

BDK4-03

A Hin of Trouble

A One-Round D&D LIVING GREYHAWK[®]
Bandit Kingdoms Regional Adventure

Version 1.0

by Jeff Moore

Reviewed by Jason Bulmahn

A chance meeting with an aged halfling leads you to travel to Mercy's Bluff and search a long abandoned battleground.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Summary and Background

While venturing forth in the city of Rookroost, the party encounters Grandpa Gonagin bewildered and confused. After aiding Grandpa by returning him to his home they learn of the affliction to his mental faculties, and are beseeched by his caretaker Clancey to help him further. Clancey notes in passing that Grandpa has not been himself since the Hin massacre at Mercy's Bluff. Clancey then remarks that possibly an object from Mercy's Bluff could snap Grandpa back to the present and restore him.

If the party accepts, Grandpa will assist them in their travels via a teleportation circle. Unfortunately, Grandpa's memory is faded and he sends the party to a pond near Mercy's Bluff instead, where their sudden arrival disturbs a nest of phase wasps. Finally, reaching the site of Mercy's Bluff, they discover the town is all ruins and has been abandoned since 582 CY.

In searching the ruins, they stumble upon a crying halfling ghost. She died in the massacre, and was at the time betrothed to Grandpa. If asked politely, she will talk with the party and lead them to the entrance of her manor to recover a brooch she used to own. Inside the manor the party encounters traps and undead forces.

After recovering the brooch, the party travels back to Rookroost and visits with Grandpa. Grandpa's condition vastly improves when he grasps the brooch. Grandpa then begins to recall the massacre in full detail, and will later recite it for the Bards of Urogalan, preserving the last eyewitness account. He thanks the party for jogging his memory back to the present, and offers the service of the Gonagin clan as reward.

Introduction

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather what will be the ramifications of any decisions I make? Whose bad side do I not want to be on, and when will I need to call in a favor? Remember, everything's negotiable, and some things are more negotiable than others.

Encounter One: Shopping Cart

After entering the northern gate of Rookroost, you head towards the marketplace to replace needed

supplies spent on your last adventure. Shopping is seldom exciting but it must be done once in a while nevertheless.

Just as you are about to enter a merchant's stall you hear a commotion coming from a block down the street.

Moving closer to investigate, you see an aged halfling fallen off his carriage. The halfling is obviously confused and alternates between mumbling and shouting at the dog that is tied to the carriage.

Allow the players to react and try to assist the old halfling back onto his carriage.

Any Gonagins will automatically recognize the old halfling as Grandpa. Grandpa is confused right now and does not recognize anyone except his dog Buford.

Speaking to the Old Halfling:

If asked if he needs help.

"Why thank you, I would appreciate your assistance. My dog reared up on purpose to throw me so that he could have all the plum pudding for himself."

If he is asked about the plum pudding.

"Why would I know about plum pudding, do I look like a baker to you? Hrmm? Now maybe my dog there knows about it. Did you ask him?"

If he is asked his name.

"My name hrmm? I know that I've got it written down here somewhere." At that he pulls out a thick sheaf of papers and starts to throw them over his shoulder one at a time exclaiming that no name is written on any of them.

If he is called Grandpa.

"Grandpa!! I think not. My Buford could better be your Grandpa. I never married and none of you have my looks anyways. I'll smite anyone that says different with a bowl of steaming plum pudding."

If asked what he was doing in the marketplace:

"Same as you, I needed to buy a sausage machine to threaten my dog with. He doesn't respect me any longer and I'm afraid that unless I up the ante I'll be the one towing the cart next week."

If asked where he is going or where his home is.

"Actually I don't rightly know. It was Buford's turn to drive, but he seems to have stopped here."

If asked who Buford is.

"Buford is right there, the mangy mongrel of a cur. I should never have taught him my recipe for plum pudding"

Give the party Spot checks at DC 10 to notice the sign on Buford's Neck.

The sign reads: Notice: When a confused old Hin is found near me, please return him to the carriage and speak the words 'Home Buford'. I don't bite, but the Hin might. Thanks, Buford.

PS. Please do NOT sell him a Sausage Machine or any more plums.

When the party places the old halfling into the carriage.

"Well I can't say that I thank you for putting me once again in the clutches of my arch enemy Buford the wicked, but I've got a nice plum pudding waiting at home and would be more than happy to share with you if you would follow me." The old halfling ponders for a moment pulling on his beard and squinting his eyes "Now if I could just figure out how to get there"

When the party speaks "Home Buford" before the old halfling has returned to the carriage

Buford perks his ears up at the command and looks back to find an empty carriage and settles back down.

When the party speaks "Home Buford" after the old halfling has returned to the carriage

Buford stands and starts to trot off, carriage in tow. The old halfling waves at you and motions for you to follow. "Plum pudding I say for all of you! Lots of it! And maybe one of you can help me with my new sausage machine, eh?"

If the party follows Grandpa Gonagin home, he will lead them to the entrance of the Gonagin House.

Traveling for about ten minutes, Buford leads you on a merry chase around the city as he makes turn after turn and finally enters through a gate in the fence to the yard of a nondescript manor. Grandpa calls out "Well don't stand out there waiting, come on in so I can give you that plum pudding, it's going to get cold soon"

If the party follows Grandpa and Buford through the entry way proceed to Encounter Two

👉 **Grandpa Gonagin:** male halfling **SO10.**

Encounter Two: Plum Pudding

Entering the yard you notice several halflings sighing in relief as Buford pulls the carriage to a halt near a well. They quickly greet and assist your newly found friend from his carriage and carry him inside. A few moments later, a stout halfling with a bagpipe strung across his middle waddles up to your group, introduces himself as Clancy and asks "Who might you be and what has brought you here?"

Allow the party time for introductions and a quick explanation that they are guests of Grandpa.

"Ahh, I see! You are guests of Grandpa. Thank you very much for assisting him in the marketplace today. I'm afraid that he slipped out of my sight during my four hours of practice this morning. I am supposed to be keeping an eye on him. He just hasn't been right in the head now that he is the last survivor from Mercy's Bluff. Oh! Where are my manners? Please, accept this token for returning him safely, and do come in and sit for a while. I believe that you may be able to help him further if you have the will to do so."

The token given is small moonstone inscribed with the holy symbol of Urogalan (a dogs head) worth roughly 6 gp

Clancey then leads you inside to a well-appointed sitting room, covered in lush carpets and tapestries with chairs of all sizes. There is a hint of strawberries that lingers in the air as you pass midway through the room. A single white lily sits in a vase on the hearth in a place of honor. "Please do sit down, and I'll invite Grandpa in to meet you formally. He has calmed down a bit since we had a bowl of his plum pudding waiting for him. Would any of you care for refreshments?"

Clancey leaves the room and returns a few minutes later with refreshments and Grandpa. It takes you a moment to realize that Grandpa is not walking towards you but is floating in midair on a tasseled pillow about six inches thick.

Clancey helps Grandpa to his favorite corner and gives him a polished bowl made of purple wood and a dull silver spoon. No sooner has Grandpa gotten his clutches on the spoon and dipped it into the bowl, the bowl fills with a steaming mound of plum pudding. After every few bites, Grandpa's eyes dart around the room and you hear him mumbling about that mangy cur Buford.

Coughing discreetly, Clancey blushes slightly and addresses your group. "I'm terribly sorry for the trouble he may have caused you today. Grandpa has not been himself for several years now, and I'm afraid he is getting worse each and every day. This wasting away is highly unusual for a hin of his age. I fear the trauma he survived at the massacre at Mercy's Bluff has remained with him to this day and drags him deeper into the recesses of his mind. I sense you are of the adventuring sort, perhaps you might be willing to assist Grandpa a second time?"

If the party declines:

"Well I'm sorry to hear that, thank you again for returning him to us." Clancy continues to entertain your group for another few minutes and then escorts you back to the gate from which you entered.

Sign and pass out the AR's...the PC's passed the adventure by.

Assuming the party agrees, Clancey continues:

"Wonderful! I was hoping you would accept. Let me explain what happened at Mercy's Bluff and then what I have discovered about Grandpa's condition.

Back in '82, the town of Mercy's Bluff was made up of about fifty families. It was about equally composed of Reyhu Dublins and Hin. When the forces of Old Wicked came to invade, the Reyhu waited until the last evening before their arrival and fled in the dark of night to leave the halflings on their own. The only way to describe the results was a massacre as the Hin fought a losing battle against the outriders of Iuz's army. Only five hin are known to have survived that day and Grandpa is the last of them. The rest have all perished. Ever since that day, the hin in these parts have distrusted dublins and Reyhu in particular.

Much more recently, Grandpa has started to mumble from time to time about his missing gazelle. Now where on earth he ever saw a gazelle I'm not sure, but he seems to have left it in the middle of Mercy's Bluff. If you would travel there and search to see if indeed there is a lost gazelle there and bring it back, it might snap Grandpa back to the present day and restore his mental facilities.

The trip to Mercy's Bluff normally takes several days, but I'm sure we can work out some arrangement to speed up that process.

Now, do you have any questions for me or perhaps Grandpa before you leave? "

Where is Mercy's Bluff?

