

VEL1-04

Like Water Under the Bridge

A Three-Round D&D LIVING GREYHAWK®

Veluna Regional Adventure

Version 1

Round 3: Over the River...

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The answer to the mystery of what is happening in Falsridge lies in the hands of an ancient Sage. Why do answers always seem to cause more questions than they do answers? You are once again called upon in service of the City of Falsridge. An adventure for character levels 1-8.

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

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

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

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

Adventure Summary and Background

The PCs have returned Falsridge after escorting a caravan to Delkelle. The city council has received word from sages that the papers found by the PC during round one of this adventure have been deciphered. Captain Roche asks the PC to go retrieve the information from the sage Davion and to follow up on the information the best way that they know how.

The sage has discovered valuable information about the strange occurrences, which he shares with the PCs. He explains that the rune-covered rock the PCs discovered in Round 1 was a gate. He has discovered the general area of the location of the other gates that are mentioned in the papers

that the PCs found in Round 1. They are in the Northern Lorridges. He cannot get any more specific than a 30-mile radius area.

The PCs then travel through the Northern Lorridges, which are heavily wooded and dangerous. Finally they come across a small hunting and trapping town.

The PCs find refuge in a small town and meet some NPCs. Here they can find out about the mountains nearby. There are three possible sites for the northern teleportation ring: an abandoned mining camp, a box canyon, and a small butte.

The PCs then leave the town and head to the hills. They have an encounter with a drunk who warns them of death and destruction ahead. Then they can explore some or all of the following:

The Abandoned Mine: Here the PC enter an abandoned mine that is infested with kobolds.

The Haunted Canyon: Here the PCs find an ogre encampment hidden in the canyon

Dragon Mount: As the PC approach, they can see a dragon circling the butte. After a challenging climb they crest the top. On top of the butte a small stone keep can be seen, scattered trees cover the rest of the butte. There is No sign of the dragon! There are several teleportation rings. One teleportation ring looks burnt out. There are goblins and ogres.

After finishing off the humanoids at the Keep you head back to Falsridge. A huge celebration is planned for the PC at the Drunken Sailor. As the Celebration gets fully underway the PCs hear a scream from outside. As people run outside they are greeted by a horrible scene. An empty barrel has been rolled out into the middle of the street and Captain Roche's head sits atop it. Next to the head is a rolled up note. The note tells the PCs that they may have defeated him this day, but that he will be back and they best stay on their toes...

Introduction

Returning to the city you are met at the gate by a guardsman. As you enter he approaches you, a small contingent of men standing behind him.

"Hello, I am Sergeant Piat, Captain Roche has asked me to escort you to his office as soon as possible. He said that it was urgent. If you will follow me, I will have my men take care of anything that you need."

If the PC need any business taken care of, horses stabled, equipment stored, and warm beads found. He will instruct his men to perform the actions for the PC.

Sergeant Piat leads you through the city and to the Headquarters of the Guard. You pass quickly through the building and soon find yourself standing in the office of Captain Roche. He is seated at the desk looking out the window. From this vantage point you can see the city sprawling out below you, the harbor in the distance.

Turning to face you, Captain Roche displays a weak grin. It seems much grimmer than it was just a few days before. "I am glad that you could return so quickly. I trust you had no serious problems escorting the caravan?"

Look expectantly at the PC for some comments. If the PC mention the undead and the monster, continue.

"That is most distressing, I must send a party to investigate further. You say that there were numerous undead, and that they attacked with tactics? That is very disturbing indeed. Unfortunately that will have to wait..."

"I have asked you to report to me here, as I require your services again. The information that you were able to retrieve from your previous assignment has given us a valuable insight into the strange occurrences of late. We have sent the papers and items recovered to a sage that lives East of town. He has sent word that he has been able to decipher and gain knowledge from the items, however he has not reported what information that he has. In fact, we have not had contact with him for several days. I would like to ask you to again work for the city. I need you to travel to the sage, discover why we have lost contact, and recover any information that you can, and act upon it, as you deem necessary. Again, I am authorized to deputize you, and pay you the standard rate. Do we have an agreement?"

If the PC ask, what are you paying?

"I can pay you at the rate of 5sp a day, and of course there is the reward that the city leaders have offered. 200gp for the capture of those responsible."

When the PC agree to go on the mission give them PC Handout #3

"Before you go, take this." He hands a letter to the apparent party leader, "It is a letter of introduction to the sage Davion."

Encounter 1: The Sage of Falsridge

The journey to the Sage's tower is a short one. It lies east of Falsridge along the Fals River. After several hours on the road, you arrive at the small branch trail that leads up to his tower. As you

travel the last few miles to the Tower, you notice strange signs along the path. The first one reads "Turn Back Now or Abandon All Hope." The next, "Stay Away" and another Beware of Dragons, you have been Warned"

Each sign is scrawled in a more desperate looking common script. As you pass the last sign you see the Tower looming ahead on the top of a rocky rise. Suddenly from the top of the mist shrouded tower a loud "schreech!" is heard. The sound is chilling to the bones.

- A Wilderness Lore Check (DC 20) will determine that it is the cry of a dragon!
- A Wilderness Lore Check (DC 25) will determine that something about the dragon cry sounds out of the ordinary.

The path to the Tower leads up a steep rocky incline, the path makes many switchbacks on its way to the top, and from where you are standing you can see many burned areas of rock and dirt along the path.

Get the PC intentions and plan for the ascent. Feel free to make the climb seem very hazardous. It actually has been enchanted, so if a detect magic is cast inform them as such. The PC may make climb checks to ascend the path (DC 12) or else stumble, falling the equivalent of a 10-foot drop (1d6 subdual damage)

As you arrive at the top, the encounter a very large door, with a large knocker set in the middle of it.

When someone reaches for the knocker.

As you reach for the Knocker a Loud Booming Voice can be heard from above, "Who dares to bother the great sage Dravion? Speak now or I will slay thee in the name of my master."

Looking toward the source of the voice, you see a large open balcony above the door. A hint of light from a flame briefly illuminates from the balcony, just as a very large head on a long reptilian neck extends over the balcony, the large glistening fangs, flash brightly in the fading light, as the thick red scaly hide glows in the twilight sky. It's golden eyes staring intently at you; just a hint of flame escapes its flaring nostrils...

"Who dares to disturb the great sage Dravion?" It booms loudly again.

Describe the immediate surroundings, as bleak and barren, there is no place to hide, the ground has been scorched by fire. The PCs are in a spot. Use intimidation and the hint of violence to get the PCs to react.

This is a programmed illusion. When The PC mention the letter of introduction, have the dragon head pull back and the door open. If the PC attack the Dragon, have it withdraw and then

have the Sage arrive demanding explanation. He will then not be in a very good mood.

As the Dragon withdraws to the balcony, you hear a loud groaning noise, as the massive door swings open. Standing before you is a grizzled old man in robes.

"Greetings, I am Dravion. You have a letter from Roche, I presume?"

When the PC give the letter to Dravion, he continues.

Excellent! I am happy to see that Roche has chosen his champions wisely. You seem brave and strong, two qualities you will need for this quest. About a week ago, I received a bundle of papers that were written Draconic script, but they were coded. I have been working at deciphering them, and the question of where the gate was attuned. I think that I have the answer... Please, follow me.

Following the mysterious sage through his tower, you arrive at could only be his library. The walls are filled with books from floor to ceiling. Stepping behind a desk he offers you seats.

"I have deciphered the texts that Roche provided me. It appears that there is a plot by agents of Iuz to destabilize the Archclericy of Veluna. This plot involves a series of agents that were sent into Veluna many years ago to assume positions of power and public trust. It appears that those agents now have decided to strike. I am under the impression, from the deciphered code that there are several different agents involved, however the text only identifies one by name: A man named Colmes. I believe that he is the one who is behind the recent difficulties in Falsridge. Though I have not been able to discern this Colmes's location, I have been able to discover the general area of the gate that was discovered upon the shining Island. It is based in a rocky location in an area of the Northern Lorridges. I can give you directions to the general are, but the composition of the mountains prevent me from accurately pinpointing the location. The best I can do is a thirty miles area."

Get the PC Reactions. The sage knows little more than the name and general location of the gate. See DM Map 1.

As you leave the sages tower, you get a different perspective of the path. The once treacherous, rocky, barren and scorched path appears to be a very comfortable and safe path down the side of a flower covered hillside. Looking back at the tower, the formerly dark and mist-shrouded tower now gleams in the fading light.

Encounter 2: Over the River

The location that the sage has directed you to is north of the Fals River and in the lower part of the Northern Lorridges.

Ask the PCs how they plan to cross the river. Ferries do cross the river at some small villages along the Fals. Also fishing boats and other watercraft are available back in Falsridge. When the PC come up with a plan, they can cross the river easily.

Crossing the river is uneventful compared to the last time you were on the river in a boat. Setting foot upon the north shore of the Fals and heading North toward the mountains you begin your trek through the dense woods.

Encounter 3: Through the Woods

The following encounters are to add mood to the adventure. Feel free to add them at appropriate times while the PC are exploring the area in search of the gate. Feel free to use frequent Listen and Spot checks help to keep the PC on edge, but don't overdo it. Here are some examples.

- **A Rustling Sound:** After a successful Listen Check (DC 15):

From the woods on the side of the path, you hear the movement of someone or something through the trees. 'CRACK!' The sounds of a snapping twig echoes in the silent forest.

- **A Shadow Crosses the Path:** After a successful Spot Check (DC 15):

As the low-lying clouds cross the stretch of sky above the narrow path the sun breaks through for a moment. Then clouds again hide it, suddenly. Across the cloud a large shadow looms. It passes over the trail in an instant. The faint flapping of wings can be heard fading into the distance.

- **A Faint Moaning from Under the Bridge:**

Coming upon a shallow stream, you see the first signs of civilization in a while. A bridge over a stream filled ravine. As you cross the bridge, a faint moaning can be heard from beneath the bridge.

Encounter 4: Refuge

Use DM's Map #2 as reference for this encounter.

As the path winds through the forest, the foliage becomes sparser. Soon you are traveling through rolling fields. Occasionally a farm is visible off of the roadway. As you crest a hill, in the distance a small hamlet can be seen up ahead. It is late—perhaps you can find shelter for the night.

Once the PC approach the hamlet, read the following:

The hamlet is a collection of about a half-a-dozen buildings within a simple stockade. The gates to the stockade are swung wide open. A lone guard smiles at you as you enter.

A sign hangs above the doorway of the large two-story building in the center of the stockade. In common it reads: "The Stumbling Inn."

The lone guard, Mairt (male human, Warr), tells the PCs that the village is named Rhoada, if he is asked. When the PCs enter the inn:

As you enter, you see that there are four people in the inn: the barkeep, a waitress and two trappers. A long bar, several empty tables and a large fireplace dominate the first floor. A stairway the second floor is against the left wall.

- The trappers know the most information about possible locations of the gate.
- Their names are Brunos and Corrin.
- They will talk to the PCs if the PCs are buying drinks (4 cp each drink, and they will drink as much ale as the PCs are willing to buy, but they will really start talking after each has 3 ales in them [total = 1sp and 6 cp]).
- Three locations immediately come to mind.
- The first location is the most dangerous: A butte to the North, where dragons have been spotted over the years. Rumor is that there is a dragon's nest atop the butte. The locals call the butte the Dragon Mount, or Dead Mans Bluff.
- The second location is a group of abandoned iron mines to the west along the mountains, however are infested with zombies.
- Haunted Canyon is the other possible location. But, true to its name, it is haunted, and the trappers don't suggest anyone go there.
- The trappers have never heard of anyone named Colmes, but with another drink and a successful Gather Information check (DC 15) they will remember that they heard work of a suspicious wizard spotted in the area lately, somewhere, he was driving this big wagon.

Food, drink and shelter are available for standard prices in the Stumbling Inn. Later in the evening some of the local farmers visit. They have seen nothing suspicious in the areas where they live, but they too have heard rumors of the mysterious

traveling wizards in the wagon, and will relate that information if the PCs succeed at a Gather Information check (DC 15).

Encounter 5: The Search is on

As you begin the search for the gate you prepare to leave the small hamlet of Rhoda. As you wait upon your companions by the gate, you spot a brief bit of movement in the brush. Suddenly, a man stumbles out of the brush and collapses in the middle of the path. He mumbles softly.

When the PCs examine him:

The cause of his difficulties is immediately evident by his stench. The smell of day-old liquor saturates his clothes and his breath. It barely covers the reek of sweat and filth.

Suddenly, he sits up. He looks a sudden and spooky clarity in his eyes. He speaks:

"Beware. Beware. I see death and destruction and in your future. What you seek is not what you will find. Deception lies, and lay behind every door! Beware. Beware."

With that the man collapses in a limp heap. The sounds of drunken snoring soon overtake the sounds of morning life in the hamlet around you.

Encounter 6: The Abandoned Mine

Following the directions gleaned from the trappers, you seek out the abandoned iron mines. The rocky spires and peaks of the mountains loom ahead of you approach the mine's location. The path you are traveling is cut deep into the forest, though it seems to be rarely used. Small sapling sprout in the center of the track and the weeds and grasses are tall and undamaged. As you turn a bend in the path, the path opens up into a clearing. The remains of several deserted buildings are scattered around an opening in the wall of the canyon. This must be the abandoned mine.

It is around highsun when the PCs arrive here. Get the PC intentions. These kobolds are nocturnal and there will no activity visible from here until after the sunset. If the PC should observe that long they will be able to count more than 30 kobolds and a few hobgoblins in the vicinity of the mine. They must make opposed Hide checks if they are to remain undiscovered (vs. a Spot +2) one for each member of the party each hour.

The players should get a feeling that this is not the right place as they proceed through the place. If they persist in continuing that is fine, but they will fail in their overall mission when time runs out.

If the PC enter the mines the encounters are below. Use DM's Map #3 as reference for the encounters. When the PC search room 4, give them Players' Handout 1. The encounters in the mines are not Tiered, so lower level adventures should flee when they find out they are overmatched. The kobolds will offer little pursuit in the daylight hours. When the PCs enter the mines, read the following:

Entering the mines, the stench of decay and filth wash over you. The cart tracks that the miners laid years ago are nothing but rusted lines in the floor after years of neglect...

Room 1 (EL 2)

Wooden Door: 2 in thick; hardness 5, hp 15, AC 5; break DC 18 (stuck).

This small room is roughly square. In the far corner lies a pile of rubble, while in the center rises an iron spike impaling an ogre's head. The blood of the ogre runs in rivulets down the spike and into a bloodstained bucket. The remainder of the giant covers a stone slab in the shadow of the stone spike. What remains of the body has been stripped here and there to the bone, and a couple of short reptilian humanoids nibble parts of the corpse.

Monster: There are 12 kobolds in this room. Only five are currently awake and picking at the ogre corpse. They attack as soon as they notice the PCs and attempt to wake their friends.

Kobolds (12): hp 3 (x3) 2 (x9); see *Monster Manual* page 123, or Appendix A.

Room 2 (EL 5)

Wooden Door: 2 in thick; hardness 5, hp 15, AC 5; break DC 18.

In this rectangular room insects a broken room, and a pile of rubble that covers the floor next to the door. The room is full of both buzzing insects and more of the reptilian humanoids. One of these monsters wears armor, a fierce gaze, and a morningstar, which he wields like he knows how to use it.

Kobolds (12): hp 3 (x5) 2 (x6); see *Monster Manual* page 123, or Appendix A.

Ar-gyrah, male kobold Ftr4: hp 34; see Appendix A.

Room 3 (EL 7)

Wooden Door: 2 in thick; hardness 5, hp 15, AC 5; break DC 18.

Upon entering the room your nostrils are assaulted with the stench of death mixed with

fresh earth. In the far corner of the room stands a figure. It is unmoving and standing directly over the skeletal remains of a robed figure clutching a staff topped with a gem. It almost seems to be guarding the remains.

Monster: If the PCs move to touch the corpse, the flesh golem will attack. It is still acting on its last orders “protect me.” The fact that his master is now dead is irrelevant to its simplistic reasoning. It will protect the corpse.

Flesh Golem: hp 49; see *Monster Manual* p. 108, or Appendix A.

Treasure: The staff is just a plain quarterstaff with a glass gem atop it. It is only worth 10 gp. The golem was the only thing of value that the dead mage owned.

Room 4 (CR 5)

Wooden Door: 2 in thick; hardness 5, hp 15, AC 5; break DC 18.

Heat hits you as you open the door to this room. This room holds a forge in the corner of the room. Above it is a winch and pulley supporting a large steel kettle filled with molten metal. Two large hobgoblins are working the forge.

Aginzk, male hobgoblin, Bbn2: hp 17; see Appendix A.

G’frablam, male hobgoblin Bbn4: hp 50, see Appendix A.

Encounter 7: The Haunted Canyon

As you draw nearer to the haunted canyon the sounds of wildlife diminish. Soon the only sound that you hear is the beating of your heart and the sounds of your footsteps upon the forest floor. As you enter the mouth of the canyon there is a chill present in the air, and an almost palpable sense of evil seems to emanate from the canyon. The stillness and silence in the air is deafening.

Ask the PCs their marching order, and details about any precautions they are taking before entering the canyon. As they enter the canyon they may be able to glean the following bits of information:

- **Spot check (DC 14):** a thin column of smoke is rising in the still air from deeper in the canyon.
- **Listen Check (DC 10):** a low beating drum can be heard and also some chanting. The voices are very deep and they are not chanting in the

language of common (It is in Giant. If PCs speak Giant the chanting repeats “Old One’s Power. Old One’s Strength,” over and over again).

Slowly as you edge deeper into the high walled canyon you begin to hear it. It starts as a low thrumming beat and begins to pick up intensity. Somewhere ahead of you, someone or something appears to be performing some sort of ritual.

Move Silently and Hide checks (DC 10). If someone fails then the beating of the drum suddenly stops.

Peering through the brush you are finally able to see what is making the noises. Ahead near the deepest part of the canyon, is a bonfire. Dancing and singing around the bonfire are a group of ogres. They appear to be chanting in some unintelligible tongue.

- **Religion check (DC 15):** this is a crude religious ceremony dedicated to Iuz.

