC may make a DC 15 Sense Motive check. Successful PCs act in the surprise round. If any PC spotted the lookouts at Rocco’s office, then it is a DC 12 Sense Motive check.

#### CREATURES

On the map, the thugs are Boys 5, 6, and 7.

**Boys:** male human rogue 1 (hp 8, 7), male human expert 1 (hp 6).

#### Tactics

The boys have saps and use them. If the PCs use lethal weapons the boys resort to daggers.

#### TERRAIN

The map squares with brown outlines are planked and offer full cover and concealment. The other squares in the building under construction are constricted by the wall framing. Any attempt to attack into or out of such a square with a non-light melee weapon suffers a –2 attack penalty unless the weapon is a piercing weapon. A reach weapon used to reach over such a square suffers a –4 attack penalty (even a piercing reach weapon).

**Treasure** Loot 8 gp; Coin 22 gp; Total 30 gp

#### DEVELOPMENT

The thugs are clearly quite young, from 14- to 16-years-old. They are all orphans and Lugar pays them much more than they could make at any other jobs.

One of the older thugs, about 16, spent time in the Orphanage until he was turned out a couple of years ago. Some of the older boys at the annex would recognize him but Obart would not. The other two boys have grown up on the street since they were very young, and have never stayed at the Orphanage.

The boys report to Vant, Lugar's warehouse manager. Yesterday Lugar himself showed up in "The Town" and gave the boys a job: to kidnap a couple of boys named Mikki and Jurell and retrieve a package they were carrying. They found their marks, subdued them with saps, and took the boys and the package to Vant at the warehouse. Lugar was not present at that time, and that's the last they saw of either the boys or the package.

### **5: ENTERING THE WAREHOUSE**

No sign marks the premises. The main entrance has a small courtyard surrounded by a wooden plank fence. The rear entrance is an unremarkable wooden door on the alleyway. PCs can gain access to the warehouse through either the front or rear entrance. Their choice of entrance determines the challenge they overcome to gain entrance to the warehouse.

***The warehouse is a two-story wooden building with high walls. It is easily the best-maintained building in sight, with a fresh coat of whitewash. The few wooden buildings in the area are connected by a solid wall of tents, giving the impression of a city block.***

#### THE FRONT ENTRANCE

***The front entrance to the warehouse is hidden by a well-made fence of solid six-foot planks. A ten-foot-wide gate is the only visible entrance. Wagon tracks lead up to the gate, which is evidently latched from the inside. From behind the fence come the growls of large dogs. They do not sound welcoming. From the smell of it, the dogs' pen is not cleaned regularly.***

The fence planks are spaced tightly enough together that you could just fit a finger through.

The 10-foot-wide gate is indeed latched from the inside. A DC 12 Open Locks opens the latch from outside the gate (or a character with sufficient height could simply reach over and open it—provoking attacks of opportunity from the canine guards).

3 big Shepkote Boarhounds patrol the courtyard. Shepkote Boarhounds are hunting hounds specifically bred for qualities that make them great companion for hunting boars that dwell in the hunting preserves along the Ritensa bluffs. They stand roughly 40 inches tall at the shoulders, feel free to describe the features of a great dane when describing a Shepkote Boarhound.

**Wooden Planks:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

#### CREATURES

**Shepkote Boarhounds:** Riding dogs; hp 13 each; MM 272

#### Tactics

The Shepkote Boarhounds are ill-tempered dogs and growl at any passersby. If anyone lingers near the courtyard, the dogs begin barking. If anyone starts to destroy the fence or pick the lock, the dogs jump the fence on the second round of such action. (Note: do not roll for the dogs' jump; strictly by the rules the dogs have no chance of jumping this high—but in real life, a dog like a great dane can jump a six-foot fence).

The round the dogs jump the fence is a surprise round. The dogs' actions are to jump the fence. Any character making a Handle Animal check of DC 15 is aware of the dogs' impending action and may act in the surprise round. Treat the dogs' jump as a move action. If there is a character in the square the dog lands in, the dog initiates a bull rush (possibly provoking an Attack of Opportunity).

If anyone enters the courtyard, the dogs attack.

If PCs attempt wild empathy before provoking the dogs, the dogs' initial attitude is Unfriendly. With a DC 15 wild empathy check the dogs' attitude can be changed to Indifferent. This change is sufficient to allow the PCs to enter the warehouse without being attacked.