It is in the old Reyhu province, near Balmund. While I've never actually been to Mercy's Bluff, we have

made arrangements for transportation of you magically to the area.

What/who is gazelle?

Hrmm well I'm not sure myself. It could be a stuffed animal that Grandpa lost, or even an actual animal that was once his friend. Whatever it signifies, it was very important to him and he can't remember much more about it.

Are the forces of the Old One still around there?

I would say that you have a reasonable chance of finding the forces of evil wherever you travel in the Bandit Kingdoms.

What reward will be given?

If you can find Grandpa's lost gazelle I'm positive that he will have a suitable reward or favor to repay you. Or you could simply do it out of kindness to an old halfling.

When it is time to leave.

Clancey gathers you all around and pulls out a scroll from the belt around his waist. "Wait here a moment and I'll get you on your way. Clancey then drags Grandpa by a tassel on his pillow towards the group of you and says "Grandpa, would you please read this farewell speech to our guests?" Grandpa perks up a bit and takes the scroll from Clancey and begins to mumble quite rapidly. The only discernable words are teleport, Mercy's Bluff, plum pudding, and mangy cur. No sooner have you realized that Grandpa is invoking a scroll, you fade from the parlor and notice the lack of solid ground beneath you.

Encounter Three: When Wasps Attack

The drop is just a short one, and the landing is quite soft, and very wet. Grandpa seems to have landed you in the middle of a small pond ringed with trees. The splash of your arrival has alerted the local wildlife, and a surprised deer meets your eyes then scampers away. It seems remarkably quiet for a few moments, but all that ends when a loud droning noise reaches your ears.

The pond is 2 feet deep and 50 feet in diameter. Have the party set up in the middle of the pond. The wasp's nest is 25 feet from the north edge of the pond. Assume that small characters are able to stand just over waist high in the water if they choose. Allow the party one full round before the wasps erupt from their nest and attack.

The droning increases to a feverish pitch and you soon sight a wasp nearly two feet long emerge from what must be its Hive. Close behind, more wasps take flight as well.

APL 2 [EL 4]

👉 Phase Wasps (2): hp 11; see Appendix II.

APL 4 [EL 6]

👉 Phase Wasps (4): hp 11; see Appendix II.

APL 6 [EL 8]

👉 Phase Wasps (8): hp 11; see Appendix II.

APL 8 [EL 10]

👉 Advanced Phase Wasps (12): hp 33; see Appendix II.

Tactics: The wasps start out by the hive, fire a salvo of magic missiles, then fly to gain altitude until they recharge and can swing back around for another round of magic missiles.

Searching the Wasp's Hive reveals that a mostly intact vellum scroll containing the arcane spell *glibness* has been fashioned into the walls of the hive. The PC's can spend a few minutes to carefully carve the parchment out of the wall to recover the scroll.

After clearing out the last of the wasps, you finally have a moment to take a good look around and gather your position. Just outside the ring of trees begins a field of fallow farmland.

Mercy's Bluff must be close by but in what direction?

A DC 10 + APL tracking check to find an old wagon trail that leads from the fallow farmland to Mercy's Bluff

Three hours later, following the faint wagon tracks that are mostly grown over, the first signs of a city appear. Ahead lies the broken stone wall that must have encircled Mercy's Bluff.

Encounter Four: Giselle, The Friendly Ghost

With just a moments glance, you can tell that this place has long since been abandoned by the living. The few wooden timbers that remain all have scorch marks from the fires that burned the rest of them to the ground. Stones have been knocked out of walls

and only one building inspires any confidence that it could be rebuilt, a manor towards the center of town.

Ivy has begun to reclaim these ruins and creeps upwards along most of the rubble piles.

While on your way to the manor, you cross between a pair of crumbling walls and hear a faint sobbing as if someone was crying.

A Listen check (DC 10) will pick out the direction from which the crying originates.

Moving closer to the source of the sound, you turn the corner to see a young female halfling sitting and holding her face in her hands. While normally not a strange sight, you quickly realize that you can see through to the wall behind her.

All APLs

👉 Giselle, Female Ghostly Halfling Com2: hp 13; see Appendix II.

Giselle will flee if attacked by flying straight down into the ground. Giselle does not detect as evil (she is actually lawful good).

If the party speaks to Giselle:

Startled, the girl turns to face you and peers intently at your group for a moment. "Oh! You startled me. I'm Giselle. What are you doing here?"

A Diplomacy check DC 10+APL is necessary to prevent Giselle from fleeing in fright unless a halfling or gnome is with the party. If the halfling or gnome vouches for the rest of the party she will stay with no check.

If Giselle is told about Grandpa:

Giselle's face lights up when you mention there is a survivor from the massacre. "Really! Some of the Hin survived to escape? That's wonderful news."

