

# **The Stone Strider**

## **A One-Round D&D Living Greyhawk Introductory Adventure**

**By Anders Lindborg**

Breddol the Sage has a collection job he needs doing. Simply travel to the island of Gefjon, retrieve a statue and return it to him in Naerie city. What could be easier?

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

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

## **PREPARATION**

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

## **SCORING**

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

1. *No-vote scoring*: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the 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 the group, or when the adventure is run in tournament format with winners and prizes.

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

After voting, give the scoring packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that the players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

## LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is an adventure set in the Principality of Naerie. All characters with Naerie as their home region pay one Time unit, all others pay two Time Units. Adventurer's Standard Upkeep costs 12gp

per Time Unit. Rich Upkeep costs 50gp. Luxury Upkeep costs 100gp.

## ADVENTURE SUMMARY AND BACKGROUND

The characters arrive individually in Naerie City. They find out from their innkeeper that a swarthy Oeridian man has been asking questions about them. Rhengott Fhals (human male, age 26, Rog3) is an agent of Breddol the Learned (human male, age 66, Rog 7). Rhengott has been sent out to find suitable adventurers.

A few days later each PC in the party has a letter delivered to their quarters. The letter is an invitation to meet with Breddol and Rhengott at Breddol's house on Luna Way in the Craft Quarter. Breddol would like the group to travel to the island of Gefjon and recover a statue from one of the many caves that line the cliff faces. The statue is the petrified form of an Elven Ranger whom Breddol fell in love with as a young man. He has lived a whole life since then, but has never forgotten the lovely elf maiden. His research has delved into many topics but some months ago he came across a journal written by an evil nobleman, since brought to justice and executed. In the journal he noted that his father had arranged to expose the Ranger to petrification. The nobleman had transported the resulting statue to Gefjon and placed it in the cave, fuming that his father refused to explain the odd mission. From details noted down in the text, Breddol concluded that it must be his old love whom had been brought low in this way.

## Introduction

Once everyone is ready to begin play, read or paraphrase the following to them.

***You are all in Naerie City for different reasons; you may have traveled in from your own villages to experience the hustle and bustle of city life. You may be on your way to another part of Naerie, and this is just a stopover on the journey. You may even find yourself living in Naerie City at the moment.***

***You return to your inn one afternoon to be stopped by the landlord. "Pardon me for disturbing you, but there was a gentleman here earlier today asking after you. He didn't give a name but said that he may return later."***

***A couple of days later a letter is waiting for you when you come down for breakfast.***

***"Greetings.***

***My employer, Breddol the Learned, has asked if you may be available to perform a service for him during the next week. The commission is a straightforward one for one such as yourself. If you are interested, he would like to meet you personally at his house on Luna Way.***

***Sincerely***

***Rhengott"***

## ENCOUNTER 1: BREDDOL THE LEARNED

If the group accepts the invitation, they find that the home of Breddol the Learned is a fair sized house on Luna Way. They are met at the door by Rhengott and led to a side study. After a few minutes Breddol enters.

***"Welcome to my house! I am Breddol Fhals, your host. Please sit down and enjoy the food and drink before we discuss the matter at hand. You have already met Rhengott, my young nephew. I'm afraid I sent him all over Naerie City in search of people with your talents. Well, we'll discuss that later. Please sample the Spiced Uskfruit Wine - my daughter brought me a cask of it all the way from Greyhawk City! She said it was spiced with herbs picked on the shores of the Nyr Dyv itself!"***

Breddol and Rhengott will not speak of why they have invited the PCs until the meal has been finished. Encourage the PCs to introduce themselves and chat with the two NPCs.

***"Among other things I am a collector of unusual objects of art. Recently I acquired word of the location of a unique item - a statue in fact. I want you to travel to the island of Gefjon, locate the statue and return her to me. I offer each of you 50 gp in advance and another 100 gp upon delivery of the statue, whole and undamaged. Rhengott will accompany you on the journey."***

## Questions and Answers

Q: What do you mean "she"?

A: ***"Oh, did I say "she"? I do apologize! I have been translating old journal entries all week and am somewhat confused as to the gender of some of the common nouns. Now - where were we?"***

Q: Tell us more about the island of Gefjon?

A: ***"Gefjon lies about 50 miles west of Naerie City, in the Azure Sea. On the island is a small fishing village called Bandhar. On the north coast of the island are natural caves. Some caves are completely submerged in the sea, others are only partially so. The caves are noted for the basalt statues placed there in ancient times by an unknown race."***

Q: How do we get to Gefjon?

A: ***"There are plenty of ships in the Dock District that take passengers. You will have to find a captain willing to transport you to the island. For advice I recommend you seek out Master Pilot Jave Norntag. He lives in the Dock Quarter, on Fogbound Alley."***

Q: Is removing statues from the caves legal?

A: ***"If you have a permit from the Royal Office of Antiques, it is, yes. I have received a permit to remove one statue. Rhengott will carry the permit with him."***

Q: Tell us more of the unknown race you mentioned.

A: ***"We don't know who they were. Some scholars believe they were amphibious, due to the shape of the majority of the statues. In any event there are no recorded sightings of humanoid creatures in the area for the last 160 years. Go check in Malefander's Patterns of Belief yourselves, if you wish. There's a copy in the library."***

Q: Tell us more of the statue you want us to bring back.

A: ***"One of the caves will contain a statue of exceptional workmanship. It will be newer and of much more detailed design. It is a full -size portrait of a young elf maiden, probably dressed in light armor and no doubt sporting a bow of some sort. Her hair will be held back by a ring with leaf patterns."***

Q: What do you know of Bandhar?

A: ***"Bandhar houses about 100 people, mostly fishermen. The Gefjed, as they are called, sometimes hire out as divers. There is a shrine to Procan in the village and a general store."***

Rhengott Fhals has some errands to run before the journey begins so the PCs are left on their own to procure passage.

Rhengott: Male human Rog3. See Appendix A

Breddol the Learned: Male human Rog7. See Appendix A.

## ENCOUNTER 2: Down by the docks

The players should be heading to the house of Master Pilot Jave Norntag on Fogbound Alley. Getting to the Dock Quarter is easy, but finding Fogbound Alley will mean talking to a local or two. Jave lives in the Dock Quarter, on Fogbound Alley, in a house he inherited from his father, who also worked as a sea pilot all his life. Locals in the Dock Quarter know the house and even the places Jave frequents when he is ashore. If the PCs ask someone for directions there is a 70% chance they have encountered someone who can help them. That person is 90% likely to charge a small fee to lead the way.

### Royal Navy Press Gang

After getting directions, the group is approached by a shore party of the Royal Naerie Navy. The officer is dressed in the livery of House Lyrthi with Marine Officer markings on the shoulders. He loudly challenges the patriotism of the PCs and exhorts them to join the Royal Navy. The best resolution is fast-talking (DC 15 Bluff or Diplomacy. +2 bonus if the player puts across a good argument or mention they are on their way to see Jave Norntag). If the characters really start a fight with the officer he orders his men to back off but carries a grudge, which translates into a reaction penalty with navy or marine NPCs.

When the PCs arrive at Jave's house a servant answers the door. Master Norntag is not in but is expected back shortly. The servant will not let them in unless they mention Breddol Fhals. If they do, they are shown into a sitting room and served wine, bread and spicy cheese. They have to wait

about an hour before Jave arrives. