

March Through Keoland

A One-Round Dungeons & Dragons Third Edition Living
Greyhawk Adventure

by Michael A. Donovan

Excitement, glory, adventure and fame, or a mind numbingly, tedious, boring, interminable wagon-trip through the dusty roads of Keoland to deliver supplies on behalf of the kings agent. It's all a matter of perception. This is an introductory adventure based in the Kingdom of Keoland for character levels 1-4.

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

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

Lifestyle

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

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

Penalties or bonuses to Charisma-related skills 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	Charisma Mod
Destitute	14 sp	-2
Poor	43 sp	-1
Common	3 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Note: In this event these adjustments apply to the intro and encounter 1 only. Once the PCs begin the mission they will be provided a writ that will support them at a common lifestyle.

Adventure Summary and Background

March through Keoland is an introductory event for the Kingdom of Keoland written for Tiers 1 and 2. It contains a great deal of information about places in the country that the PCs will not visit or will not have time to explore in this introductory event. Please familiarize yourself with this information, it has been placed in the event to provide hooks into later events and to help create the feel of the campaign.

Nine years ago, in 582 CY the giants invaded Sterich and Geoff, crushing both of those countries. Tens of thousands of refugees fled, some came to Keoland others fled to other countries. Sterich was liberated in 588 CY, and many refugees returned to their home. Despite this, many refugees still populate the County of Flen. The King has declared a special tribute with the purpose of supplying Flen with aid in caring for these refugees. Wagon trains travel the length and breadth of the kingdom collecting this tribute and delivering it to Flen. For their own dark purposes many organizations have begun interrupting the flow of supplies. This is where the adventures come in...

Adventure Synopsis

Introduction:

The adventure begins with the PCs in Niolen Dra searching for adventure, but instead finding tedium. While dining at a tavern they are alerted to wagons set ablaze across the street. The PCs have the chance here to "save the wagons," and impress their owner, Tolkas. He will ask if they are interested in a journey.

Encounter 1: Tolkas the Wagon Master

Redherr, Tolkas's assistant, takes the PCs to Brogan's Tavern and after a round of introductions explains the job. It seems someone or something is attacking caravans carrying supplies for Flen and Master Tolkas is looking for brave men and women to take up the task.

Encounter 2: The Journey South

If the PCs don't inspect the wagons carefully planted pots of acid will shatter destroying the axle on one of the wagons. Searching the other wagons will reveal similar acts of. The damaged wagon will have to be unloaded and the axle replaced. While the PCs are working on this they will encounter a Patrol on the river road who offers them a hand and some information.

If the PCs found the pot they will still encounter the patrol and be offered the same advice.

Encounter 3: Gradsul

While on a layover in Gradsul a small band of sailors picks a fight with the PCs. Law is a little footloose in Gradsul so unless someone is killed officials won't be interested in a minor scuffle.

The brawl was instigated by the Scarlet Brotherhood. The sailors involved are ignorant of the fact they are being used.

Encounter 4: The Patrol

The PCs come upon the site of another caravan that was destroyed by some monstrous force. A company of Dreadwalkers is currently at the site inspecting the wreckage. They will warn the PCs about the monsters that did this and wish them luck.

Encounter 5: The Ambush

From the woods the PCs are attacked by some of the monsters that attacked the caravan. Normally these creatures would be too powerful for an inexperienced group of adventurers to handle but the parasites, which allow them to be controlled has weakened the creatures and they are on the verge of death.

Encounter 6: Interlude with the Earl of Gand

Shortly after defeating the creatures in encounter 5 the PCs see an eagle soaring through the sky in the distance. A little ways down the road the PCs encounter the Earl of Gand and his unit of men on the way to Gradsul. They will invite the PCs to lunch and will tend their wounds, if any.

The Earl, if someone looks worthy, will ask one of the PCs to deliver a message to his home.

Encounter 7: Granforth

Stopping for the night in Granforth, the capital of Blefield, the PCs encounter a company of dwarves who patrol the area. They will invite the PCs to join them in a drinking contest and share the rumors they have heard to date.

Encounter 8: Of halflings and gnomes

A gnome and halfling looking to add a little excitement to their lives liven up the day of one of the PCs by shooting an apple out of his or her hand. To prove he can do it again the Halfling will ask one of the PCs to put an apple on his head so it can be shot off. If a PC agrees the halfling will give that PC his crossbow for being such a good sport.

Encounter 9: In the March of Sedenna

Hard feelings toward refugees have made the border patrols surly. The transportation of supplies has increased banditry and smuggling so the Margrave has ordered the guards to search all wagons. This is thankless work that has left the guards feeling miserable—a feeling they will take out on the PCs verbally. Redherr will do his best to mitigate it but...

Conclusions:

A. At last, Flen

This encounter is a general wrap-up for the event. The PCs check in, make their report and get paid. Any important information will be noted and sent on to Niolo Dra.

B. Search for Sailors (Fled the fight)

If the PCs try and track down the sailors who attacked them instead of continuing the journey they will locate them but receive no pay for the event. Other drivers will be found.

C. Search for Sailors (PCs Mugged)

If the PCs try and track down the sailors who attacked them instead of continuing the journey they will locate them but receive no pay for the event. The sailors will be found and fined but can't reveal anything about they guy who put them up to it. Other drivers will be found to complete the mission.

D. Search for the Instigator

If the PCs try to track down the instigator of the brawl new drivers will be hired and the search will fail, the perpetrator is long gone.

E. Serving Hard time

If the PCs kill a sailor in the brawl they will be arrested. New drivers will be hired while the characters stand trial.

F. Serving Hard time II

PCs Kill Rinki or Dinki but not both
If the PCs attack and kill either the halfling or the gnome but not the other one the remaining individual will seek out a nearby patrol and have the PCs arrested.

G Final Justice

If the PCs kill one or more of the Margraves troops they will be captured, or killed in the attempt, and tried by the Margrave, who will have them executed.

Note: coinage in Keoland:

Keoish coins are named; griffon (pp), lion (gp), eagle (ep), hawk (sp), and sparrow (cp)

Introduction

Give the players **Player Handout #1**, give PC thieves **Player Handout #2** as well. At this time also give the players part 1 of the Critical Event Summary. Once it is filled in continue with the following:

Note: Some PCs may decide they are from Niolo Dra, direct the read aloud text to non-residents. The general situation of

residents is the same, they are bored, they have jobs to meet their bills but only just and no one is willing to give them more "Interesting work."

It has been several months since your arrival to the city of Niolo Dra. You still remember passing through the gates on a cold and dreary day, assaulted by the sights, sounds and yea, even the smells of this bustling burg. Even today the sense of wonder and discovery has not left you. Every day there is something new to see, every day there is something new you learn about this place where you have come to seek your hearts desire.

The Tankard District of late has been your home. It lies at the heart of Niolo Dra, at the intersection of each quarter. The Tankard District is Niolo Dra rendered in miniature—roughly divided into parts for each of the Quarters. The area near the Noble Quarter serves that quarter's rich residents, most of the rundown dives are lined up near the Copper and River quarters, and the mid-range taverns lay near the Market Quarter. The Lion's Claws maintain a heavy presence here, primarily in the Noble Quarter-ward area.

Alas! You have not found what you were seeking when you left home. Pursing every notice calling for adventurers, you have only found rude retorts: "return when you were no longer wet behind the ears," they tell you. How are you to fulfil your dreams when no one will give you the chance?

Never the less you have learned much since you arrived. You a have place to lay your head at night and even found a job to make ends meet. Neither is very satisfying and you are always on the lookout for new opportunities. You have met others in a situation much like your own. So far none of them has "made it" either.

With the coming of the night you make your way towards Brogan's Hall for dinner. As Brogan's comes into site you notice something odd; A few doors down the shop of Master Tolkas, a wagon maker of some repute. The shops doors hang askew on their hinges. Flickering yellow-orange glow dances out onto the street and you smell burning pitch and wood, along with odors you don't recognize.

Get the players' intentions.

One of the groups trying to sabotage the aid to Flen broke into the shop, doused the wagons with oil and set them aflame. The saboteur fled the scene immediately. By the time the PCs arrive the fires will start to damage the wagons. There are six wagons located in the building. Water barrels stand on the outside corners of the building. If the PCs act fast they can put out the fires. This is an oil fire—water alone will not extinguish the flames. Water-soaked cloaks or dirt are the best tools for putting out the flames. Have active PCs each make a Wisdom or Dexterity check, whichever is hire. To put out one wagon requires two success checks (DC 10). More than one PC can perform individual 1 checks on each wagon, or additional PCs can cooperate (see the D&D *Player's Handbook*, p. 62) to increase an individual check.

If the PCs call for help a number (10 minus the number of PCs) of towns folk will arrive to help put out the blaze. If someone runs to Brogan's it will take 1 round but you can double the number of people that will come

to help. The town folk arrive two rounds after the call for help.

After six rounds have passed and the wagons are not extinguished, they have been rendered useless. When the flames are out continue with the following:

The ground is covered in water mixed with ash. You look around and see (the smoking remains of [fill in the number] wagons) and several wagons, which bear the scorch marks of the fire. Several men arrive and begin cleaning the debris. A large heavysset man approaches you. He has dark brown hair and an olive complexion.

"My shop! Did you see who did this?"

When the PCs reply with a negative continue.

"I thank you for you help with the fire. It was fortunate that you were here. I was eating diner with Redherr here. We were discussing his journey in the morning."

As he says this he indicates a young man with fiery red hair and a pale complexion. Without pause he continues, "If not for your assistance the discussion would have been moot." He pauses a moment in thought.

"Perhaps we could assist each other further. Would you be interested in a journey? It pays 30 lions each!"

If the PCs show any interest Tolkas will ask Redherr to take them to Brogans and explain the mission while he inspects his shop. The Lion's claws will be arriving at this time to investigate the fire. They will ask the PCs a few brief questions then let them go on their way. These guardmen wear leather armor and carry clubs. On their tabard is the symbol of the Lions Claws.

When the PCs follow Redherr continue with encounter 1.

Encounter 1: Tolkas the Wagon Master

Redherr requests a table some distance from the current match between a massive half-orc and a small wire human whose head is shaved and marked with six red spots. If muscle alone were to determine the outcome then the half-orc has it, but this is rarely the case.

Once you are seated and orders are placed your companion clears his throat.

"Ahem, as you probably heard from Tolkas my name is Redherr, Redherr of Feldin Keep in the March of Sedenna. If you could each introduce yourself I would appreciate it.

At this point give the PCs the chance to introduce themselves. Ask them to describe their characters if they haven't already done so. Once they have finished Redherr will continue.