If Giselle is told about Grandpa's Condition:

"Hrmm, Asking about me was he? That could only be my bonnie Moreley. I last saw him the morning of the massacre. We were betrothed and planning on getting married soon. But those wicked orcs put a stop to that. I'd love to go and see him, but I'm not able to leave this place."

If asked why she is crying:

"I'm sad because I am bound to this horrid place. I have been here ever since that night

when forces of the Old One overran us. Try as I might, I cannot cross the stone walls that edge the

remains of my town, nor can I enter the manor house."

If asked about the Manor House:

"Well, it was more of a small fort than a manor house. It was the last stand for the defenders, and we made them pay dearly for what they got. I've not been able to go inside of it since I became this way. But I can feel that part of me resides in there. Perhaps if you could open the doors I could travel inside and find what is missing."

If asked about the inside of the Manor House:

I never saw much of the inside of the house before that day. The fight was going badly and we were surrounded in the courtyard. Then the ogres showed up. I don't want to speak of the rest.

Giselle is bound from entering the manor even when the door has been broken.

Giselle knows nothing about the traps or undead.

Encounter Five:

In a Manor of Speaking

Approaching the manor house, you notice the lack of windows on the ground floor. In their place are well-positioned arrow slits, and a row of crenellations on the roof. It appears to be well fortified and capable of holding most of the town's previous citizens with little trouble. The single entryway is a large double door made of iron and engraved with a dog's head

DC15 Knowledge (Religion) to recognize that it is a holy symbol of Urogalan (the halfling deity of death and earth).

The door is locked by magical means. To unlock and open the door, a good cleric can channel positive energy, using a turning check against a 1 HD target. A neutral or evil cleric that channels negative energy will shatter the door instead of opening it. Alternatively, players can break the door down. There are no hinges available to the players.

🔒 **Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 38 (normally DC 28, but +10 due to an *arcane lock*).

If the party has befriended Giselle and she is asked about the door:

"Well I don't remember that door being there while I was living. But a dog's head is the symbol of

Urogalan. The clerics must have come back to seal this place."

Once the door has been opened:

Ahead of you lies a musty entry hall that is ten feet wide by fifteen feet deep. Murder holes dot the ceiling and more arrow slits are found in the walls. The doors ahead are wooden and bound in iron.

The wooden doors are not locked or trapped, and are just stuck from lack of use. A DC 13 Strength check will open them.

Opening the second set of doors reveals a small alcove with a bench to sit on, and a rack obviously made to hold shoes.

Beyond the alcove, a large common room opens up 30 feet on a side. The floor is hewn stone and streams of sunlight drift down from the burned out roof. Three stairwells are visible at the center point of the remaining walls.

APL 2 [EL 1]

↪ **Floor Blade Trap:** CR 1; mechanical; touch trigger; automatic reset, hidden switch bypass (Search DC 25); Atk +10 melee (2d4 [x4], scythe); Search DC 22; Disable Device DC 22.

The floor scythe trap is located at area C on the map of the manor house. It will reset after each attack, and will attack anyone that touches the floor of one of the 4 squares that surround area C.

APL 4 [EL 4]

↪ **Floor Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8 [x4], scythe); Search DC 21; Disable Device DC 18.

The floor scythe trap is located at area C on the map of the manor house. It will reset after each attack, and will attack anyone that enters one of the 4 squares that surround area C.

APL 6 [EL 5]

↪ **Lightning Bolt Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 8th-level wizard, 8d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

The *lightning bolt* trap starts at area A on the map of the manor house. It will fire towards the closest creature

within 20 feet of area A. The trap automatically resets and will be ready to fire after 1d4 rounds of charging.

APL 8 [EL 8]

↗ **Evard's Black Tentacles Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 7th-level wizard, Grapple +15 [1d6+4, tentacle]); multiple targets (every opponent within a 10 ft. x 10 ft. area); Search DC 29; Disable Device DC 29.

The *Evard's Black Tentacles* trap is centered at area C on the map of the manor house. It will not reset. Any creature entering one of the four squares that surround area C will set the spell off.

↗ **Fireball Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

The *fireball* trap is centered on area C on the map of the manor house and goes off one round after the *Evard's Black Tentacles* trap is triggered. The trap automatically resets and will be ready to fire after 1d4 rounds of charging.

After defeating the traps and searching the rest of the room:

Upon closer inspection, the eastern and western stairwells have been blocked by tons of fallen stone and timber from the upper levels of the manor house that caved in. That leaves one easy path out of here, south.

If parties attempt to dig out either of the stairwells, allow them to do so briefly before portions of the walls and ceiling begin to crack. Characters should get the impression that further digging may bring down the building on them.