**Treasure** Loot 8 gp; Coin 22 gp; Total 30 gp

#### IN THE COURTYARD

Once in the courtyard PCs easily find the front entrance. The door may be opened with an Open Locks check of DC 12 or a Strength check of 15.

#### THE REAR ENTRANCE

*The rear entrance to the warehouse is a reinforced wooden door facing the alleyway. It seems to be the only door on the alley that doesn't have a festering pile of garbage dumped just outside*

*The entrance door itself has a 6-inch-wide vision slit, half a foot above eye level. An awning protects the entrance, and a small leather cord comes from a small hole in the wall two feet above the door.*

The vision slit is at eye level—if you are on the inside of the door. The floor inside is one step higher than the landing outside. Characters unaware of this must make a DC 5 Balance check upon entering the door. Increase this DC to 15 if the character is in a hurry or distracted in some way.

**Reinforced Wooden Door:** hardness 6; hp 15; AC 5; Break DC 20; Open Lock DC 18.

#### TRAPS ON THE DOOR

The door has 2 traps; any character searching for traps makes a single Search check which is applied to both.

**Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. This trap activates when the door is opened, and targets anyone on the landing or on the stairs.

**Bell Trap:** CR 2; mechanical; location trigger; manual reset; Search DC 14; Disable Device DC 20. This trap activates when the door is opened, and rings a bell in the office—alerting Vant to the presence of intruders.

#### TALKING TO VANT

Vant runs the warehouse for Lugar. Vant is not expecting visitors today. He ignores the bell the first time it is rung. If the bell is rung a second time he answers. He leaves his pets on the platform and bring one of the Shepkote Boarhounds from the front courtyard with him to answer the door. Interacting with the PCs, he leaves the door closed and looks at them through the vision slit. Read the follow text:

*The first sign of a response is a muffled voice saying “Abe, stay” in a commanding voice. A*

*few seconds later the same voice calls out from inside the door: “Who are you, and what is your business here?” in a suspicious tone of voice.*

Before speaking to the party Vant commands the Shepkote Boarhounds to guard the doorway.

#### IF THE PARTY IS VISIBLY ARMED

Vant accuses them of being thugs in Rocco's employ and refuse to let them in. If PCs attempt to force entry while he is present he activates the dart trap and flee to his office (Encounter 6).

#### IF NO MEMBER OF THE PARTY IS VISIBLY ARMED

PCs may try to convince Vant that they have legitimate business here. A DC 20 Bluff check gets Vant to open the door and admit up to 2 members of the party. A DC 23 Bluff check allows 4 members of the party to be admitted. A DC 26 check grants access to all members of the party. If combat breaks out on the warehouse floor, Vant leaves the Shepkote Boarhound to fend for itself and he flees to the platform.

## 6: INSIDE THE WAREHOUSE OFFICE

*An open platform in the northern half of the building serves as the warehouse office. A long wooden ramp leads from the rear entrance to the platform. The floor of the platform is stacked with smaller crates and barrels, in many places stacked up to the ceiling. On the main floor, the southwest corner is covered in spider webs, and the lifeless husks of several large rats litter the floor nearby. A tall man with blond hair and a sailor's tattoo stands in front of a desk and sneers at you as you enter. The Shepkote Boarhound at his feet snarls at you and the man says “You are fools to run Rocco's errands for him. It shall be the death of you.”*

The ceiling in the warehouse is 22 ft. high. The floor stacks of barrels and crates are ten feet tall.

**Platform:** 12.5 ft. high, DC 10 Climb check (even in the area where Vant's desk is at the edge of the platform; the back of his desk is 5 feet high).

#### CREATURES

**Vant:** Male human sorcerer 1; hp 9; *Appendix 1.*

**Shepkote Boarhound:** Riding dog; hp 13; *MM 272*

**Spider “Pet”:** Small monstrous spider; hp 4; *MM 288*



### Tactics

If the bell trap has been set off, or if the PCs have taken more than two rounds to break open or destroy a door, then Vant has read his *shield* scroll and is positioned at the top of the ramp. Otherwise, Vant begins combat seated at his desk. In any case, his guard dog begins combat at the top of the ramp (in the square next to the platform) and the spider is positioned in the rafters ten feet above the dog (Spot check DC 20 to notice).