The job Tolkas is offering is one that may provide a bit of sport and adventure. Tolkas the wagon maker is looking for drivers to take the wagons you saved to the city of Flen." He holds up his hand to stop you from interrupting him. "You might

wonder what possible adventure could come from the drudgery of driving a wagon hundreds of miles? I thought the same thing at first, but, 30 lion at the time of delivery is a veritable fortune for such a job. Then I then found out that there was more that meets the eye for such a paltry job. It seems that the reason for such a high rate of pay is that drovers have been scarce since the ambushes of the wagon trains started. Tolkas told me that no one seems to know why the wagons are being ambushed, but the attacks have not helped his hiring of drovers. Nor has it helped that rumors whisper the possibility of Scarlet Brotherhood involvement in the attacks."

He places his finger on the tip of his nose and looks at you askance. "You do remember there is a standing reward of 150 lion for the capture of anyone associated with the Scarlet Brotherhood?"

Talking to Redherr is the PCs' chance to gather a little information about the mission.

- Tolkas is willing to hire the PCs at 30 lion per wagon for the trip and will provide provisions for the trip. (if any of the wagons were destroyed in the fire that means less pay)
- The trip's route is from Niole Dra to Gradsul along the Sheldomar river road, then past the Dreadwood forest through Dourstone to Grandforth and finally to Flen.
- The reason they are going such a circuitous route is they are to pick up supplies along the route at different locations.
- The supplies are for refugees in encampments around Flen. The supplies are being provided by the king via a tax imposed on the king's vassals, who in turn collect them from their vassals. Tolkas was hired to make wagons for this effort.
- They will be given a writ authorizing them to collect the supplies and are to keep track and give receipts for all supplies to the king's agent at Flen.
- Kings' agents at Gradsul and Grandforth will check the receipts and reload the wagons. They will be provided room and board at a local inn while awaiting the agents pleasure. The stop at each should last about 2 or 3 days.
- He has trouble getting drovers because of the ambushes and the rumor that the Scarlet Brotherhood is involved, that is why he is willing to hire them even though they have no experience.
- All he knows about the ambushes is they seem to occur on the road between Gradsul and Greystone, specifically when they pass the Dreadwood.
- The entire trip should take about 40 days.
- *Do you really think the Scarlet Brotherhood is behind these problems? You never know, but if I can get my hands on one of them my future will be set. No more of this mucking about for adventure, people will come looking for me.*

Redherr will tell the PCs that Tolkas has many caravans going to Flen. He leaves on a caravan tomorrow, but the

PCs would not be leaving until the next one, exactly one week from today.

When the PCs are done asking questions continue with the following:

You sit there pensive, eating your meal and digest both food and news together. Redherr stands up, wipes his mouth his sleeve and drops a few coins on the table. "Well, I must be off since the wagon train leaves an hour before dawn; mayhap I will see you when you pass through Sedenna. Before I leave would you like me to inform Master Tolkas you are interested when I see him? If not I recommend you inform him yourselves in the next few days."

Allow the PCs to respond...

You watch him make his way to the door, struggling all the while to loosen his belt after the hearty meal he consumed.

While at the tavern if any of the PCs decide to wrestle in the pit the owner will offer them 1 lion if they win and 2 hawks if they lose. Their opponent will be Rassak, a monk of the Flen Monastery. His stats follow:

Rassak, male human Mnk3: Medium Humanoid (5ft. 7 in. tall); HD 3d8+3 hp 20; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+4 Dex, +1 Wisdom); Atks +3 melee (1d6+1, Unarmed) SA stunning attack; SQ Still Mind, Deflect Arrows; SR 0; AL LN; SV Fort +4, Ref +7, Will +4.

Str 13, Dex 18, Con 13, Int 10, Wis 12, Cha 10.

Skills: Hide +8, Jump +5, Listen +5, Move Silently +6, Search +2, Spot +3, Tumble +6; **Feats:** Improved Initiative, Combat Reflexes, Unarmed Strike, Deflect Arrows, Power Attack

Allow the PCs to make whatever preparations they desire in the morning but remind them that they are scheduled to work their laborer jobs again in the morning. If they decide to quit it will cost them 5 silver hawks per day for the next week (35 Silver) before the wagons are ready to roll.

If the PCs go to talk with Tolkas he knows the following additional information.

Tolkas (male human Exp1; Wagon Wright) makes wagons in Niolo Dra.

- He does not think the fire he suffered has anything to do with the ambushes
- If they accept he will have the wagons they are to drive ready in a weeks time.
- The wagons are pulled by two oxen and contain replacement wheels and axles in case of breakdown, although he is certain you will not have problems with them.
- If the PCs are worried about not being skilled drovers he will arrange some basic lessons.
- He has sent out several wagon trains, each about a week apart in time.

- The PCs will each drive a wagon and will be the whole wagon train.
- If they ask about the Scarlet Brotherhood, he will confirm that indeed there is a standing reward of 150 lion for their capture, but the last time anyone collected it was well over a year ago.

If the PCs inspect the wagons before they leave they find they have been sabotaged by affixing a bottle of acid between the bottom of the wagon and the top of the axle. Tolkas will be surprised and will tell them to be on their guard during the trip. He will take it upon himself to inspect all the wagons that leave after the PCs and will report it to the authorities. He then will send them on their way, as he is anxious to keep fulfilling his contract.

Encounter 2: The Journey South

It has been several days' travel along the Sheldomar river road. The heat is oppressive, the dust unendurable, and the smell emanating from the south end of the oxen, unbearable. You pass mile after mile of farmland and pastures with occasional stops to pick up the supplies at the designated points.

At the last village you passed you witnessed a priest of Baccob nearly burnt at the stake as a witch. If not for the intervention of men wearing the Livery of the Duke of Dorlin it would have been a grim end.

Inquiries with the Dukes men about the incident will be met with a shrug and a terse, "Superstitious peasants," before he rides off.

If the PCs have not inspected the wagons select one of the PCs at random, point to him and read text.

The road stretches out before you, seemingly without end. Suddenly you hear a loud crack and are jolted rudely from the wagon, falling to the ground.

Have the PC make a normal Reflex save (DC15) to avoid being pinned under the wagon when it overturns. If the PC fails apply 1d4 damage. If the PC makes the check no damage is taken.

Upon inspection of the wagon they will find some type of acid has corroded the front axle. It was affixed in a bottle between the bottom of the wagon and the top of the axle. As the weight of the wagon increased from the supplies gathered, it crushed the bottle when jolted by the motions of travel. If they inspect the other wagons they will find bottles similarly attached. All of this is subject to applicable Spot check (DC12) to find this information.

The PCs now have the onerous task of unloading the wagon and making repairs and as they are doing this a troop of heavy cavalry approaches them on the road. Remember they have extra supplies to repair the wagon.

As you struggle with the task of unloading the broken wagon's supplies to fix it, you spot a troop of heavy cavalry approaching

from the direction of Gradsul. As they come near the troop leader calls the column to a halt and then he moves forward to greet you. You notice he is riding a fine Jutlin mare in chestnut colors, with a flaxen mane. His heavy lance carries a pennon indicating he is of the livery of the Kings Riders and his shield is emblazoned with his personal arms. He wears a front and back breastplate over a chainmail suit. On his waist there is a belted saber and a dagger with what seems to be a duplicate of his arms. As he comes closer, you note that he has a black goatee and piercing black eyes beneath a set of heavy eyebrows.

"Greeting friends, may we be of service? I am Pellon Kastren of Middlemead",

If the PCs indicate help is needed he directs his men to dismount and help with the repairs. If not they will stand watch while the PCs do the work. They have seen many such wagons along this road and know what the PCs are doing here.

If the PCs have inspected the wagons before leaving town and found the sabotage read the following text:

During your travels, you spot a troop of heavy cavalry approaching you down the road from the direction of Gradsul. As they come near you hear the troop leader call the column to a halt and then he moves forward to greet you. You notice he is riding a fine Jutlin mare in chestnut colors, with a flaxen mane. His heavy lance carries a pennon indicating he is of the livery of the Royal Lancers and his shield is emblazoned with his personal arms. He wears a front and back breastplate over a chainmail suit. On his waist there is a belted saber and a dagger with what seems to be a duplicate of his arms. As he comes closer you note that he has a black goatee topped by piercing black eyes beneath a set of heavy eyebrows. "Greeting and well-met, friends. I am Pellon Kastren of Middlemead" With that said, he waits expectantly.

Pellon Kastren of Middlemead (male human War3)

What Pellon Kastren knows:

- His troops are returning to Nirole Dra to be mustered after serving a tour of garrison duty at Gradsul.
- They were stationed at Gradsul to provide support to the light cavalry patrolling the road between Gradsul and Greystone.
- The troop had gone out several times in response to a call for aid by the light horse troops but always arrived at the scenes of the ambushes too late to be of help.
- The light horse is tasked with the investigations of the ambushes, but as far as he knows they have gleaned no useful information.
- His heavy troop is typical of those mustered in the king's livery and are part of the levy required by the king on the Margrave Kahrn of Middlemead
- He is a minor relative of Kahrn, a third son of the relation, therefore free to pursue a military career without family encumbrances.

- If the PCs wagon was successfully sabotaged on the trip, he will convey this information on his arrival at Nirole Dra and warn Tolkas and the authorities.

After speaking to the PCs, Pellon orders the troopers to mount up. Before leaving he turns to you and says:

"A word of warning; The barony of Riverwatch is currently plagued by the Laughing Bandit and his jackals." He pauses and leans forward, "I mean that almost literally. He is followed by a band of Gnolls and it is said he controls several wolves as well. The peasant folk say he is a beast that changes into the form of a wolf when Luna is full. If this is true or not I don't know. He rarely troubles people here along the river road. It is too heavily patrolled. Even so be on your guard. He may decide to prove me a liar." With those words, he remounts his steed and signals his troopers to move forward.

The troop departs towards Nirole Dra leaving you to continue on your journey.

Treasure: 1 flask of acid per wagon that was not broken on the road. The acid can be used by the PCs as a weapon in this event. A successful hit will inflict 1d6 damage the first round, 1d3 the second. Use the Grenade-like missile rules from Chapter 9 of the Player's Handbook to determine where a miss fell. If within 5' of someone the splash will cause 1 hp damage the first round. The Acid will break down by the end of the event.

Encounter 3: Gradsul

After many days travel you see the spires of Gradsul in the distance. You were told you would be here for a few days while the supplies you have collected thus far were inventoried. When you pass the Gate one of the guards gives you directions to Falkas, the king's agent.

He directs you to stable the wagons at a warehouse near the docks and to give him your receipts. He then asks if you have anything to report.