If the PC count there are 10 male ogres dancing around the flames. Fifteen female ogres and 22 juvenile ogres sit around the circle watching the ceremony. Two very large black-skinned ogres are sitting to the side observing the activities and a huge ogre, in crude priestly vestments. This ogre is leading the ceremonies. Statistics for the ogres are can be found in Appendix A. A straight forward attack on the part of the PCs is a really bad idea. If they do then the 5 ogres will engage them (both of the ogre mages will be among this initial group for Tiers 3 and 4), the others will protect the females and children and herd them into a cave at the far end of the canyon (which takes 4 rounds), but then when their families are safe will come to pound on the PCs. If the PC attempt to flee, they will not be pursued past the edge of the woods. Use DM’s Map #4 for reference.

All Tiers (EL 12)

Ogres (8): hp 30 (x2), 26 (x4), 22 (x2); see *Monster Manual*, p 144 or Appendix A.

Ogre Bbn2 (2): hp 50, 45; see Appendix A.

Ogre Mage (2): hp 39, 37; see *Monster Manual*, p 144 or Appendix A.

Rezzk, male ogre, Clr7: hp 82; see Appendix A.

Fleeing from the mass of Ogres you soon discover that they are no longer pursuing.

Encounter 8: Dragon Mount or Dead Mans Bluff?

Slowly you approach the bluff that the locals call Dragon Mount, or Dead Mans Bluff. It rises sharply from the surrounding countryside, its steep cliffs rising one hundred and fifty feet above the forest floor. The climb looks treacherous. Loose rocks and stones shift under your feet as you attempt to gain a foothold in the cliff's face.

The cliff is 30 feet tall, so it takes 3 successful Climb checks (DC 15) to scale the walls of the butte. Remember to take into account the AC penalty check and also any bonuses for using equipment.

Arriving at the top of the butte you can see seven tall stone pillars rising up from the top of the bluff. The top of the bluff is almost circular and some 150 yards across. In the center of the bluff is a bowl-like depression 20-foot deep. Within this depression a very large stone structure is visible, a massive 20-foot tall door is situated on the front face of the building. And finally in the area directly in front of the building is what you seek, the Gate—actually there are eight gates!

Get the PC reactions and intentions.

- A Spot Check (DC 15): recognizes that one of the circles appears different than the others. It looks charred and marked.

As the PC observe the situation.

Suddenly a loud gong is heard from somewhere below. The door to the stone building slowly opens and a group of goblins file out of the building. They appear to be waiting for something. Suddenly the air hisses and crackles with magical energy. Below you on one of the circles a flash of brilliant light attracts your attention, and from out of thin air a pile of crates appear in one of the circles. From within the building a loud booming voice issues forth and the goblins leap into action, they begin carrying the crates into the building.

Again, get the PC intentions. If they continue to observe they will see the goblins carry all of the crates inside. The door will then close about one hour later the process will repeat itself. Every third hour, the goblins will haul crates out of the building and place them in a circle from which they will disappear. Only as many as 12 goblins will leave the strange building at a time. The loud booming voice is spoken in broken goblin, and basically instructs the goblins in what to do.

If the PC attack use DM Appendix 3.

Tier 1 (EL 3)

Goblins (12): hp 6 (x3), 5 (x5), 4 (x4); see *Monster Manual* page 107, or Appendix A.

Tier 2 (EL 6)

Goblins, War2 (5): hp 10 (x2), 8 (x3); see Appendix A.

Goblins (6): hp 6 (x2), 5 (x4); see *Monster Manual* page 107, or Appendix A.

Tier 3 (EL 8)

Goblins, War2 (11): hp 12 (x3), 10 (x5), 8 (x3); see Appendix A.

Tier 4 (EL 10)

Goblins, War3 (12): hp 20 (x4), 16 (x8); See Appendix A.

When searching the building the enemies came out of the party will find a crate of supplies marked for transport soon. Inside they will find:

- 4 Potions of cure light wounds
- Mighty composite longbow (+2)
- Masterwork studded leather
- Masterwork banded mail

The PC must decide what they are going to do. Do they attack and attempt to destroy the circles? Or do they return and report their findings, or do they do something completely different. It is up to them to decide.

The gates have a hardness of 5 and 20 hp each. When each is destroyed a blast of magical energy is released in a ten-foot radius. This deals 1d6 force damage. Reflex save (DC 11) for half. There are seven active circles.

The stone building is piled high with crates all bearing the names of local shipping companies. This is the stolen caravans and shipping!

Encounter 9: Victory

Returning to the city of Falsridege you are immediately met at the gate by the city watch, you are ushered through town quickly, however the crowds seem to grow and follow you, as you get closer to watch headquarters. Soon you stand before Captain Roche

"Well, What have you to report?" he asks.

Let the PC recount their tale.

"Excellent, I will send a party to examine this immediately. The city is in a great debt to you for removing this evil presence from us. We will not soon forget. I have secured lodging for you at the

Drunken Sailor. I believe that they have planned a small celebration in response to your return."

With that he hands a small coinpurse to your party, shakes your hands and escorts you to the doorway. As you step outside you are greeted by the shouts and cheers of many of the citizens of Falsridge, Walking through the streets you are treated to many toasts and hearty handshakes. It seems that heroes are well liked here in Falsridge.

Conclusion: Celebration

That night the party at the Drunken Sailor is one for the records. The beer and wine flow non-stop, the singers and dancers keep the entertainment lively and invigorating. Each of you in turn is asked to stand up and speak, The cheers and good will fill your soul and heart with pride and a sense of accomplishment. The tales of your heroic deeds will be sung long and loud throughout the city, and throughout all of Veluna.

As the festivities begin to end the assembled crowd is stunned by the sudden cry of horror from outside the Inn. Through the doorway steps an old woman who crumbles onto the floor crying into her hands. A few of the patrons rush to her aid as the rest funnel out the door.

Get the PC reactions and what they are doing.

As you make it through the crowd outside you are greeted by a awful site. A barrel has been set in the middle of the road and Captain Roche's head sits atop it. Next to the severed head is a rolled up note. The people in the crowd look to you to do something.