The dog is ordered to guard the platform and the top of the ramp from any strangers; Vant does not waste any combat actions to command him further unless the PCs do not engage the dog in melee. If Vant has not had the opportunity to do so before combat begins, he immediately reads his *shield* scroll. He takes cover behind the dog at the top of the ramp casting *grease* in front of the dog or casting *lesser orb of cold* at ranged targets. His preferred targets for the *lesser orb* are spellcasters then archers. The spider climbs down the wall to attack any PC in melee with the dog. After using up his first level spells Vant casts *acid splash* and uses his light crossbow against PCs.

### SEARCHING THE WAREHOUSE

In the warehouse the PCs find a variety of trade goods, Vant's personal possessions, some business paperwork, and the boys Mikki and Jurell.

- **The boys** are tied and gagged. They are also quite thirsty and hungry; Vant has not been the most attentive captor. They are quite thankful to be rescued. They were surprised and captured by thugs whose faces they never saw. By their voices the boys would guess that the thugs were older, in their twenties or thirties. The thugs brought them here and turned them over to Vant. The thugs took the package with the holy symbol with them and left.
- **The trade goods** are worthless to the PCs; they are owned by United Trading, a holding company owned by Lugar. As such, PCs cannot sell the goods legally. The trade goods largely consist of rough textiles from the south of the Nyr Dyv.
- **The business paperwork** contains a number of invoices and such as well as a few notes from Lugar to Vant. One such note is particularly interesting (Player Handout 1).
- **The holy symbol** is not in the warehouse; Lugar has taken it himself.
- **Vant's personal possessions** include a small chest with coins of platinum and gold, a dagger,

a light crossbow with 20 bolts, a spell component pouch, an *amulet of natural armor +1*, a scroll of *shield*, a large wooden cage with rats for his spider, and a wicker terrarium for his toad familiar.

**Treasure** Loot 16 gp; Coin 238 gp; Magic 170 gp; Total 424 gp

## CONCLUSION

If the PCs fail to return Mikki and Jurell, Obart and Rocco are saddened at the news. Obart ceases allowing his boys to work for Rocco, and Rocco withdraws his patronage of The Orphanage.

If the PCs do return the boys, read the following boxed text:

***Obart and his boys have put on a heartfelt, if humble feast for your group of adventurers—their heroes of the hour. There is beef stew with many carrots and potatoes and little beef. There is also fresh apple pie. It would seem Mrs Klepp provided the apples, and a reluctant Morren did the baking.***

***Near the end of the evening, Rocco captivates the boys with tales of running messages to Gensal, narrowly escaping patrols of orcs.***

***At the end of the evening, Obart makes a point of thanking you personally for the good you have done for the unfortunate boys of The Orphanage Annex. But in the back of your mind, you know that Lugar is still at large and that the holy symbol is still out there. Who knows what use it is being put to?***

### ITEMS ON THE ADVENTURE RECORD

#### INTRODUCTION TO THE ORPHANAGE

*If the PCs return Mikki and Jurell to The Orphanage Annex, they receive this favor.*

The character has aided Obart, Headmaster of the Tent Town annex of The Orphanage of Critwall. This favor may be expended to receive a one-time 20% discount on the yearly gold costs for the position of Mentor at The Orphanage of Critwall. Mark this favor USED when used.

#### INTRODUCTION TO THE GUILD

*If the PCs show Lugar's letter (Handout 1) to Rocco, they receive this favor.*

The character has aided Rocco, a member of the Critwall Guild. This favor may be expended to receive a one-time 20% discount on the yearly gold costs for any position in the Critwall Guild. This favor must be used when first joining the Critwall Guild. Mark this favor USED when used.

**FRIENDS ON THE STREET**

*If the PCs rescue Mikki and Jurell, they receive this favor.*

The character has friends on the street in Critwall. You may expend this favor to call upon Mikki and Jurell during any SHL adventure set in Critwall. They will provide a +2 bonus for one skill check for Gather Information or Knowledge (local: luz's border states), or will provide a +2 bonus for the Survival check for Living Off The Land. Mark this favor USED when used.

**SUSPICION OF THE CRITWALL CITY WATCH**

*If the PCs killed any of the boys in Encounter 4, then the city guard suspects them of murder.*

The guard does not have enough evidence to bring them to trial, but they will be watched closely in Critwall. The Suspicion of the Watch AR item represents this suspicion. To avoid this item, the party must succeed in a Diplomacy check (check once for the entire party). The check DC is equal to a base of 10 plus 4 points for each of the boys that were killed. The DC is reduced by 4 if the party shows Lugar's letter to the guard.