Let the PCs quickly summarize what has happened thus far. When they finish Falkas will give them vouchers for rooms and meals at the Mermaids arms. He will then tell them to return in the morning three days hence to resume their journey. If they fail to show, he adds, someone else will be found for the balance of the trip.

Give PCs Player **Handout #3** then find out what they want to do for the next two days. Do not spend more than 15 minutes on it. If the PCs try to perform at a tavern or in the streets the guards will give them a hard time, asking to see their licenses. Only members of the appropriate guild are allowed to perform in the city. A PC seeking to join will be told that the organization is not currently taking new members.

If the PCs engage in any thieving activities they will return to find their room ransacked and a dead cat in their

bed—a friendly warning from the local thieves guild. PCs who try to seek out and join the guild will be told,

"So long as you are working for the King and his agents there is no place for you here!"

If the PCs quit the mission to join record it on the Critical event summary.

After a frenzied pair of days, you look forward to dinner at the inn's main room and enjoying one more night before continuing on your journey.

You meet your companions at dinner and sit back after ordering a meal from the waitress. The peace and quiet of the tavern is interrupted by raucous laughter coming from the bar. You turn around and see several sailors drinking at and you look around to see the cause of their mirth. To your horror they seem to be laughing at...you.

"Ay matey, have you ever seen such scruffy lot as that" mocks one of the sailors looking at you. I have never glimpsed a poorer excuse for adventuring types. They look like they should never have left their mother's skirts". You are not sure, but from their accent you believe these men are from the Hold of the Sea Princes. The main sailor's taunting goes on."

"Let's test their mettle boys, and see if they be worthy of the adventurers name." He then drains his ale and menacingly approaches you. His buddies behind, all grins and cracking their knuckles

Note: Make sure the PCs are aware the sailors are fighting unarmed. I can not stress this enough.

PC Options:

Flee: If the PCs decide to flee inform them the sailors will be on them too quickly unless they do something to slow the sailors down. Let the PCs come up with a reason to delay the attack, anything reasonable will do. If they flee, they get away successfully.

Flee and summon authorities: If they try to get the authorities involved, they will not find the sailors at the inn when they return and the bartender will not know where the sailors are from. If pressed, the bartender remembers hearing that the sailors said some of the PCs friends had hired them to teach them a lesson, and discourage the PCs from continuing a life of adventure. The sailors paid the barkeep well and also included a hefty fee for any damages that might be incurred in the fight. The authorities will make the appropriate noises but since no crime was committed they will take no further action. Under no circumstances will the kings' agent allow them to stay extra time and if they insist he will tell them to consider themselves fired with no pay. If they insist investigating go to **Conclusion B**

Fight: Use the stats below for the sailors. When the fight ends go onto the appropriate results.

Tier 1:

Sailors (4), male human Ftr: Medium Humanoids; HD 1d10+1; hp 5; Init +7; Spd 30 ft.; AC 15 (+2 Leather, +3 Dex); Atks +1 melee (1-2+1, fists); AL CN; SV Fort +4, Ref +3, Will -1.

Str 12, Dex 16, Con 14, Int 9, Wis 8, Cha 11.

Skills: Swim +3, Craft (Sailing)+1. **Feats:** Improved Unarmed Strike, Dodge, Improved Initiative

Equipment: Leather Armor, Cutlass, Dagger, Shirt, Pants, Boots, and pouch containing 2 lions, 1 eagle, and 10 sparrows

Tier 2:

Sailors (6), male human Ftr: Medium Humanoids; HD 2d10+2; hp 13; Init +7; Spd 30 ft.; AC 15 (+2 Leather, +3 Dex); Atks +1 melee (1-2+1, fists); AL CN; SV Fort +5, Ref +3, Will -1.

Str 12, Dex 16, Con 14, Int 9, Wis 8, Cha 11.

Skills: Swim +3, Craft (Sailing)+2. **Feats:** Improved Unarmed Strike, Dodge, Improved Initiative

Equipment: Leather Armor, Cutlass, Dagger, Shirt, Pants, Boots, and pouch containing 2 lions, 1 eagle, and 10 sparrows

Fight and lose: If the PCs fight and lose the authorities will not be called. The fight will end when the PCs are all knocked unconscious. None of the PCs will die from injuries in the fight. Remember that the sailors are unarmed and using fists only. When the PCs wake up from their beating and question the bartender about the incident he will relate to them that the sailors paid him off. The bartender further tells them that the sailors said that some of the PCs friends had hired them to teach you a lesson so you would be discouraged from continuing a life of adventure. The sailors paid him well and also included a hefty fee for any damages that might be incurred in the fracas.

If the PCs go to the authorities they will investigate but since no major harm was done they will put it down as a prank by the sailors on unsuspecting adventurers. They have dealt with the Sea Princes sailors before and since the help identify those involved because they must leave early next morning they will drop the matter. Under no circumstances will the kings' agent allow them to stay extra time and if they insist he will tell them they will lose their pay and consider themselves fired. If they insist investigating go to **Conclusion C**

Fight and win: If they fight and beat the sailors they are free to question them as to the reason of the fight. If they do not do so and state that they will call the authorities the sailors will relate the story of them being hired as a joke. The sailors will tell them that the PCs friends hired them to teach them a lesson so they would be discouraged from continuing a life of adventure. The bartender will agree with their story, adding that they also paid in advance for all the damages to his property. If they call for the authorities, the sailors will be arrested and fined for public brawling but will be released. The PCs are allowed to continue on their journey. If they insist on searching for the perpetrator, remind them that they do not have the time since they leave in the morning. Under no

circumstances will the kings' agent allow them to stay extra time and if they insist he will tell them they will lose their pay and consider themselves fired. If the PCs insist on searching go to **Conclusion D**.

Fight and kill one of the sailors If a sailor is killed by a PC using a weapon, they are arrested and held over for investigation. Since the kings' agent will not allow them to stay extra time they will be fired with no pay. Go to **Conclusion E**.

Sailors Flee If the sailors are just overwhelmed or magically driven to it they might flee. If so they will return to their ship. If PCs pursue them they will see the sailors board a ship flying the flag of Onnwal. A successful Listen check (DC 18) or Read Lips check vs DC 15 will provide the following information.

"Matey, what happened to you?"

One of the sailors that fled answers, "we just had the snot beat out of us. Never have we met such a fearsome group of adventures. Some fellas told us they were friends of that fearsome group, and they paid us to teach them a lesson, wanted us to scare them from going on any other adventures. I'll be those folks are having a fine laugh on us tonight."

If any of the sailors are questioned they know the following.

- They met the person who hired them late last night at this same bar. A human male, getting on in years, obviously not a sailor. He stood a bit over five foot tall and was really skinny with blond hair and blue eyes. They received a verbal description of the party. They were paid in advance by this individual. The description of the person does not match the real appearance of the individual since he wore a disguise

The encounter is a Scarlet Brotherhood plot to further delay the delivery of goods to Flen. The agent who fomented this is never found.

Treasure: If the PCs defeat the sailors they will willingly part with up to half their coin without challenge. Beyond that they will threaten with the law (An empty threat unless someone was killed.) The bartender will step in if the PCs try and take the sailors equipment, taking their money he feels is no more than their just deserves. If the PCs do take the equipment the watch will be called and the PCs will be forced to return everything.

Encounter 4: The Patrol

Have each PC roll two spot and two listen checks and record the results. You will use these rolls in encounter 5.

The spires of Gradsul are just a memory now as you move along the road by the Dreadwood. Now you are approaching the woods. This is where all the ambushes took place, along this stretch of road. Then there are the stories of the Dreadwood, tales told throughout the Kingdom. You

remember the childhood stories about changlings from the Dreadwood stealing bad little boys and girls and eating them. As you grew older the tales grew darker. Stories of ogres eating travelers, of the living dead and their necromancer master who makes the Dreadwood his home, tales of witches and fiends from the blackest pit of the nether realms. The stories are without end and each more horrific than the last.

Ask the PCs if there is anything special they are doing along this stretch of road. Get their watch patterns for the nights, Ask what they do for meals or when someone needs to relieve themselves. If the PCs say they eat while traveling remind them the oxen need a break to eat occasionally too.

The heat of the morning as the sun rises over your fourth day along the Dreadwood tells you today will be a scorcher, much like the last two days. The shade provided by the forest almost gives it a pleasant, friendly feel, till you recall once more the horrific tales of the place.

As you crest a ridge the tales become all too real. A scene of horror lies spread out before you—a graveyard of splintered wagons. The smashed and bloated corpses of oxen and humans lie strewn about the landscape. Six elves inspect the carnage. Five of them are currently mounted on Morgans, horses known for their ability to work in wooded terrain. The sixth is crouched beside one of the bodies, his mount a short distance away. After a moment he glances up, or rather she does. From under her helm long, flowing golden tresses cascade down around her face. From where you stand you note her leather cuirass is well worn and filigreed with silver in some arcane design you do not recognize. Near her left shoulder she wears some sort of insignia. As she stands she gestures for you to come down off the rise.

When the PCs approach continue with the following:

As you draw nearer more details become apparent. All six elves where the same device, a triad of trees with a pair of elvish eyes looking out from amongst them. The elven woman wears a long sword and poignard, both with silver handles. From what you can see, her troop is similarly armed and armored.

In a musical voice that reminds you of the faint tinkling of bells, the elf addresses the group. "I am Alissa Dawnstar of the Dreadwalkers. I bid you welcome and pray that the fates dealt to this caravan do not befall you; I am afraid we were too late to help these poor unfortunates."

Alissa Dawnstar (female elf War3)

What Alissa knows:

- She and her companions are members of the Dreadwalkers, an organization that patrols the borders of the Dreadwood, trying to keep the dark creatures that lurk within in check.
- They are always looking for a few good woodsmen to round out their numbers. If a PC voices an interest log it in the critical event summary. In the future they may be contacted about the matter.

- The dead are Koreth and his two sons, brewers from Shadows Edge, a village not far from here. It is likely they were transporting some of their ale, probably up to Greyhill.
- Alissa and her companions will inform Koreth's wife and his two daughters of these events.
- All the barrels were crushed and destroyed. It doesn't look like anything was stolen.
- There have been several ambushes of the wagon trains in recent weeks. This is just the latest.
- They have managed to stop some of the ambushes, others they have come upon the remains after the deed is done.
- Most of the ambushes seem to be by humans and humanoids and she has recognized the local banditry amongst the slain and captured, a normal occurrence at all times for this stretch of the road.
- Some of the captured miscreants have indicated that monsters have been observed lurking near the road.
- Some of the ambushes seem to have been caused by monsters but they have not managed to intercept any of those ambushes.
- Several trails of blood have been followed from these strange ambushes but the seem to have vanished into thin air, even the most skilled woodsmen do not seem capable to track were they disappeared.
- The normal ambushes took care not to destroy the wagons and supplies, the other ambushes are like the one here, resulted in total destruction.
- The bodies exhibit wounds similar to those inflicted by (Tier 1 Bugbears, Tier 2 Ogres), but their actions do not seem consistent with their normal behavior.
- It is rumored that when the Scarlet Brotherhood held the southern portion of the Dreadwood and the country south of it, they performed experiments on the inhabitants of the area. This may be caused by experiments.
- If the PCs ask for an escort she will think about it for a moment and then agree. If they accompany the PCs use the stats for Alissa and the Dreadwalkers in encounter 5. Edit the read-aloud text to fit this occurrence.