If the players take the note then hand the PC Players' Handout #2

The End

Experience Point Summary

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

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

Encounter One

Not attacking the illusion of the dragon 25 xp

Encounter Six

Defeating the mine occupants, or defeating the ogres 175

Encounter Eight

Defeating the goblins 150 xp
Destroying the gates 100

Total experience for objectives 450 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Six

- **Room 1** – Leather Armor x 12, Half Spear x 12, 28 sp
- **Room 2** – Leather Armor x 12, Half Spear x 12, Chain Shirt, Shortbow, 20 arrows, Morning Star, Buckler, 34 sp

- **Room 3** – Quarterstaff with gem in top of it (10 gp)
- **Room 4** – Chain Shirt x 2, Great Sword, Falchion, 22 gp

Encounter Eight

- Studded Leather x 15, Morning Star x 15, 75 Javelins, 45 sp - (Equip. worth 25% due to quality)
- 4 *Potions of cure light wounds*
- Might composite longbow (+2)
- Masterwork studded leather
- Masterwork banded mail

Appendix A

Encounter 6

Kobolds: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 12; Flat-footed 14); Atk -1 melee (1d6-2, halfspear), or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Alertness.

Ar-gyrah, male kobold, Ftr4: CR 4; Small Humanoid (Reptilian); HD 4d10+8; Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 10; Flat-footed 16); Atk +5 melee (1d6+1, morningstar), or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +6, Ref +0, Will +2; Str 12, Dex 9, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +0 (.5 ranks), Climb +8, Craft (trapmaking) +4, Handle Animal +7, Hide +3, Knowledge (nature) +4, Listen +1, Move Silent -1, Search +4, Spot +3, Use rope +0 (.5 ranks); Blind-Fight, Point Blank Shot, Precise Shot, Quick draw, Weapon Focus (light crossbow).

Languages: Draconic, Gnoll, Orc.

Flesh Golem: CR 7; Large Construct; HD 9d10; Init -1 (Dex); Spd 30 ft. (can't run); AC 18 (Touch 8, Flatfooted 17); Atk +10 melee (2d8+5, 2 slams), Face/Reach 5 ft. by 5 ft./10 ft.; SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Special Attacks: **Berserk (Ex)**—When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Special Qualities: **Construct**—Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex)—Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the

golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Aginzck, male hobgoblin, Bbn2: CR 2; Medium-size Humanoid (Goblinoid); HD 2d12+2; Init +3 (Dex); Spd 40 ft.; AC 17 (Touch 13, Flat-footed 14); Atk +3 melee (2d6/19-20, greatsword); SA Rage 1/day; SQ Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +4; Ref +3, Will +3, Str 11, Dex 16, Con 13, Int 10, Wis 16, Cha 15.

Skills and Feats: Craft (weapons) +4, Hide +3, Intimidate +7, Intuit Direction +5, Listen +8, Move Silently +7, Spot +3, Wilderness Lore +7; Weapon Focus (greatsword).

Languages: Common, Goblin.

G'frablan, male hobgoblin, Bbn4: CR 4; CR 2; Medium-size Humanoid (Goblinoid); HD 4d12+12; Init +1 (Dex); Spd 40 ft.; AC 15 (Touch 11, Flat-footed 14); Atk +5 melee (2d4+1/19-20, falchion); SA Rage 2/day; SQ Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +7; Ref +4, Will +0, Str 13, Dex 13, Con 16, Int 11, Wis 9, Cha 10.

Skills and Feats: Hide +1, Innuendo +1, Listen +8, Move Silently +5, Open Lock +1, Pick Pockets +3, Ride +4, Spot +1, Swim +3, Wilderness Lore +6; Alertness, Lightning Reflexes.

Languages: Common, Goblin.

Encounter 7

Ogre: CR 2; Large Giant; HD 4d8+4; Init -1 (Dex); Spd 30 ft., AC 16 (Touch 8, flat-footed +8); Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5, huge longspear); Face/Reach 5 ft. by 5 ft./10 ft. (15-20 ft. with the longspear); AL CE; SV Fort +6, Ref +0, Wil +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (greatclub).

Ogre, Bbn2: CR 4; Large Giant; HD 4d8+2d12+6; Init -1 (Dex); Spd 40 ft., AC 16 (Touch 8, flat-footed +8); Atk +10 melee (2d6+7, huge greatclub) or +3 ranged (2d6+5, huge longspear); Face/Reach 5 ft. by 5 ft./10 ft. (15-20 ft. with the longspear); SA Rage 1/day; SQ Fast move, Uncanny Dodge (Dex bonus to AC) AL CE; SV Fort +9, Ref +0, Wil +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (greatclub).

Ogre Mage: CR 8; Large Giant; HD 5d8+15; Init +4 (Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 18 (Touch 9; Flat-footed 18); Atk +7 melee (2d8+7/19-20, huge greatsword), or +2 ranged (2d6/x3, huge longbow); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities; SQ

Regeneration 2, SR 18; SV Fort +7, Ref +1, Will +3; Str 21; Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +6, Listen +5, Spellcraft +4, Spot +5; Improved Initiative.

Special Attacks: **Spell-Like Abilities**—at will – darkness and invisibility; 1/day – charm person, cone of cold, gaseous form, polymorph self, and sleep. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

Rezzk, male ogre, Clr (Iuz) 7: CR 9; Large Giant; HD 11d8+33; Init -1 (Dex); Spd 30 ft.; AC 13 (Touch 8, Flat Footed 14), Attack +14/+9 melee (2d6+7, greatclub); SA Rebuke undead; AL CE; SV Fort +14, Ref +2, Will +8; Str 24, Dex 9, Con 17, Int 8, Wis 14, Cha 10.

Skills and Feats: Climb +11, Concentration +9, Hide -5, Listen +7, Move Silently -1, Scry +2, Spot +7; Alertness, Craft Wondrous Item, Great Fortitude.

Language: Common, Giant.

Spells Prepared (6/5+1/4+1/2+1/1+1; Spell DC = 12 + Spell Level): 0—*detect magic, guidance* (x2), *resistance* (x2), *virtue*; 1st—*bane, cause fear, doom, magic weapon* (x2), *protection from good**; 2nd—*bull's strength* (x2), *death knell, desecrate**, *sound blast*; 3rd—*dispel magic, invisibility purge, magic circle against good**; 4th—*lesser planar ally, unholy blight**.

* Domain Spells (Domains: Chaos and Evil).