When the party decides to move to the south:

Heading south, you come upon a short set of stairs leading down perhaps a single flight. At their base steams of light touch the stones. Obviously this must be the courtyard Giselle mentioned.

Entering further into the courtyard, you can see that it has been overrun with grass and ivy. Disconcertingly, every few steps you hear the crunch underneath as if you are walking discarded brittle bones. To the rear of the courtyard you see a pair of pillars flanking what looks to be an altar.

When at least two of the party have entered the courtyard:

With a sickening sound of bone gnashing together, a set of long dormant creatures break free of the grasses. Slain years past, they amble towards you in their unlife seeking vengeance on the living.

Position the skeletons around opposite sides of the courtyard. Roll for initiative normally, there is no surprise round.

APL 2 [EL 4]

☞ **Owl Bear Skeletons (2):** hp 32; see MM p. 226.

APL 4 [EL 6]

☞ **Ettin Skeleton:** hp 65; see MM p. 227.

☞ **Troll Skeleton:** hp 39; see MM p. 227.

APL 6 [EL 8]

☞ **Ettin Skeletons (3):** hp 65; see MM p. 227.

APL 8 [EL 10]

☞ **Cloud Giant Skeletons (3):** hp 110; see MM p. 227.

As the last of the skeletal creatures falls to pieces, you once again focus your attention on the altar. The pillars to either side are covered in script and obviously are not part of the same construction as the rest of the manor house. Perhaps Clancy would know more about them.

The altar is made of the same foreign stone as the pillars and has a dog's head carved in its top.

A DC 15 + APL Search check finds a hidden compartment in the dog's mouth. It is trapped and not locked.

All APLs [EL 3]

↗ **Hail of Needles:** CR 3; mechanical; location trigger; manual reset, Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

A Decipher Script (DC 20) or Bardic Lore (DC 20) check or a Comprehend Languages spell will give more information regarding the script on the pillars/scrap of leather.

If the party can read/understand the script on the pillars:

Most of the script is badly damaged, but the fragments that you can read clearly indicate that this is a record of the last hours of the halflings of Mercy's

Bluff, following a betrayal by a group of mercenaries. Drugged to sleep, the halflings were left to slow the advance of the Old One's oncoming forces while Reyhu mercenaries enslaved the remaining population to carry their spoils or to cater to their more vile whims once they reached their destination – the Rift Canyon.

When finding the compartment.

Prying open the compartment, you find a small parcel wrapped in leather and an assortment of thumb sized gems. Unwrapping the leather, you see that it contains writing on the inside, again in that strange script, as well as a brooch made of amber.

If the party can read/understand the script on the scrap of leather:

Held on the scrap of leather is a note written in a shaky hand. It reads: My Dearest Giselle, watch over this altar and the brave Hin that fell here.

Conclusion

If the party befriended the halfling ghost, begin with Giselle below, otherwise start In Rookroost.

Giselle

Exiting the manor, you see Giselle waiting anxiously for your return. Giselle then asks if you found anything of interest in the Manor House.

If the party shows Giselle the brooch:

"Oh my! I recognize that brooch. It was mine back in my life. May I hold it again?" Giselle then outstretches her dainty hand.

Fully expecting the brooch to drop right through, you place it into her palm. As expected, the brooch falls to the ground, but a ghostly duplicate remains within Giselle's grasp. She smiles and giggles with delight as she begins to fade out of sight. "Thank you so much for freeing my spirit. Please, find Moreley and tell him that I am no longer lost."

If the Party does NOT show Giselle the brooch

"Oh, well perhaps you could take a message to Moreley for me and tell him that Giselle is no longer lost, but has been found. " Waving farewell, she sinks slowly into the ground.

In Rookroost

After several days of travel north to Rookroost, you return into the yard of the Gonagin House. Clancy soon finds you milling about and invites you once

again into the parlor to visit with Grandpa and ask about what you have discovered.

If the party shows Clancy the leather scrap with writing on it:

Clancy quickly examines the script and begins to mutter "Why this is wonderful. It's a note written by Grandpa if I understand it correctly. It does certainly mention plum pudding five or six times. I'll need to examine this further to see if there is any more meaning in it. My deepest thanks for bringing this to me"

If the party tells Grandpa that they found Giselle:

Within moments of mention that Giselle was found, Grandpa closes his eyes and starts to rock back and forth on his tasseled pillow. You hear brief snippets of words escape from him but they are even more incoherent than before. After a short while, Grandpa opens his eyes, which now seem much more focused and speaks.

"Thank you for finding Giselle for me. In my grief, I feared that I had lost her for all time to the madness that consumed me. Each time I tried to remember her, the pain was so great that I could not find a way back to memories of her. I started to wall off sections of my mind, but ended up doing more damage than good. I remember now those last weeks in Mercy's Bluff, and with them my last glimpses of Giselle.

This is a precious thing you have returned to me. I could never repay in coin the kindness you have shown me, however I'm sure that there is a favor or two that I could do in return. For starters, I'll spread word of your deeds to all my kin, so that they'll know you are shorter than you look. I imagine I could see my way towards craftin' a lil something for you, if you'd like, or if I can't make it, I might be able to introduce you to a fella I know who has a few things. Oh, no don't you worry none. He's not one of them filchers."

Grandpa and Clancy will see their way to crafting or obtaining several items on the parties behalf, if they bring back the parchment and news of Giselle. All of the PC's will be awarded the favor "That's mighty short of ya!" as well as awarded short term (Freq: Adventure) access to some items that were either lying around the house or that the hin could get for the party.

If the party is lucky to just be here at this point, and didn't find the scrap or bring news of Giselle:

After hearing your tales of woe from your encounters in Mercy's Bluff, Clancy shakes his head. He mutters

something under his breath, but you aren't sure what it is...something about "never send a doublin' to do a hin's job."

Realizing that you may have overheard him, Clancy clears his throat and pulls on his collar for a moment. "Well, folks, I'm sorry that you weren't able to help us out, but sometimes that's how it goes. I hate to shuffle ya'll off, but the lads are about due for their bagpipe lessons, so I need to see you out."

And with that, the halflings escort you to the door, wave cheerfully at you as you step down off the porch, then turn around and slam the door loudly as you leave.

The End

Experience Point Summary

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

Encounter One

Meet your patron

APL2 30 xp; APL4 45 xp; APL6 60 xp;

APL8 75 xp

Encounter Two

Risk the Teleport Circle

APL2 30 xp; APL4 45 xp; APL6 60 xp;

APL8 75 xp

Encounter Three

Defeat the Hive

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Encounter Four

Befriend Giselle

APL2 30 xp; APL4 45 xp; APL6 60 xp;

APL8 75 xp

Encounter Five

Defeat the traps

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Defeat the Undead

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp

Total Possible Experience:

APL2 450 xp; APL4 650 xp; APL6 950 xp;

APL8 1150 xp

Treasure Summary

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

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

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

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

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

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

Encounter One: Shopping Cart

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

APL 4: L: 0 gp; C: 0 gp; M: 0 gp
APL 6: L: 0 gp; C: 0 gp; M: 0 gp
APL 8: L: 0 gp; C: 0 gp; M: 0 gp

Encounter Two: Plum Pudding

APL 2: L: 0 gp; C: 6 gp; M: 0 gp
APL 4: L: 0 gp; C: 6 gp; M: 0 gp
APL 6: L: 0 gp; C: 6 gp; M: 0 gp
APL 8: L: 0 gp; C: 6 gp; M: 0 gp

Encounter Three: When Wasps Attack

APL 2: L: 0 gp; C: 0 gp; M: *arcane scroll of glibness* (44 gp).
APL 4: L: 0 gp; C: 0 gp; M: *arcane scroll of glibness* (44 gp).
APL 6: L: 0 gp; C: 0 gp; M: *arcane scroll of glibness* (44 gp).
APL 8: L: 0 gp; C: 0 gp; M: *arcane scroll of glibness* (44 gp).

Encounter Four: Giselle the friendly ghost

APL 2: L: 0 gp; C: 0 gp; M: 0 gp
APL 4: L: 0 gp; C: 0 gp; M: 0 gp
APL 6: L: 0 gp; C: 0 gp; M: 0 gp
APL 8: L: 0 gp; C: 0 gp; M: 0 gp

Encounter Five: In a Manor of Speaking

APL 2: L: 0 gp; C: 350 gp; M: 0 gp
APL 4: L: 0 gp; C: 550 gp; M: 0 gp
APL 6: L: 0 gp; C: 750 gp; M: 0 gp
APL 8: L: 0 gp; C: 1200gp; M: 0 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 356 gp; M: 44 gp - Total: 400 gp
APL 4: L: 0 gp; C: 556 gp; M: 44 gp - Total: 600 gp
APL 6: L: 0 gp; C: 756 gp; M: 44 gp - Total: 800 gp
APL 8: L: 0 gp; C: 1206 gp; M: 44 gp - Total: 1250 gp

Special

“That’s mighty short of ya!”: In recognition of your assistance to “Grandpa”, the Gonagin Clan has a slightly better opinion of you than they do of most folks (even doublin’s). Gonagin NPC’s initial attitude towards the PC will be one level better than normal.

In addition, Grandpa and Clancy agree to enchant an armor, shield, or weapon for the PC following a Bandit Kingdoms regional scenario. This benefit may only be used once and only on a single item. The character must pay the difference between the original item’s cost and the upgraded item.

Upgrade a suit of armor with the *glamoured* special ability, a shield with the *animated* special ability (but not

a tower shield), or a weapon with the bane (humanoid (human)) special ability.

AR used: _____

Grandpa’s Spoon: This large dull, silver spoon functions as a Murlynd’s Spoon (from the DMG), except that when placed in an empty container, the vessel fills with steaming hot plum pudding.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*, Grandpa Gonagin’s secret plum pudding recipe; Price 5,400gp.

Wand of Acidic Ray: This wand functions as a *wand of scorching ray* that has had the Energy Affinity (Acid) metamagic feat applied to it. The rays from this wand deal acid damage instead of fire damage.

Faint evocation; CL 3rd; Prerequisites: Craft Wand, Energy Affinity (Acid), *scorching ray*; Market Price: 4,500 gp; Weight: -.

Items for the Adventure Record

Item Access

APL 2:

Bag of Endless Caltrops (Adventure, A&E)
Pipes of Sounding (Adventure, DMG)
Everful Mug (Adventure, A&E)
Heward’s Handy Haversack (Adventure, DMG)

APL 4: (All of APL 2 plus the following)

Chime of Opening (Adventure, DMG)
Rod of Lesser Silence (Adventure, DMG)

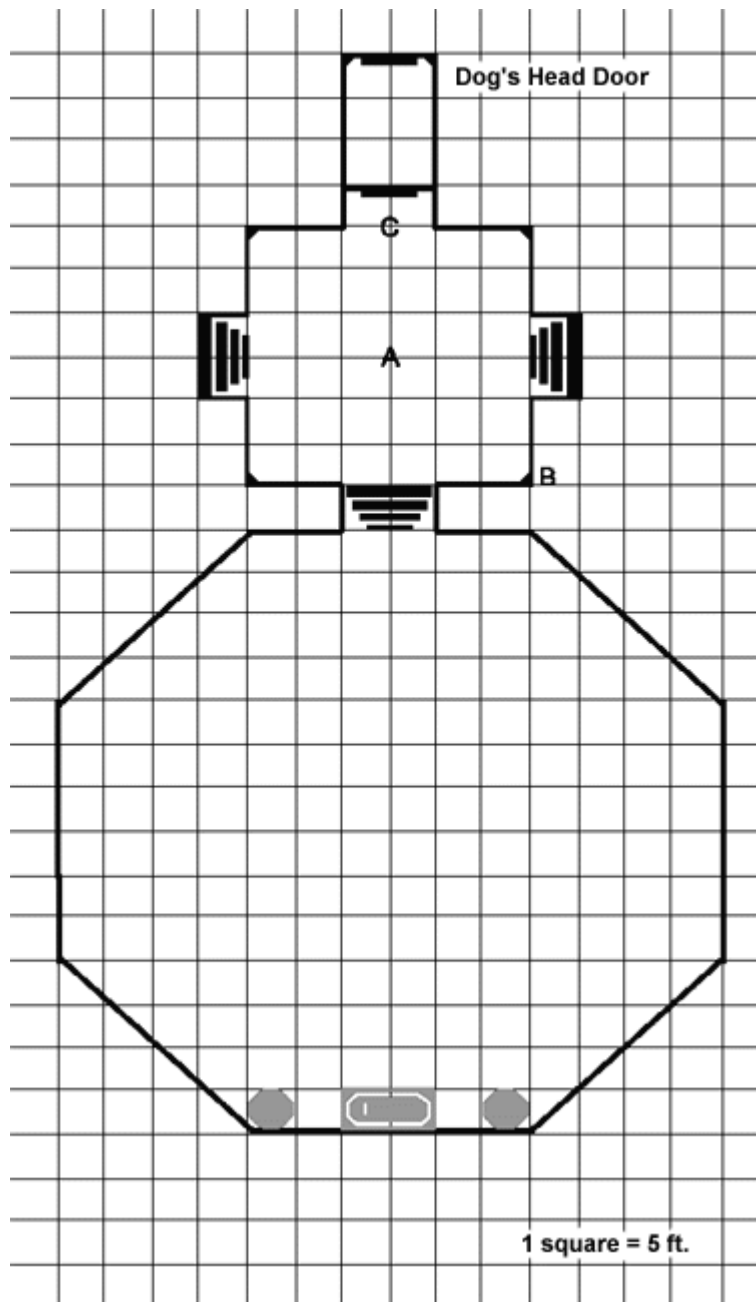
APL 6: (All of APLs 2-4 plus the following)

Circlet of Persuasion (Adventure, DMG)
Wand of Acidic Ray (Adventure, CL 3rd, see above)

APL 8: (All of APLs 2-6 plus the following)

Pipes of Haunting (Adventure, DMG)
Grandpa’s Spoon (Adventure, see above)
Saddle of Weather Protection (Adventure, A&E)

Appendix I: Map of the Manor House



Appendix II: New Rules and NPC's

Phase Wasps

Tiny Magical Beast

Hit Dice: 2d10 (11 hp)

Initiative: +4

Speed: 10 ft., fly 60 ft. (perfect)

AC: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13

Base Attack / Grapple: +2 / -10

Attack: Sting +0 melee (1d4-4)

Full Attack: Sting +0 melee (1d4-4)

Space / Reach: 2 ½ ft. by 2 ½ ft / 0 ft.

Special Attacks: *Magic missile*

Special Qualities: Darkvision 60 ft., low-light vision, *see invisibility*.

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 3, Dex 19, Con 10, Int 2, Wis 15, Cha 6

Skills: Listen +6, Spot +6, Survival +3

Feats: Alertness

Environment: Any temperate or warm land

Organization: Swarm (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

Level Adjustment: -

Phase wasps are 18-inch-long insects that can see and attack invisible and ethereal creatures (in the latter case, without crossing the planar boundary). They rarely attack creatures three or more size categories larger than themselves unless provoked.

Like ordinary wasps, these creatures live in large colonies. Each colony builds a nest about 10 feet in diameter out of "paper" that its members have made from chewed-up wood or paper and their own saliva. Because such a nest requires a tremendous amount of paper, many wizards and libraries offer bounties for the destruction of nearby phase wasp nests.

Though they do not speak, phase wasps utilize an elaborate signaling system to communicate within their hives. Their "signal language" seems to be based on a system of subtle smells, body postures, and flight patterns.

Combat

Normally, phase wasps attack only to defend themselves or their nests. They converge on intruders in swarms, fire their *magic missiles*, and then swoop in to sting until they can use their missiles again.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 3rd). Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisible (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

(Source: *Monster Manual II* p. 168 and *D&D 3.5 Update Booklet*)

➤ **Advanced Phase Wasp:** CR 3; Small Magical Beast; HD 6d10; hp 33; Init +4; Spd 10 ft., fly 60 ft. (perfect); AC 16 (touch 15, flat-footed 12) [+1 size, +4 Dex, +1 natural]; BA/G: +6/+0; Atk +11 melee (1d6-2, sting); Full Att +11/+6 melee (1d6-2, sting); Face/Reach 5 ft./5 ft.; SA *magic missile*; SQ darkvision 60 ft., low-light vision, *see invisibility*; AL N; SV Fort +5, Ref +9, Will +4; Str 7, Dex 18, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Listen +7, Spot +7, Survival +5; Alertness, Swarmfighting, Weapon Finesse.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 3rd). Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisible (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Swarm Fighting [General]

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

(Source: *Compete Warrior* p.105)

☞ **Giselle, Female Ghostly Halfling Com2:** Small Undead (Incorporeal); CR 3; HD 2d12; hp 13; Init +1; Spd Fly 30 ft. (perfect); AC 14 (touch 14, flat-footed

13][+1 size, +1 Dex, +2 deflection]; BA/G: +1/-4; Atk +3 melee (1d4 Cha drain, incorporeal touch); Full Atk +3 melee (1d4 Cha drain, incorporeal touch); Space / Reach: 5 ft. / 5 ft.; SA Manifestation; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance; AL LG; SV Fort +1, Ref +2, Will +1; Str 8, Dex 13, Con -, Int 11, Wis 10, Cha 15.

Skills and Feats: Speak Languages (Common, Halfling), Climb +1, Handle Animal +3, Hide +13, Jump +1, Listen +9, Move Silently +3, Profession (Baker) +8, Ride +2, Search +8, Spot +9, Swim +0; Skill Focus (Profession (Baker)).

Draining Touch (Su): If Giselle hits a living target with its incorporeal touch attack, she drains 1d4 points of Cha. On each such successful attack, she heals 5 points of damage to herself. Against ethereal opponents, she adds her Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): Giselle dwells on the Ethereal Plane and, as an ethereal creature, she cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. When she is manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. When manifested, Giselle can pass through solid objects at will, and her own attacks pass through armor. When manifested, Giselle always moves silently.

When manifested, Giselle remains partially on the Ethereal Plane, where she is not incorporeal. While manifested, she can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.