"I hope your journey is met by good fortune and a safe home return to all of you"

With that she turns her horse around and the troop follows her into the woods.

Encounter 5: The Ambush

Refer to the second set of listen and spot rolls. Anyone who made a DC of 15 will not be surprised.

It has been several days since your encounter with Alissa and the other Deadwalkers. It's more pleasant to recall it that way than to consider the gruesome deaths of the brewer and his sons. Try as you might to put it away the scene keeps playing

through your mind. You are quickly tiring of starting every time a bird is flushed from the underbrush, or when an animal bolts across the road. It is to the point where you look forward to getting away from these woods.

When the attack finally does come you almost have a hard time believing it. With an ear-splitting screech you see several (bugbears / ogres) burst out of the trees and charge at you.

These creatures are being controlled by parasites planted in their heads by a villain to be revealed in future events. The parasites don't care for their hosts so their Strengths and Constitution scores have dropped. (They are not eating and haven't done so in almost 2 weeks.). The natural healing powers of the creatures are also reduced, resulting in the reduced hit points.

If the Dreadwalkers are with the PCs use the stats after the monsters for them.

Tier 1:

Bugbears (5): Medium Humanoid (Goblinoid) (7 ft. tall); HD 3d8-3; hp 5,5,5,5,16; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 Natural); Atks -1 melee (1d10-1, Great Club); SQ Immune to Mind affecting spells; SA Nil; SD Nil; SR 0; AL N; SV Fort +1, Ref +4, Will +1.

Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 9.

Skills: Unable to use. Feats: Alertness

Tier 2:

Ogres (5): Large Giant (10 ft. tall); HD 4d8-4; hp 10,10,10,10,26; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +3 melee (2d6+3, Huge Great Club); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Immune to Mind-affecting spells; SR 0; AL N; SV Fort +3, Ref +0, Will +1.

Str 12, Dex 8, Con 8, Int 8, Wis 10, Cha 7.

Skills: Not useable. Feats: Not Useable

Dreadwalkers:

Alissa Dawnstar, female elf Ftr3: Medium Humanoid (6ft. 3 in. tall); HD 3d10 + 0; hp 24; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+2 Armor, +3 Dex); Atks +4 melee (1d8+1 (Crit 19-20/ X2), Long Sword), +6 ranged (1d8, (Crit 19-20/ X2) Crossbow); AL N; SV Fort +3, Ref +4, Will +0.

Str 13, Dex 16, Con 10, Int 12, Wis 10, Cha 12.

Skills: Ride+6, Handle Animal +4, Spot +3, Track +3.

Feats: Combat reflexes, Expertise, Dodge

Equipment: Leather Cuirass, Long sword, Poniard, Light Crossbow, 10 Bolts, Spiked Buckler, Shirt, Pants, Riding Boots, pouch containing 2 lions, 8 hawks, and 15 sparrows.

Dreadwalkers (5), male elf Ftr1: Medium Humanoids; HD 1d10 + 1; hp 6; Init +1 (+1 Dex); Spd 30; AC 16 (+5 Armor, +1 Dex); Atks +2 melee (1d6 +1 [Crit X3], Light Lance) (2d6+2 [Crit 19-20], Great Sword); AL NG; SV Fort +4, Ref +1, Will +0.

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

Equipment: Leather Cuirass, Long sword, Poniard, Light Crossbow, 10 Bolts, Spiked Buckler, Shirt, Pants,

Riding Boots, and pouch containing 1 lions, 1 eagle, and 12 sparrows

What the monsters can reveal:

- A successful search check (DC10) will reveal 4 pieces of agate caught in the clothing of one of the creatures.
- Examining the bodies, a DC 10 Heal (DC10) or Wisdom (DC15) check reveals that the creatures look rather emaciated and dehydrated.
- Examining the bodies, a Heal (DC15) or Wisdom (DC20) check reveals the monsters have old wounds that have not healed.
- Closer examination, a Heal (DC20) or Spot (DC20) check, will reveal a wound in the head that was not caused by the combat and seems to be crude surgery.
- If the PCs open the head make a save vs. Reflex (DC15) to avoid coming in contact with the parasite inside of the head that is controlling the monsters. A failure of the DC causes a further check versus fortitude at (DC 16) to avoid being paralyzed (2d20 minutes). The parasite can be slain with one hit. A successful hit requires a Reflex save (DC 15) to avoid being splashed with ichor; a failure requires a DC 14 Fortitude save or is paralyzed. (2d20 minutes)
- The parasite once slain will dissolve in 2d10 minutes unless preserved in alcohol. A DC 15 heal or a DC 20 versus wisdom will indicate that the parasite is dissolving. If the PCs are not carrying any alcohol, an Intelligence check (DC15) will reveal that they have barrels of medicinal alcohol in cargo.

Treasure: Returning the preserved parasite to the agent at Flen (who is to pay the PCs) will result in 100 lion as reward. If the PCs find the agates they are worth 50 gold lions each.

Encounter 6: Interlude with the Earl of Gand

The eagle the PCs see is about a sixth of a mile ahead of the PCs. Running a PC with a move of 30 can reach the area where it descends in about 10 rounds, someone with a move of 20 in 13 rounds. The Earl of Gand and his troops round the trees on the fourth round.

If the PCs decide to search for the bird or the archer will have to enter the woods. A Search check (DC 20) is needed to find the bird and a check can be made for every 5 minutes searching. (A character can take <<20>> if they search 100 minutes.) The arrow that brought down the bird is black with red fletching with three red bands painted around it near the head. Characters with the Tracking feat can make a Wilderness Lore check (DC 12) can track the monsters they just killed but there is no sign of the archer.

You finish patching up your wounds and wearily mount your wagons to continue your trip. In the distance you notice the

lazy flight of a beautiful golden eagle. It wheels away from the wagons paralleling the road ahead of you. Its graceful dance is thrown off its rhythm as an arrow streaks up from the woods, tearing through its wing. The eagle plummets from the sky, barely recovering before crashing amongst the trees. You find yourself holding your breath as the eagle struggles to climb back into the blue skies.

As you watch a second arrow strikes the eagle's breast, with a piercing cry the eagle plummets into the dark forest ahead.

Get the PCs' intentions, once you have them continue with the following. Modify it based on PCs' actions.

A cloud of dust billows up as horsemen round a curve in the road about a quarter mile ahead. For a brief moment you fear they are some of the bandits you've heard of. The fear quickly passes when you make out their pennons, amongst them the royal standards, along with others you do not recognize. One in particular attracts your attention. It has heraldic device that is divided into four quarters. The King of Keoland's Coat of Arms is in the upper right and lower left fields of the shield device. A two-headed copper eagle on a white field, there is a gold crown on the right eagle's head is in the upper left and lower right fields.

The column halts a short distance away and three figures detach themselves from the lead group. The person in the lead is most impressive; he is a man of strength and presence. A tall man, over 6 foot 2 inches tall he wears his hair long, but tied back in braids. A silver coronet, a symbol of his rank, crowns his helmet. He seems unaffected by the heat of the season, despite wearing half plate.

Those PCs who ran ahead will be within 100 yards when the horsemen pull up, anyone else will be at least 300 yards away. If the PCs decide to ignore the three men and search for the eagle the Earl will be a little confused by this but will let it pass and address the rest of the party. If they all ran off he and his entourage will ride on.

"Greetings good folk, it appears you have run afoul some trouble. Please join my men and I before continuing. If any of you are injured we can see to your wounds as well." He pauses a moment then continues, "For those of you who don't know me I am Warren Syr'Andolyn, Earl of Gand."

If the PCs reject the offer, read the following text.

He looks kindly upon you. "I understand your need for duty and will tarry with you no further. May your journey be a safe one and Heironeous shield you." With that, his group turns away and rejoins the column. You continue past them and down the road to the next stop on your journey.

If the PCs accept the offer the Earl will have his physicians and priest tend to the PCs, healing any injuries they have, while the rest of the troop prepares lunch. Continue with the following.

The afternoon meal passes quickly in the company of the Earl and his two companions. Those two worthies he introduces as

his cousin the Sorcerer Oldred Syr'Andolyn and his Hunts master, a half-elf named Maxwell. As the meal draws to a close Maxwell removes a lap harp from his gear and softly begins to play as the Earl asks you about your journey.

If asked about the eagle, the archer or the arrow (assuming someone found it.) The earl saw the eagle, and took it to be a good omen since it is part of his crest. When it was shot down it disturbed him, though he doesn't hold to superstition. The arrow came from in the woods, it was not shot by one of his men. He doesn't recognize the style of the arrow.

For the Premier of this event only (Shorecon 2000), based on the guidelines below pick one PC and direct the following to him or her.

GM GUIDELINES (Premier only)

In this encounter one PC may be selected for the delivery of a message if the following conditions are met:

1. The PC is of a goodly alignment, preferably Lawful Good. This is necessary since the note is a vehicle into another adventure and it will be useless in the hands of evil or neutral PCs.
2. The PC has acted in this adventure in an upstanding fashion, shirking no tasks or avoiding no trouble. He has kept his words and is of honorable words and deeds.

The Earl of Gand is a good judge of character, and can judge people on quick appraisals. He therefore is very likely to know if a PC would qualify for the task at hand.

At the end of the meal he turns to you and asks

"Might I have a word with you in private?"

If the PC refuses to have a word in private then read the following text:

"I understand your need for duty and will tarry with you no further. May your journey be a safe one and Heironeous shield you." With that his group turns away and rejoins the column. You continue past them and down the road to your next stop on your journey.

If the PC does agree, please take the PC aside and read the following text.

"I have a need for a small favor. You seem to be an honorable person. When you complete your mission I would like for you to deliver this." He brings out a sealed scroll tube from underneath his robes. "You must swear to deliver this to my children in Gand. Will you do this for me?"

If the PC agrees give him the sealed envelope provided by the Con Coordinator

"I thank you for this small favor and please consider me if you ever have a need for help. "With these words he and you rejoin

the party. He bids farewell to you all and you continue on your journey.