The PC has aroused the suspicion of the city guard in Critwall. During every adventure set in Critwall through the next calendar year the character suffers -2 to all Charisma-based skill checks.

## 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.

### **4: BOYS AT PLAY**

Defeating the thugs  
APL 2 80 XP

### **5: ENTERING THE WAREHOUSE**

Defeating the dogs, or overcoming the traps  
APL 2 120 XP

### **6: INSIDE THE WAREHOUSE OFFICE**

Defeating Vant and his minions  
APL 2 180 XP

### **STORY AWARD**

Returning Mikki and Jurell to the Ophanage Annex:  
APL 2 40 XP

### **DISCRETIONARY ROLEPLAYING AWARD**

APL 2 30 XP

### **Total Possible Experience**

APL 2 450 XP

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

### **4: BOYS AT PLAY**

**APL 2:** Loot 22 gp; Coin 8 gp; Total 30 gp.

### **6: INSIDE THE WAREHOUSE OFFICE**

**APL 2:** Loot 16 gp; Coin 238 gp; Magic 170 gp; *scroll of shield*, *amulet of natural armor +1*;  
Total: 424 gp

### **TREASURE CAP**

**APL 2:** 450 gp

### **TOTAL POSSIBLE TREASURE**

**APL 2:** 454 gp

## APPENDIX 1: APL 2

### 4: BOYS AT PLAY

#### EXPERIENCED THUGS

CR 1

Male Human Rogue 1 (2)  
CN Medium Humanoid (human)  
**Init** +7; **Senses** Listen +3, Spot +3  
**Languages** Common

**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

**hp** 8 (1 HD)

**Fort** +2, **Ref** +5, **Will** -1

**Speed** 30 ft. in light armor (6 squares), base movement 30 ft

**Melee** sap +3 (1d6+1 nonlethal) or dagger +3 (1d4+1)

**Ranged** dagger +3 (1d4+1)

**Base Atk** +0; **Grp** +1

**Combat Gear** sap, dagger, studded leather armor

**Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 12

**Feats** Weapon Finesse, Improved Initiative

**Skills** Bluff +6, Hide +8, Move Silently +8, Escape Artist +7

#### INEXPERIENCED THUGS

CR 1/2

Male Human Expert 1 (1)  
CN Medium Humanoid (human)  
**Init** +6; **Senses** Listen +5, Spot +5  
**Languages** Common

**AC** 15, touch 13, flat-footed 12

(+3 Dex, +2 armor)

**hp** 6 (1 HD)

**Fort** +0, **Ref** +3, **Will** +3

**Speed** 30 ft. in light armor (6 squares), base movement 30 ft

**Melee** sap +4 (1d6+1 nonlethal) or dagger +4 (1d4+1)

**Ranged** dagger +4 (1d4+1)

**Base Atk** +0; **Grp** +1

**Combat Gear** sap, dagger, leather armor

**Abilities** Str 10, Dex 16, Con 11, Int 13, Wis 12, Cha 12

**Feats** Weapon Finesse, Improved Initiative

**Skills** Bluff +6, Hide +5, Move Silently +5, Search +5

### 6: INSIDE THE WAREHOUSE OFFICE

#### VANT

CR 1

Male human sorcerer 1

NE Medium Humanoid (human)

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Common, Orcish

**AC** 14 (18 with *shield*), touch 13, flat-footed 11 (15 with *shield*)  
(+3 Dex, +0/+4 armor, +1 natural)

**hp** 9 (1 HD)

**Fort** +2, **Ref** +2, **Will** +1

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.,

**Melee** dagger -1 (1d4-1)

**Ranged** light crossbow +3 (1d8) [+1/+1 within 30']

**Base Atk** +0; **Grp** -1

**Combat Gear** *amulet of natural armor* +1, light crossbow, 20 bolts

**Sorcerer Spells Known** (CL 1st):

1st (4/day)—*grease* (DC 14), *lesser orb of cold* (+4 range)

0 (5/day)—*acid splash* (+4 range), *detect magic*, *disrupt undead*, *light*

**Abilities** Str 8, Dex 16, Con 14, Int 10, Wis 8, Cha 16

**Feats** Point-Blank Shot, Precise Shot, Awareness\*, Toughness\*

**Skills** Bluff +7, Concentration +6, Spellcraft +1, Knowledge (arcana) +2, Handle Animal +3

**Possessions** combat gear plus spell component pouch, scroll of *shield*, chest with coinage, wooden cage, wicker terrarium, toad familiar

\*from familiar (toad)