Encounter 8

Goblin: CR 1/4; Small Humanoid (Goblinoid); HD 1d8; Init +1 (Dex); Speed 30 ft.; AC 15 (Touch 12, flat-footed 13); Atk +1 melee (1d8-1, morningstar), or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; Sv Fort +2, Ref +1; Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6; Listen +3, Move Silently +4, Spot +3; Alertness.

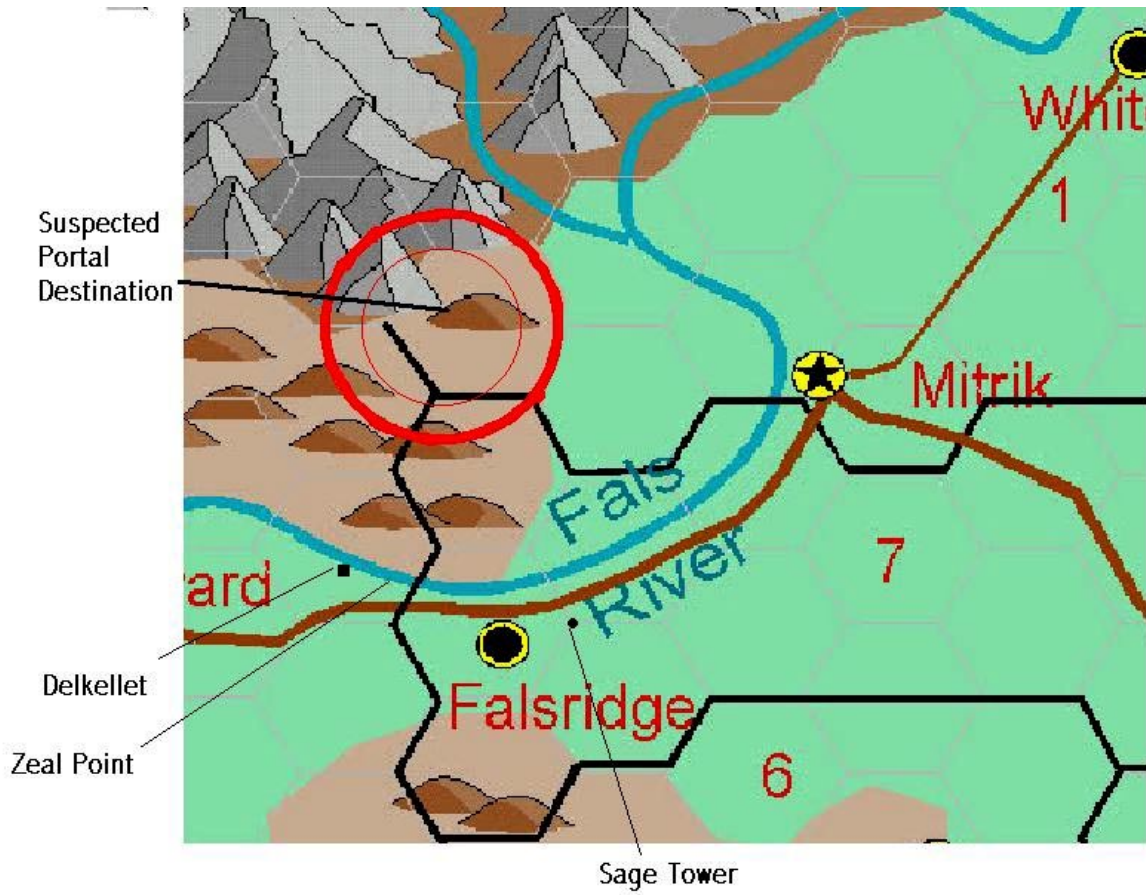
Goblin, War2: CR 1; Small Humanoid (Goblinoid); HD 2d8; Init +1 (Dex); Speed 30 ft.; AC 15 (Touch 12, flat-footed 13); Atk +2 melee (1d8-1, morningstar), or +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; Sv Fort +3, Ref +1; Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6; Listen +3, Move Silently +4, Spot +3; Alertness.

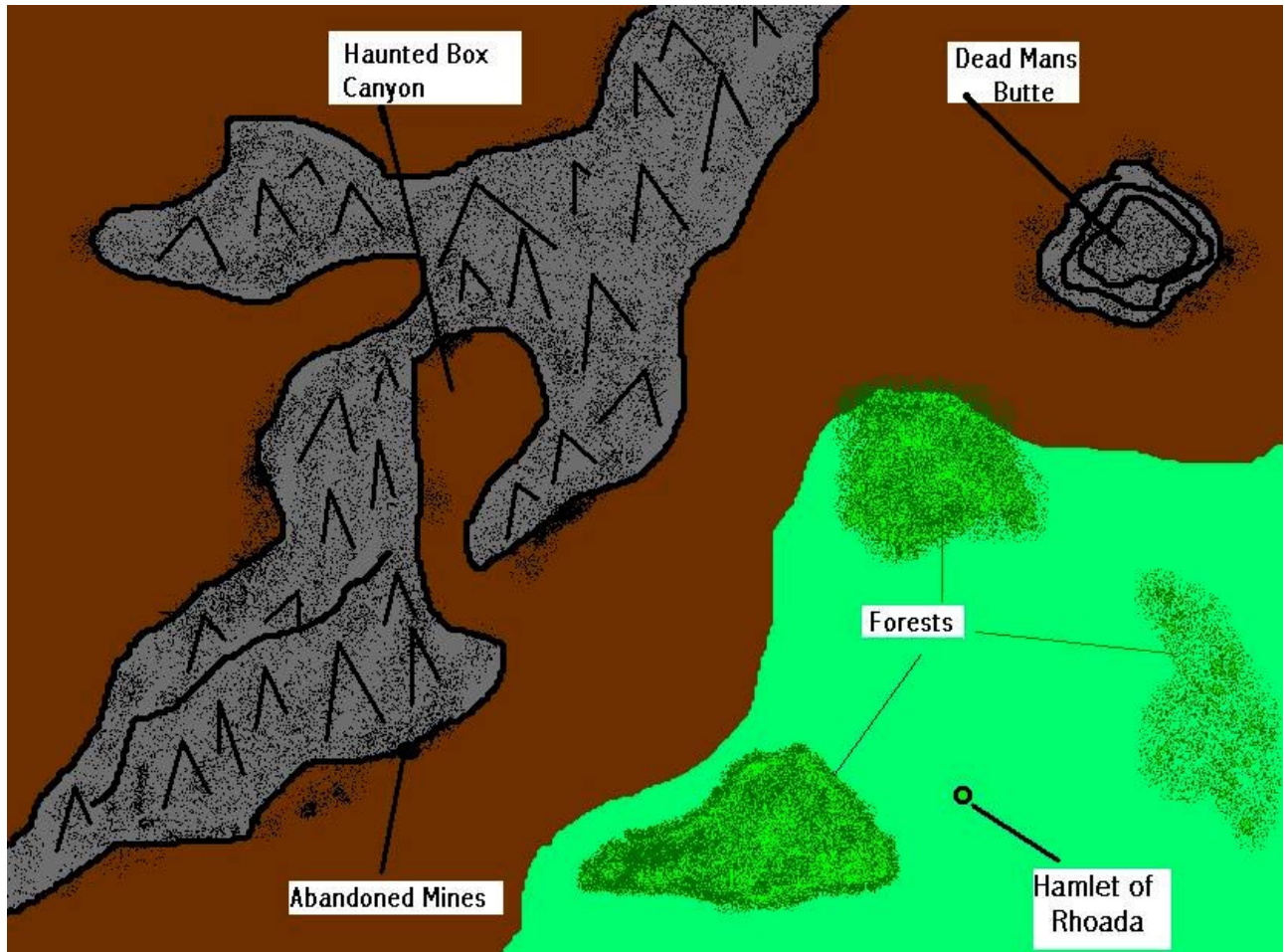
Goblin, War3: CR 1; Small Humanoid (Goblinoid); HD 3d8; Init +1 (Dex); Speed 30 ft.; AC 15 (Touch 12, flat-footed 13); Atk +4 melee (1d8-1, morningstar), or +5 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; Sv Fort +3, Ref +2; Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7; Listen +3, Move Silently +5, Spot +3; Alertness, Weapon Focus (morningstar).