If the PC refuses to either swear or to deliver the note, read the following text.

"No matter, I will seek elsewhere for help." With these words he and you rejoin the party. He bids farewell to you all and you continue in your journey.

Treasure: Not really, just a new mission. One PC can leave this encounter with a letter from the Earl of Gand to his family. This is a hook to a future adventure and will not come into play again in this one.

Encounter 7: Granforth

Weeks ago you left the gloom of the Dreadwood behind. The excitement of the ambush and of meeting the Earl quickly passed, replaced by the mindless tedium of driving. You now find yourselves in a sea of grassland, the Marches of the kingdom and prime horse country

In the last town the excitement of the local gentry for the forthcoming Blerfield Horse Festival was infectious. It is a weeklong festival held annually in Granforth that features horse racing, dressage, and jumping; along with a joust, horse auction, and trick riding competition. Granforth just up ahead is supposed to be another stop over, hopefully it will distract you from the tedium for a time.

You arrive in town late in the afternoon and pull up to the warehouse. The kings' agent in town looks over the wagons and declares it will take the rest of the day to inspect it and load up the wagons with the last supplies you are to collect on this trip. He directs you to a nearby hostelry, the Thunder Inn.

As you step into the inn you are blasted with a cacophony on noise. You are greeted with the sight of dwarves singing some type of epic battle chant, followed by a toast to the bravery of their long gone ancestors. There are other occupants to the place but your eyes are drawn to the dwarven carousers. Their suits of chainmail are adorned by a unit designation indicating that they are part of the kings' levy. They all seem to carry either war hammers or double bladed axes tucked into their belts. One of the dwarves spots you and waves you over, shouting to the barkeep. 'Ale for the newcomers and let them make a toast to the finest unit in the land, the Dwur Hamrong (Flannish for Dwarf Hammerers), the kings finest warriors. Come friends we dare you join us?"

What the dwarves know,

- After toasting the unit the dwarves will engage in a drinking contest, which PCs are free to join. If they do so one dwarf will partner with each PC. The leader will offer a silver headed war hammer up to the over all winner. Participants will match drink by drink both making Fortitude saves (DC 15), three total failures will result in unconsciousness. The winners will immediately move on to challenge each other, remember a total of three failed fortitude rolls, not three per contest results in unconsciousness. The

final winner will be congratulated by the remaining dwarves (If there is an irregular number for the final round the leader will sit in, taking three drinks for each of the PCs drinks. The dwarves will pay for all refreshments. Normal dwarves have a Fortitude adjustment of +5, the leader +7. The Silver headed war hammer is worth 60 Gold Lions. A cert. is included.

- The unit is here after patrolling the road between Granforth and Cryllor. They have been ordered to keep the peace on the road that borders the area. The refugees using the road have slowed to a trickle but they are commanded to send all refugees to the camps at Flen. The king wishes to keep the refugees in a centralized location in order to manage them better.
- They were involved in patrolling the area during the war and saw much misery caused by the inaction of the king in taking sides during the conflict. They think better of him now that he is involved in the effort to aid the refugees.
- They let slip that they have taken the dwarf refugees into their own holds and are giving them material aid in preparing for the refugees eventual assault of their enemies.
- They are due to leave early next morning on the return trip to Cryllor.
- They have stopped incursions across the border against the refugees by the giants and their minions. While Sterich has been liberated the Giants still make the mountains their home.

The next day you blearily mount the wagons in preparation for the continuation of your journey. Behind the wagons, down the street were the inn stands; you hear the clink of metal and the tread of feet. Looking down the street you see the Hamrong approach the wagons. They pass you by with a cheery wave of their weapons and stifled amusement at the ragged look you display. With a whoop and a battle chant they disappear around the corner, leaving you to wonder how can they be so lively after the prodigious amount of alcohol they consumed last night. Oh well, no matter, you cluck your tongue and slap the reins urging the oxen to start the way on your journey again.

Treasure: The winner of the drinking contest gets to take home a silver headed war hammer worth 60 Gold Lions

Encounter 8: Of Halflings and Gnomes

You are in the stretch of road that borders the Good Hills Protectorate. It has again been an uneventful journey since the

excitement of Granforth. At least the drinking contest was a lively break to the journey. Soon it is noon and the usual break for lunch occurs. You dismount the wagons, your bones creaking from the jolts taken on the road. You settle in for your noontime, simple travel rations once more.

Select one of the PCs at random point to him and read text.

You take out an apple. As you bring the apple to your mouth to take a bite, a twang, a thunk and you stare agape at the quivering bolt holding the apple against the side of the wagon. Whirling around, you see a halfling and gnome emerge from the scrub, arguing in loud voices.

"I told you I could do it", says the halfling, while he slings the light crossbow on his back. "Bah, a lucky shot", retorts the gnome. They approach you, bickering all the way.

Let the PCs interrupt with actions if they desire otherwise the argument between the two will continue as follows:

"You want me to do it again", replies the halfling as he removes the quarrel from the wagon and absently hands you the apple.

"Yeah", replies the gnome, snatching the apple from your hand and holding it out in his fist. "Try hitting it now."

"No fair", says the halfling "you'll cheat by moving it as I shoot". He turns to the group of you and asks, "Would one of you please take the apple and place it on your head so I can shoot it off."

If the any PC agrees Rinki will set up and take the shot. He has a Missile fire modifier of +6 and the shot has a DC of 18. If he misses and the die roll is between 1-5 roll again to determine if he hit the PC. (flat-footed, no Dex to AC). If a PC is hit the two will apply a healing ointment that will cure 1d4 damage. For cooperating Rinki will give the PC his Crossbow and 10 bolts. The Crossbow is a Masterwork, worth 335 Gold Lions. There is a cert.

What the halfling (Rinki Featherfoot) and the gnome (Dinki Leatherfoot) know,

- Both of them are young adventurers going to join the army at Granforth. They are both childhood friends and live in the Good Hills Protectorate. Both of them are always rough and tumbling amongst themselves, daring each other to feats of daring do in an effort of outdoing each other.
- Both are dressed in rough clothes and no armor, they carry light crossbows, short sword and daggers. The halfling wears no footwear and has hairy feet, while the gnome is wearing a pair of soft boots. They are typical members of their race, albeit young ones.
- Any conversation you have with them breaks out in an argument where they correct each other or one starts a sentence and the other completes it, also causing an argument.
- When asked about the refugees they tell you the have seen them but further questions as to the location of these refugees will bring evasive answers.

A normal DC versus wisdom will lead to the conclusion that the halfling and gnome enclaves are also helping the refugees clandestinely.

Again this is a role-playing encounter, any attacks by the PCs will result in Rinki and Dinki fleeing the scene. If one is slain and the other gets away go to **Conclusion F**, if both are slain and one of the other PCs doesn't testify they will get away with it, for now. Note on the character(s) log(s) that they have committed an evil act and note it in the Critical Event Summary.

Rinki Featherfoot, male halfling (hairfoot) Rogr: Small Humanoid (3ft. 6 in. tall); HD 1d6+1 hp 6 (+1 Con); Init +4 (+4 Dex); Spd 20 ft.; AC 15 (+4 Dex, +1 Size); Atks +2 melee (1d6+1 [Crit 19-20], Short Sword) (1d4+1 [Crit 19-20], Dagger), +6 ranged (1d8 [Crit 19-20], Crossbow); SA Rog sneak attack; AL NG; SV Fort +1, Ref +6, Will +0.

Str 12, Dex 19, Con 13, Int 11, Wis 10, Cha 10.

Skills: Disable Device +3, Hide +8, Jump +6, Listen +3, Move Silently +7, Open Locks +5, Pick Pockets +5, Search +4, Spot +4, Tumble +7; *Feats:* Point Blank Shot

Equipment: shortsword, dagger, light crossbow, 20 bolts, shirt, pants, riding boots, pouch containing 2 lions, 2 eagles, 2 hawks, and 15 sparrows.

Dinki Leatherfoot, male gnome Rogr: Small Humanoid (3ft. 7 in. tall); HD 1d6+1 hp 4; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (+4 Dex, +1 Size); Atks +2 melee (1d6+1 [Crit 19-20], Short Sword) (1d4+1 [Crit 19-20], Dagger), +4 ranged (1d8 [Crit 19-20], Crossbow); SA Rog sneak attack; AL NG; SV Fort +1, Ref +6, Will +0.

Str 13, Dex 18, Con 13, Int 11, Wis 10, Cha 10.

Skills: Disable Device +5, Hide +8, Jump +4, Listen +4, Move Silently +6, Open Locks +7, Pick Pockets +5, Search +3, Spot +3, Tumble +7; *Feats:* Improved Initiative

Equipment: shortsword, dagger, light crossbow, 20 bolts, shirt, pants, riding boots, pouch containing 2 lions, 3 eagles, 2 hawks, and 15 sparrows.

Treasure: If a PC let Rinki try and shoot the apple off of his head that PC will receive a Masterwork Crossbow worth 335 Gold Lions and 10 bolts.

Encounter 9: In the March of Sedenna

You are in the home stretch, the March of Sedenna. It brings to mind that night when Redherr told you of this opportunity, so long ago. You wonder if he made it safely past the travails of this journey and got to see his parents. As you ponder your friend's fate a column of mounted soldiers comes into view. The light troop of horse approaches you and the leader calls for a halt. As you wait for him to come near, another trooper detaches himself from the ranks and gallops forward. You immediately recognize him by his fiery hair as Redherr. He stops the leader of the troop and has words with him you

cannot quite catch. After a few moments they both arrive at the lead wagon.

The leader is mounted on a white Hanoverian steed (a light infantry horse). In a socket hanging from the saddle there is a light lance. On his left arm there is a medium shield marked by a heraldry you do not recognize, but assume it is of the local nobility. He is wearing chainmail and has a light crossbow hanging from the saddle. The long sword and dagger that adorn his waist belt are plain but utilitarian. The blond hair peeking from underneath his leather helm, the dark blue eyes and pale visage mark him as Suel. He speaks in a raspy voice, caused by eating dust kicked up during his travels.

"I am named Wilhelm of Feldin Keep. I am directed by orders of the Margrave to search all wagons passing through his demesnes. Will you submit peaceably to this search?"

This can be a difficult encounter. Agents of the Scarlet Brotherhood have secretly incited the populace. Wilhelms' attitude is normally nasty upon encountering the kings' supply wagons. His normal demeanor has been tempered by words from Reherr that you are acquaintances of his, giving you a bonus to his reaction. That the wagons are helping the refugees are in his view the cause of all the trouble in the March. Again this is because of the Scarlet Brotherhood. If the characters submit to the search he will order his men to look into the wagons. They do so in a desultory and morose manner. All manner of snide, rude and insulting remarks about the PCs will emanate from the leader and men. This is again tempered by remarks from Redherr. As long as the PCs confine themselves to verbal repartee the search will be completed and they will be sent on their way. If the PCs strike any of the troops, this is an invitation to the troop to attack the PCs.