## PLAYER HANDOUT 1

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Vant,

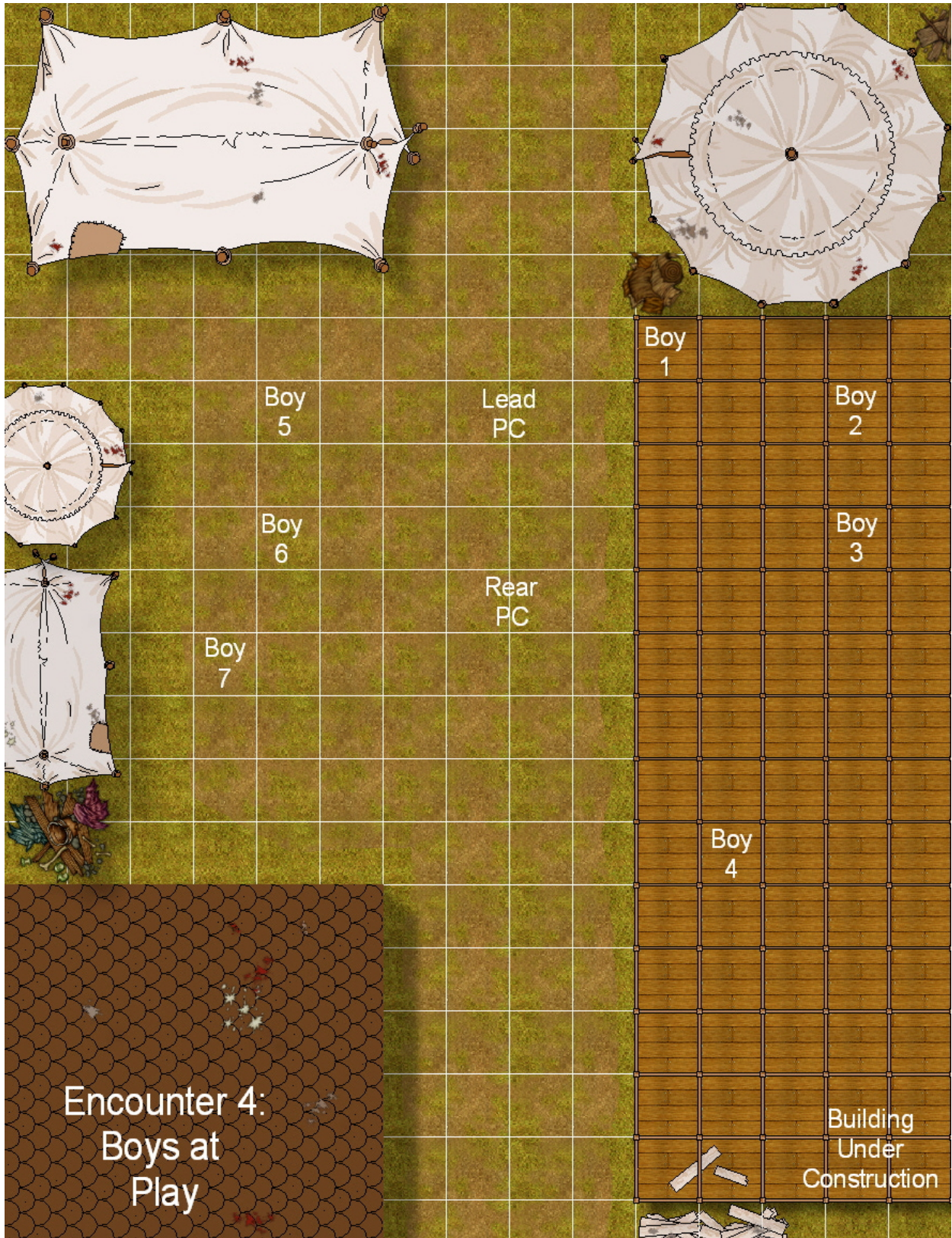
I'll soon be assuming another alias. I'm thinking of going with Morawwen. In any case, don't be alarmed if you find someone else "horning in" on our territory - it's just me again. If we make the big guys think we're in a turf war, maybe they'll give us the time that we need to find what the Old One wants. We have a few months, but we need to be done by the second full moon after the spring Solstice. Don't forget that date.

I'll be setting up a base of operations in the farmland north of town. Once it's complete, I'll show you the place.

Keep up the good work,

Lugar





# Encounter 5: The Front Entrance