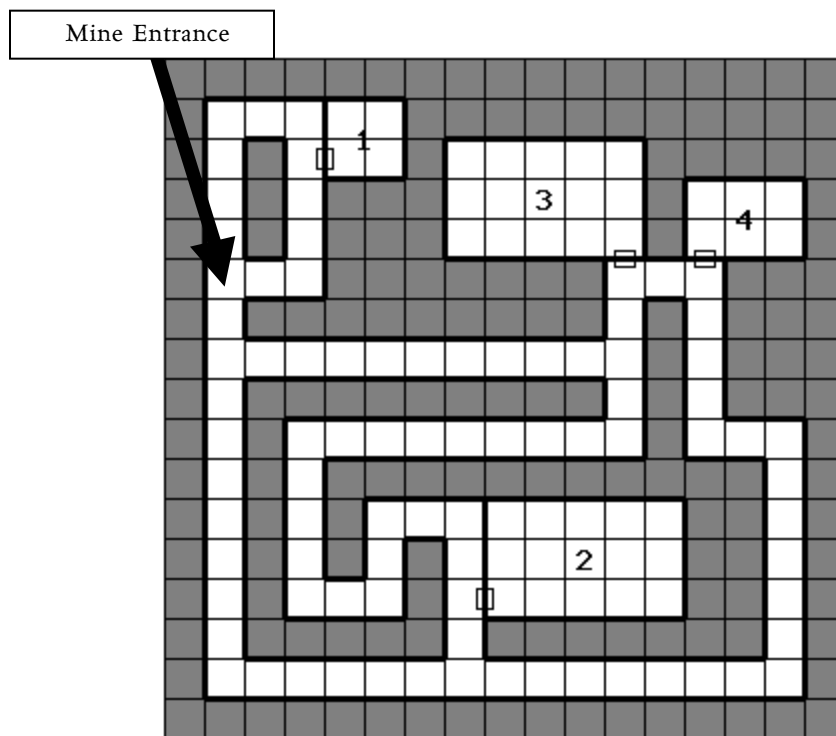
DM's Map #1



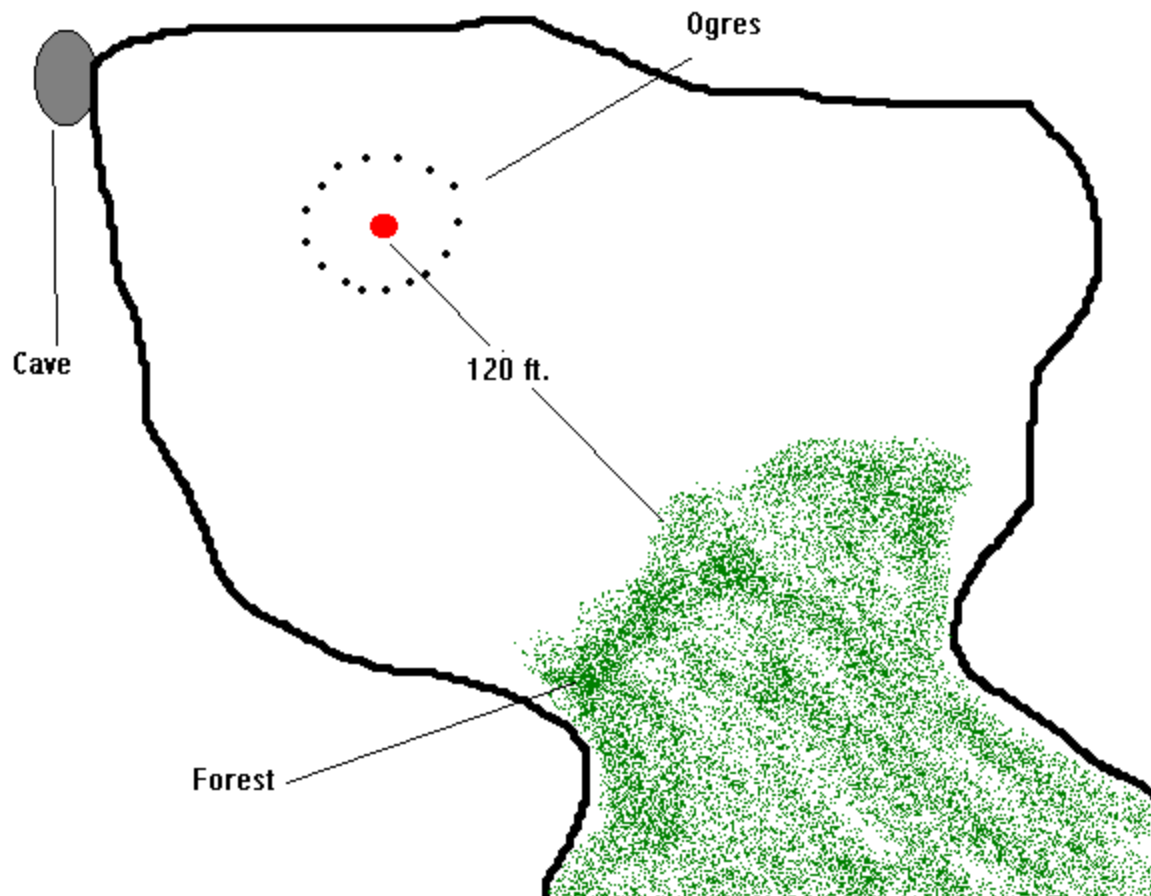
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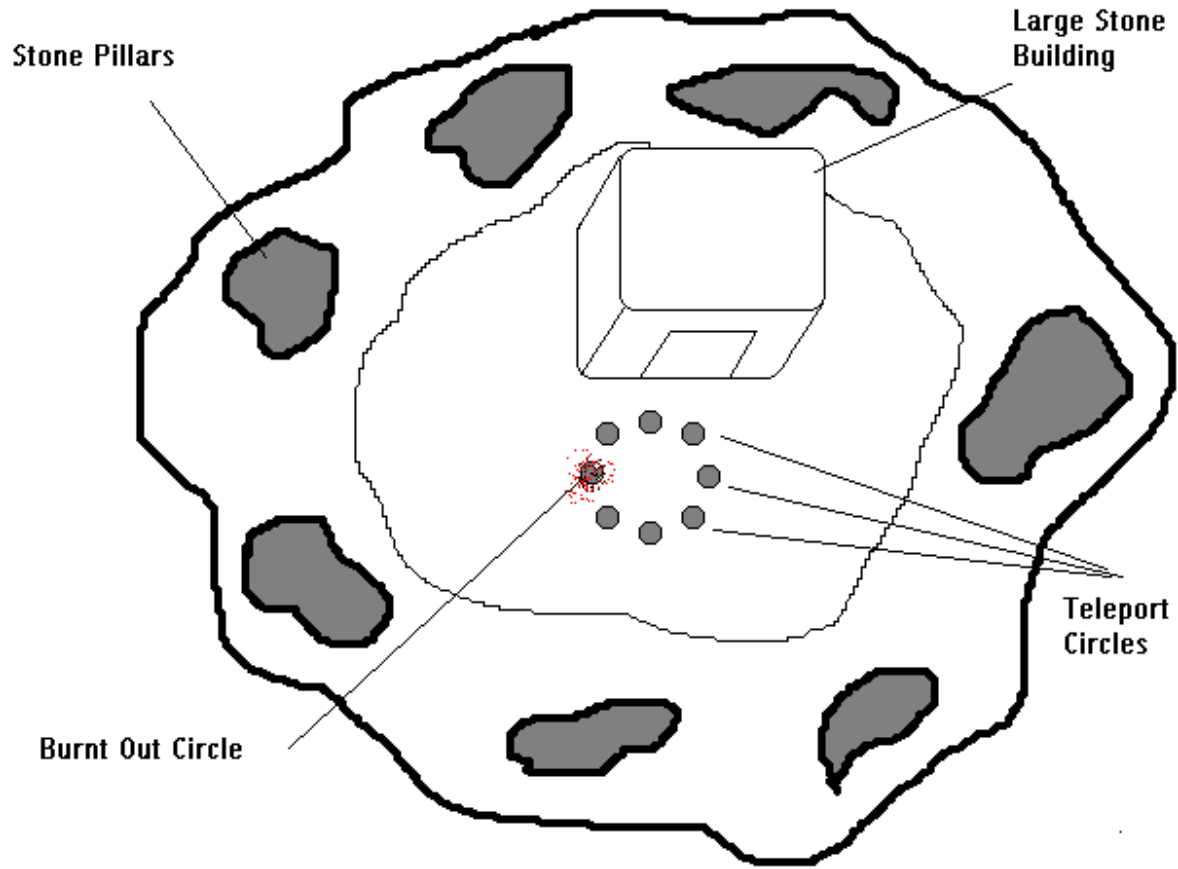
DM's Map #3: The Kobold Mines



DM's Map #4: The Haunted Canyon



DM's Map #5: Dragon Mount, a.k.a. Dead Mans Bluff



Player Handout #1

If the PC's can read Giant, then they can read the top part of the handout, otherwise only let them see the bottom section. The note is tattered and bloodstained.

(Written in Giant)

Kasoom,

You, have done well.

Soon, the humans will be defeated.

Gather up the Kobolds and bring them to me.

We will use them to rein Terror upon the humans.

Threaten them and they will agree to work for us.

Colmes

Κασοομ,

Ψου, ηαωε δονε ωελλ.

Σοον, τηε ηυμανσ ωιλλ βε δεφεατεδ.

Γατηερ υπ τηε Κοβολδσ ανδ βρινγ τηεμ το με.

Ωε ωιλλ υσε τηεμ το ρειν Τερρορ υπον τηε ηυμανσ.

Τηρεατεν τηεμ ανδ τηεψ ωιλλ αγρεε το ωορκ φορ υσ.

Player Handout #2

Hello Adventurers,

I am sorry that I could not be there personally to introduce myself. I am Colmes; if you are reading this then you have found my little present. No matter, you may think that you have defeated me and thwarted my plans. But that is what you think. You do seem to have been a nuisance however. I would just be careful if I were you, you never know when, or from what deep dark alley something from your worst nightmare may just appear. Rest assured, though that it will be me...

Till we meet again, oh and do try the Irma's fried potatoes, they are fabulous...

Colmes

Player Handout #3

Dravion,

Please inform these persons of all of the information that you have learned from the papers. I have deputized them in the name of Falsridge. They have shown their loyalty in the past and should be given any and all consideration that you deem necessary and appropriate.

Your Friend Roche