If the PCs inquire the reason for the hostility towards the PCs they will refer to the aid the wagons represent to the refugees. Although the official reason for patrolling is to corral the wayward refugees, in reality this has turned out into a witch-hunt against the wagon caravans. If the PCs ask what have the refugees done the troop will point to several incidents of mayhem (suspicious fires, sabotage of water wells with poison and the like, all undiscovered actions by the Scarlet Brotherhood) and an increase of banditry and smuggling, undoubtedly caused by the refugees. Redherr will state that there is no proof that the refugees are involved and will allude to the possibility that the Scarlet Brotherhood may be.

Wilhelm does not understand why the Margrave supports the kings' efforts to help the refugees. Although the Margrave is aware of the incidents that have occurred in his purview, he is a far wiser man and waits for his troops to stir up the hornet's nest and find the true culprit of the problems. The Margrave does not believe the refugees have any reason that would make them do these deeds against him and his people. He does suspect that there are other forces at work, like agents from a foreign country or maybe even the Scarlet Brotherhood. He lets his men believe what they will while giving orders to search the wagons. By ordering his men to search the wagons the Margrave achieves three purposes: 1) the wagons are put under constant surveillance thus ensuring

their relative safety. 2) By allowing his men free rein he gets to weed out the dangerous elements out of his levies when they overstep their orders to provide the wagons with safe-conduct through his area. 3) They might find who the real cause of the troubles if they can catch them trying to ambush the wagons.

If a fight breaks out Redherr will flee, as he does not wish to attack his friends.

Wilhelm of Feldin Keep, male human (Suel) Ftr3: Medium Humanoid (6ft. 3 in. tall); HD 3d10 + 6; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+5 Armor, +2 Dex); Atks +5 melee (1d6 +2 [Crit X3], light lance) (1d8+2 [Crit 19-20], longsword), +5 ranged (1d8 [Crit 19-20], crossbow); AL N; SV Fort +6, Ref +3, Will +0.

Str 15, Dex 14, Con 16, Int 11, Wis 9, Cha 10.

Skills: Ride +8, Handle Animal +4, Spot +2, Track +0.

Feats: Mounted Combat, Ride by Attack, Spirited Charge, Combat reflexes

Equipment: chainmail armor, light lance, long sword, dagger, light crossbow, 10 bolts, medium shield, shirt, pants, riding boots, pouch containing 5 lions, 4 eagles, 2 hawks, and 15 sparrows.

Redherr of Feldin Keep, male human (Suel) Ftr1: Medium Humanoid (6ft. 2 in. tall); HD 1d10 +3 hp 11; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+5 Armor, +2 Dex); Atks +2 melee (1d6 +1 [Crit X3], light lance) (2d6+2 [Crit 19-20], greatsword), +3 ranged (1d8 [Crit 19-20], crossbow); AL NG; SV Fort +4, Ref +2, Will +0.

Str 12, Dex 14, Con 16, Int 10, Wis 11, Cha 13.

Skills: Ride +6, Diplomacy +3, Listen +2. Feats: Blind-Fight, Mounted Combat, Dodge

Equipment: chainmail Armor, greatsword, light lance, dagger, light crossbow, 10 bolts, medium shield, shirt, pants, riding boots, and pouch containing 3 lions, 1 eagle, and 20 sparrows

Troopers (19), male/female human (Suel) Ftr1: Medium Humanoids; HD 1d10+1; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+5 Armor, +1 Dex); Atks +2 melee (1d6+1 [Crit X3], light lance), +3 melee (2d6+2 [Crit 19-20], greatsword); AL NG; SV Fort +4, Ref +1, Will +0.

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

Skills: Ride +5, Climb +5. Feats: Dodge, Mounted Combat, Weapon Focus (greatsword).

Equipment: chainmail Armor, greatsword, light lance, dagger, medium shield, shirt, pants, riding boots, and pouch containing 2 lions, 1 eagle, and 10 sparrows

Possible Outcomes:

1 PCs peacefully submit to the search: This is what Redherr will push for, counseling the PCs to just let it all roll off and trying to temper the words of the patrol. It will all be over with out incident in about half an hour (game time) and the PCs will be sent on their way.

2 Fight: If a fight does break out use the stats of the guards above to run it. The patrol will attack to subdue

until one of their numbers is killed at which point they attack till the PCs surrender or are dead.

PCs Lose, No one Killed: The PCs will be arrested. Redherr will use his influence to push the trial up to the next day. Each PC will be fined 5 Lions or 5 weeks of hard labor. (Only by paying the fine can the PCs complete the mission. Redherr will loan it to them and accompany them the rest of the way to Flen to collect his loan)

PCs Lose and someone is killed: The Margrave will sit in trial for this crime. The PC(s) who killed his men will be executed, their companions will be fined 5-20 Lions for their involvement. Use your best judgement based on the "damage" the character did. Any PC who helped the Patrol will be personally thanked by the Margrave.

PCs win, killing all the patrol: Go to Conclusion G

Conclusions

A. At last, Flen.

You have left those disagreeable patrols of the March of Sedenna and are glad to be travelling through the county that holds the city of Flen. Or are you? As you come nearer to the city you spot many refugee camps. People approach you from those camps begging for whatever scraps you may toss their way. When you stop for lunch, they eye the food you eat hungrily. Embarrassed, you bolt your food and travel on through this sea of misery. Adventuring is supposed to be fun? Here you see how the innocents pay for the expense of someone else's fun. Finally, you are grateful to come into the city of Flen, but even here you do not escape the flotsam of war. Hungry urchins beg for food and they in turn are chased by troops trying to corral them and take them back to the camps. You pull into the warehouses surrounded by patrols to safe keep these supplies from the desperate willing to sacrifice everything for a crust of bread.

The agent greets you and demands the bills of lading along with all the receipts. After seeing all is in order, he asks for you to give a verbal report of what you have seen during your travels. He sits at his desk holding his quill over foolscap of vellum patiently awaiting your reply.

What the agent knows,

- The agent is blithely ignorant of most of what has happened to the PCs. He will take down all that they report so that it will be included in his papers to the king's agent in Niolo Dra.
- He will pay them the agreed upon monies for just making the trip. If the PCs give them the parasite, if they have one, he will further recompense them.

Finally with a flourish, the agent scribbles the remainder of his notes as you finish your tale of adventure. "Congratulations, you have done well; here is the monies well earned by you all" he pauses and slyly grins " I hope you found

the trip all that you thought it would be". With those words he stands, rolls up the vellum and walks into an office.

Treasure:

- 30 Gold Lions per PC & Wagon pair that made the journey.
- 100 Gold Lions for the Parasite from encounter 5.

B Search for Sailors (Fled the fight)

It takes an effort but you manage to convince the authorities to help you find the sailors. You eventually find the sailors, but upon investigation they discover that someone, whom the sailors do not know and cannot identify in fact can't even remember clearly, hired them. Try as you may, you are unable to locate the instigator. The authorities say he has probably left the city or gone to ground after seeing that the sailors kept their side of the bargain.

Since they insisted on searching for the sailors they are fired. The adventure ends here for them since they are unemployed. Have them score and release them.

C Search for Sailors (PCs Mugged)

It takes an effort but you manage to convince the authorities to help you find the sailors. You eventually find the sailors, but upon investigation they discover that someone, whom the sailors do not know and cannot identify in fact can't even remember clearly, hired them. The sailors will be arrested and fined for public brawling but will be fined and released. Try as you may, you are unable to locate the instigator. The authorities say he has probably left the city or gone to ground after seeing that the sailors kept their side of the bargain.

Since the PCs insisted on searching for the sailors they are fired. The adventure ends here for them since they are unemployed. Have them score and release them.

D Search for the Instigator

Try as you may, you are unable to locate the instigator. The authorities say he has probably left the city or gone to ground after seeing that the sailors kept their side of the bargain.

Since the PCs insisted on searching for the instigator they are fired. The adventure ends here since they are unemployed. Have them score and release them.

The PCs have the option to let bygones be bygones and chalk up the fight as a misunderstanding and if they let the sailors go they will be rewarded with stories and lore of the Sea Princes.

E Serving Hard time

The agent will not pay their fines and it will be up to the PCs to come up with the money for the fine (5 lion). If they cannot pay the fine they spend 30 days in jail (4 time units). PCs who actually dealt the deathblow will be tried and convicted of murder. The character will be required to pay a wergild of 500 GOLD LIONS and spend 3

months (13 Time Units) in prison or spend 2 years (104 Time Units) in jail if they can't pay the fine.

F Serving Hard time II

The surviving member will report it to the authorities resulting in eventual arrest when the PCs reach Flen. The surviving member will testify against the PCs involved and the guilty ones in the party will be sentenced to death for murder. These PC(s) will be executed and retired from play. Other PCs that didn't fight their companions will be charged with a lesser crime with a fine of 30 Lions each or 4 months (16 Time units) of hard labor.

G Final Justice

In the unlikely event the PCs win the fight, the consequences are disastrous. Even if they manage to kill the fleeing Redherr and all the troopers within an hour they will be attacked by another troop of twenty-one men. (Use Wilhelm and troopers stats as a template) This will occur because the road is heavily patrolled both ways. The second patrol will come upon the remains of the previous battle and try as they might, the PCs will leave signs that the combat has taken place. Further patrols they meet coming towards them will attempt to arrest them since again they will show signs of having been in combat. In all cases surrendering PCs will be tried by the Margrave and dispensed low justice for murder and hanged. Have the players score and release them for further play.

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.

Experience Point Summary

Introduction:

Questioning Redherr 10 xp

Encounter One:

Putting out the wagons. 20 xp/wagon
Max 100 xp

Encounter Two:

Finding the Acid before it damages a wagon 50 xp
Or
Finding the Acid on the other wagons after the first is damaged 25 xp

Encounter Three:	
Defeating the Sailors	50 xp
Or	
Losing to the sailors	10 xp
Encounter Five:	
Defeating the monsters	100 xp
Or	
Defeating the monsters with help from the Dreadwalkers	25 xp
Discovering & reporting parasites	25 xp
Preserving a parasite	50 xp
Encounter Eight:	
Avoiding a fight	5 xp
Encounter Nine:	
Avoiding a fight	10 xp
Total experience for objectives	400 xp
Roleplaying experience:	0-50 xp
Max Experience Points possible	450 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 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Three:

- Up to 8 gold lions (gp), 4 silver hawks (sp) and 40 copper sparrows (cp) from the sailors

Encounter Five:

- (4) pieces of eye agate worth 50 gold lions (gp) each.

Encounter Seven:

- A silver headed Warhammer worth 60 gold lions (gp)

Encounter 8:

- A Masterwork Crossbow (Value 335 gp) for letting Rinki shoot an apple off a PC's head.

Encounter 10:

- 30 gold lions (gp) per wagon that makes the trip, maximum 210 gold lions (gp)
- 100 Gold Lions for the Parasite from encounter 5.

Player Handout #1

Niole Dra

Niole Dra is the Capital of the Kingdom of Keoland. His Honor Lord Mayor Pugnace Dillip in the name of the King administers it.

Life in Niole Dra

When you first entered the city, you were quite dismayed to have your weapons confiscated by the city watch. Still, the town seems quite safe, and you have yet to see anything beyond the occasional drunken fistfight within the city limits. The city watch is everywhere, even after sun down. You usually can't walk more than three or four blocks without sighting a watchman. You've seen a few people walking around with weapons—usually adventurers like yourself. From what you've gathered, anyone sponsored by a noble house can obtain a license to carry arms within the city's walls.

The city itself is full of contradictions, from the desperate slums of the Copper Quarter, to the sprawling estates of the Noble Quarter, to the raucous, carnival atmosphere of the Tankard District. Despite this, you've found that Niole Dra is a welcoming place, eager to welcome travelers and the coins they carry.

Religion:

Religion is purely a sideshow in Niole Dra. The city founders were wary of any religion growing to dominate the city government to the detriment of others. Thus, all temples are located on one street, the Gods" Way (often called Temple Row), and all of the temples are rented from the city. Each structure looks identical, save for adornments hung outside of them that denote which temple is dedicated to which deity. The city's hands off attitude can be problematic, as even mysterious or suspicious sects are welcomed, so long as they do not break any laws. The beggars whisper of chapels dedicated to evil that peacefully exist, yet harbor horrors that are careful not to wreck noticeable havoc within the city. As long as they don't trouble Niole Dra, no actions are taken.

Racial Interactions:

As a center of commerce, Niole Dra is open to and accepting of all demihumans. Even orcs and half-orcs can walk the streets of the Copper Quarter and waterfront without much harassment. In this one area, Niole Dra can proudly point to itself as a truly cosmopolitan, open city. (Said individuals are closely monitored and at least a handful of Lions Claw members are within shouting distance at all times if trouble starts.)

Rumors & Proclamations:

During your stay in Niole Dra, you have heard a variety of stories about the city. Collected here are those that stand out, either because of their outlandish bent or their ubiquitous nature.

- Proclamation stamped with the official seal of the city posted in several market square:

"Whereby the legally recognized temple, consecrated to the alleged divinity Trithereon, has, in direct violation of Niole Dra LAW, fomented and abetted a riot by Niole Dra citizens. Said temple shall be banned from practicing its religious rites within the limits of the Niole Dra legal jurisdiction for a period of time no less and no more than one hundred years. Should the aforementioned temple engage in further heinous, illegal acts which threaten the peace and security of Niole Dra, as judged by His Honor Lord Mayor Pugnace Dillip, within five years of the posting of this declaration. Posted this the thirtieth of Fireseek, 590 CY."

- Heard spoken in hushed tones by a Market Quarter merchant:

"The thieves of the Copper Quarter are in league with dark powers from beyond this world. I've had friends whose businesses have been picked clean, without a single sign of forced entry. Don't ignore the stories about unearthly screams in the night near Gods" Row. A city guardsman once confided in me that guard patrols are never to walk down the Row without a wizard escort. Leave it to the greedy scum in the Copper Quarter to sell out this city to the powers of evil. They'll do anything for money, except take on an honest profession. His Honor should double the number of guards on patrol and root the scum out once and for all, before they cause any more problems. The entire Quarter should be razed to the ground."

- A Copper Quarter beggar accepts your coin and offers this advice in return:

"If you're as smart as you are kindly, you'll pay mind to the true rulers of the Copper Quarter. The Guild has eyes and ears everywhere around here. Folks know who their real friends are in this part of town. If the guardsmen ask you any questions about anything in the Copper Quarter, stay quiet, no matter what you saw. A night in the clink is nothing compared to what the guild does to rats."

- Late night at a Tankard Quarter alehouse, a serving maid offers her opinion on the Thieves" Guild:

"The Guild? Dangerous? I live in the Copper Quarter, and I can tell you that I have more problems with lecherous city watchmen than anyone else. The thieves are just inflated figments, stories told in the Noble Quarter to keep the pampered rakes from getting into too much trouble when they grace the Copper Quarter with their stuck-up presence."

• A conversation between a group of sewerjacks, overheard in a Tankard Quarter taproom:

"... that ain't the least of it. They say the rift goes all the way to the center of the world, and all sorts of weird beasties is coming out of it. Old Bertin done swapped our sweep routes around to avoid those tunnels, and I heard that dwarf Maddigal saying that he saw some group what looked like adventurers heading on that way not but two weeks back. Haven't heard nothin' of 'em since, and from how Maddigal was talkin'", those boys looked dead on tough enough to put a scare in a lion."

Legends:

Dragon Roost Rock: In the center of town lies an immense rock slab. Legend has it that the original Suel settlers found the ruins of an ancient city on the site of Nirole Dra. Weeks passed as they slowly rebuilt the area and laid the foundations for what would become Nirole Dra. Then, one morning, the sun rose to reveal a gigantic red dragon snoozing on a massive rock in the middle of the ruins. Almost everyone fled in terror, save for a few stout defenders.

The city's mightiest champion volunteered to slay the dragon. He rode forth on his charger, and was burnt to a cinder.

The city's second most skilled champion volunteered to slay the beast. He rode forth on his charger, and was burnt to a cinder.

The city's third most skilled champion shed his armor, dropped his weapons, crawled out to the beast, and begged for mercy.

"Human," the beast bellowed, "I could wreak a terrible slaughter upon your kind, yet I am but one and you are many. I am sure that I would eventually fall to your hordes. If not now, then some day within the next few centuries. Thus, I have a bargain for you. I will not attack your settlement. In return, you will not build anything within my tails length of this rock, and I will be allowed to sun myself here whenever the mood strikes me."

And so the bargain was struck. The legend says that for the next century, the dragon would swoop down once a year to spend a week dozing on his rock. Then, his visits abruptly stopped. In tribute to the ancient pact that let Nirole Dra survive, nothing has been built within fifty feet of the rock, nor has it been disturbed over the years. It is a common gathering place during festivals and holidays, and city ordinances still dictate that any tent or equipment set up on the rock must be ready to move within five minutes, should the dragon appear. The rule is followed more out of a sense of custom than out of fear that the dragon will actually return after an eight-century absence.

The city's founding day celebrations are marked by dragon-themed decorations and costumes, and once a year the legendary exchange between the dragon and the three knights is recreated, with a giant papermache dragon puppet and three warriors chosen from the Lion's Claws.

A few establishments in the Tankard district:

The Crystal Goblet, a festhall, is currently the most popular nightspot for Nirole Dra's upper crust. Alayshee D'Arkane dines here often, and many landed nobles follow her suit. The place is run by Lathfrayel, a half elf Epicurean whose enormous girth is only matched by his talent for keeping the Goblet firmly lodged as preeminent dining establishment in Nirole Dra.

Brogan's Hall is the most popular stop in the Copper Quarter end of the Tankard Quarter. The Hall hosts wrestling matches between a wide variety of combatants, from mighty barbarians and pugnacious city brawlers to fearsome beasts captured by adventurers and sold to the Hall. Most monsters have their claws and fangs removed to make the matches safer for combatants, yet occasionally matches to the death are arranged between monsters. The reach of the law extends to Brogan's, and any humanoid that dies in the arena will be investigated as a murder. In the two years that Brogan's has been in operation, no wrestler has died. For now, Brogan's enjoys an exclusive license to host matches, yet rumors fly of underground matches to the death held somewhere in the city. Brogan's serves liquor, but the main attraction is the matches and the betting that goes along with them.

The Severed Head is the most popular bar in the Dock Quarter end of the Tankard Quarter. Named for the stuffed and mounted head of a river serpent in the taproom, traders and mercenaries from across Oerth gather here to swap tales over a mug of Keoish ale. A dwarf, Ballgetti the Tall, tends the bar. Ballgetti got his nickname from the two four foot tall peg legs he is usually perched upon when tending the bar. Ballgetti lost his legs when they were crushed by a giant's thrown boulder; anyone who brags about fighting giants or openly speaks of fighting them will quickly win Ballgetti's respect. He treats gawkers or any whom deride his condition with complete contempt, and has been known to order the bouncers to throw out people who get on his nerves.

Players Handout #2

For PC Thieves only

As a master of the subtle arts, to put it gently, you were not surprised to find several representatives of the local thieves' guild approaching you about your intentions in the city. They were firm but gentle in reminding you to pass along a respectful portion of the fruits any illicit labors while in the city. Interestingly enough, you were explicitly instructed to never practice the art in the Copper Quarter. They also informed you that, based on your conduct they may contact you some time in the future.

From what you can gather, the guild depends upon the good will and cooperation of Copper Quarters for the guild's continued prosperity. The "Queen of Thieves" as she is called, is Old Mother Wayla, a matronly crone who spends as much time looking after neighborhood toddlers as she does plotting crimes and splitting loot. Rumor has it that she knows the cash value of the sum total of all goods within the city to within 100 silver pieces. Judging by the shifty eyed bravos who discreetly gave you the once over as you entered the city, this seems more than possible.

Rumor has it that the guild employs some supernatural aid in its business, most likely the patronage of some dark god. You haven't seen firsthand any evidence of this, but you have heard plenty of stories of buildings picked clean without the slightest trace of a forced entry. And guards who settle in for their watch suddenly finding themselves facing the dawn without the slightest memory of what passed during the night, and so forth.

Compared to other cities, Niolo Dra is a somewhat difficult town to practice your profession. Guardsmen are everywhere, and though weapons are rare among commoners, the city is notorious in your profession's circles for relentlessly seeking out and bringing murderers to justice.

The most intriguing racket currently running in the city is the smuggling game. You've heard that the sewers beneath the city are well maintained and heavily patrolled, but rumor has it that they are rife with hidden passages that link to the Sheldomar, providing easy access for those who would rather avoid the guardsmen's prying eyes at the city gates.

The thieves in Niolo Dra are uncommonly united. As far as you can tell, Old Mother Wayla has a tight grip on the organization. Given her age, though, it won't be long before someone else has to take the reigns of Queen (or King). You can sense a slight tension in the air, as if the entire matter was a dirty family secret that no one dares discuss in public. The thieves may seem united now, but your gut tells you that when Old Mother Wayla passes away, things could get very ugly. She has yet to endorse a successor, and at least a half a dozen thieves have the reputation, skill, and backing to secure her position.

Player Handout #3

Gradsul

A decade ago Gradsul was little more than a large walled town serving southern Keoland as a trading port. Slowly, however, its population grew and its boundaries

Then came the Greyhawk Wars - first the town swelled as King Kimbertos set about increasing his Royal Fleet to deter any action by the 'old enemy', the Sea Princes. Even after the Wars, Gradsul has seen a large influx of settlers. Refugees came, mainly from the eastern Principality of Ulek, southwestern Keoland and the Hold of the Sea Princes, but also from other lands far away. Some came by land, but most arrived by boat and ship. Always the largest settlement in Keoland, with an estimated 50,000 permanent inhabitants it is now double the size of the next largest Keoish city, the capital Niole Dra.

The Lie of the Land

The old town, all within the town walls, is spread out below the 300 year-old Kaylgrunn Castle, the home of Duke Luschan. It sits in the corner of Gradsul, overlooking the sea and the docks. At its southernmost point, a lighthouse-tower, known as the Lechtur, is situated. This tower, manned by marines, is linked by way of underground tunnels to the Royal Fleet Admiralty buildings, known as the 'Umberdtine'.

Within the old town walls, the city is split into six distinct areas known as Districts. Each District elects 3 Aldermen to the City Council, who are supposed to deal with important issues and present their proposals to the Duke. As the Duke does not bother the people much, the people do not bother him, and that is the way they like it.

Outwith the walls are the five Wards, small 'districts' that evolved as immigrants and refugees came over the last decade. They are looked down upon by the residents of the Old Town, and are referred to as 'visitors' (as opposed to real visitors, who are known unaffectionately as 'foreigners'). Reluctantly, the visitors have been allowed to elect one Alderman per ward to the City Council. The Ward Aldermen tend to be more vociferous and militant, and there is substantial tension between these five minority newcomers and the established District Aldermen.

At the end of the Greyhawk Wars a new outer town wall was built, covering most of these districts. Since that time even more people have settled, and housing for them has been built outwith the city walls, on the slopes of Maldurnanhel. This area is known as the 'new town', and so far all attempts for them to be given a voice on the City Council have been blocked. There is growing discontent within the 'new town' area, which is likely to come to a head soon.

Old Town Districts

The Docklands stretch northward along the seafront, being deepest to the south. At the southern end, the commercial shipyards sit, with the Royal Fleet shipyards, docks and the Umberdtine between them and the outer walls of the castle.

To the southwest of the Docklands lies the warehouse district known as the Orgsworth. There are a few expensive houses therein, but for the most part all buildings in this area are warehouses.

From the northern third of the Docklands, a wide promenade known as the Promenade runs to the Garrigate. Every third shop along this way is a tavern, inn or alehouse. Most of Gradsul's breweries also lie in this District. By day, this street barely maintains its facade of decency, apart from the end closest to the docks. By night, however, all the veneer is removed, and the Promenade reveals its full glory - and decadence. At the northern end of the Promenade is the Garrigate (lit. 'gallow gate' in Keoish), by which the traveler arrives at Gradsul on the Caisteallweg. The square inside the Garrigate, as the name suggests, is where all public executions take place.

Between the Orgsworth and the Promenade lie two distinctly contrasting districts. The Gartten District is a pleasant area of reasonably expensive housing and commercial premises. Many of the city's more respectable businesses (bakeries, chandlers, cloth merchants etc) as well as the businesses of many professionals (lawyers, healers, scribes etc) are found here.

Barndanhel, on the other hand, is the city's slum. Many areas are in reasonable states of repair, but the place has a poor reputation, and not without due cause. Life here can be cheaper even than in the Docklands, where at least there is an element of guild control. 'Tainted' business such as slaughterhouses and tanneries are found here.

At the northern tip of the Docklands is the rich Havverd district. Primarily high cost housing and exclusive shops, this area is patrolled intensively by the Havverd Runners, a security force paid for by the local inhabitants, and is perhaps the safest place in Gradsul. To the north, the Rivergate leads to the River Road, a track used less now in favour of the Caisteallweg, but serving local traffic well.

The Wards

Ulgrad is the northernmost Ward, running east of the Caisteallweg, between that road and the walls outside the Havverd area. As the name might suggest, it is the home of fleeing Ulekians, mostly from the eastern Duchy. It tends to be one of the wealthier wards, having many stone built houses, but is quite insular. Despite being outwith the new town wall the residents of Ulgrad have not taken umbrage to the same extent as the folk of Bellsfurd.

Garrisfurd lies to the east and west of the Caisteallweg, immediately outside the Garrigate. It has the most solid of buildings, having been established long before the coming of the refugees, as Gradsul's overflow spilled out with the original town walls. It is mainly populated by southern Keoish folk, some of whom have fled their homes along the southern coast, to the west and from the ongoing Dreadwood war. The building of the new town walls have made the inhabitants feel much safer, though with the lax attitude of Gradsul's town militia they are only marginally safer.

A major feature here is the Garrisfurd Arena, where horse and dog races, and other sporting events, take place on a nightly basis. The owner here is Garrald Sbetlath, who lives at Hochel Manor outside town. The Sbetlath family have run the arena for decades, and made a fortune from the gambling there.

Bellsfurd, to the north of Garrisfurd on the west-side of the Caisteallweg, is the home of refugees from the Hold of the Sea Princes. Even as enemies of the Scarlet Brotherhood, these people are not truly welcome here, although most will vociferously denounce their former homeland's stances on all points. There have been a few killings here based on their enmity with the folk of Garrisfurd and Hillgate, but their Alderman always placates his people, so that no (overt) reprisals occur. Since the completion of the new town wall Bellsfurd lies outwith Gradsul, and is now dwarfed by the new town buildings of Maldurnanhel. This has done nothing to ease its occupants' anger and feelings of isolation.

Little Molvar is so-named for its mixture of different Baklunish folks, and is a strange place indeed. Full of weird and wonderful sights and sounds, most of its inhabitants reside in traditional Baklunish nomad tents but still it has the strongest sense of community amongst the minority groups of Gradsul. Even those Baklunes who earn enough money to leave tend not to move from this Ward.

Hillgate is the smallest of the Wards, and lies next to the southernmost entrance to the old town. It is home to a few hundred Amedians and Hepmons - all rescued or escaped slaves from the Sea Princes and the Scarlet Brotherhood. Within this area, most people tend to be tribal, and frequent fights break out between different tribes. There is much speculation that some folk missing from Bellsfurd have found their way into this area to meet their fate as dinner or sacrificial victims, but this is unproven rumor. Most of this area's denizens live in simple wooden shacks and huts.

The New Town

Maldurnanhel is the melting pot of Gradsul, being filled with overflow from the Wards, and numerous minority settlers who are not large enough to create their own unique communities. Buildings are almost exclusively wooden, and tend to be owned by rich Gradsul merchants who rent them out to workers for a profit.

Appendix A

Professions in Keoland

Working in Keoland

Keoland is the oldest kingdom in the Flanness, founded over nine centuries ago. Guilds, licensed by the nobles of the Kingdom, have existed since the earliest years of the Kingdom, many growing in wealth and power over the centuries. These guilds watch over most crafts and professions in Keoland. Also, the guilds will typically investigate any infringements of their license for the noble, thus saving on enforcement costs. A few crafts, such as goldworking and receiving payment to argue in a court, require royal licenses. This results in the creation of Royal Guilds. Nobles often then create requirements of local licenses.

As a result in order to practice a craft, or work one of the professions listed below (Table 1.1), one must join the appropriate guild. In exchange the guild pays wages to and offers some legal protection for its membership. The wages paid depend on the individual's rank in the guild and the cost of living in the area. Table 1.2 shows the ranks, dues and supported lifestyles.

Guided professions in Keoland

Crafts:

Armor Smith, Basket Weaving, Book Binding, Bow making, Black Smithing, Calligraphy, Carpentry, Cobbling, Gem Cutting, Leather working, Lock Smithing, Painting, Pottery, Performing*, Sculpture, Ship Building, Stone Masonry, Tailoring, Trap making, Weapon Smithing, Weaving

Professions:

Apothecary, Barrister, Book Keeper, Brewer, Drover, Guide, Herbalist, Inn Keeper, Miller, Scribe, Teamster,

Guild Data:

Rank	Skill Mod*	Dues/ Year	Lifestyle
Apprentice	1-10	10 Tu or 100 gp	Low
Journeyman	11-15	+5 Tu or +400 gp	Medium
Master	16-19	+5 Tu or +1500 gp	High

* This is the character's total skill modifier including ranks, ability adjustments, racial modifiers, competence bonuses... A character does not have to advance upon reaching Skill mods of 11 and 16 that is just the earliest time they will qualify for the new rank.

Critical Event Summary:

March through Keoland Part One:

Player Summary

Character 1 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Character 2 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____
Character 3 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Character 4 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____
Character 5 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	Character 6 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____
Character 7 RPGA # _____ Name: _____ Classes / Levels: _____ Race: _____ Alignment: _____ Player Name: _____ Address: _____ _____ Phone #: _____ e-mail: _____	<p>Please fill in this information. Only player name and RPGA # is required of the Player information. This information will be used to keep the membership informed of local events and to allow us to gage tournament challenges.</p> <p>Return it to Frank Timar, POC for the Keoland Triad 101 Yorktown Drive Mt Laurel, NJ 08054 Frank@compunet-2000.com</p>

Critical Event Summary:

March through Keoland Part Two: Event Summary

1 How many wagons did the PCs save from the fire? _____.

2 Were any of the PCs convicted of any crimes? (Circle all that apply) 1 2 3 4 5 6 7

What crimes _____

3 Did one of the PCs receive the note from the Earl of Gand? 1 2 3 4 5 6 7

4 Did the PCs discover the Parasite? Yes No

5 Did they preserve a sample of one? Yes No

6 Did one of the PCs win the Drinking contest? 1 2 3 4 5 6 7

7 Did one of the PCs let Rinki shoot an apple off his head? 1 2 3 4 5 6 7

8 Did anyone voice an interest in joining the Thieves guild? 1 2 3 4 5 6 7

Niole Dra / Gradsul

1 Did anyone voice an interest in joining the Dreadwalkers? 1 2 3 4 5 6 7

2 Did the PCs kill the Gnome and Halfling? Yes No

3 Did someone take the Black Arrow? 1 2 3 4 5 6 7

4 Anything else of note: _____
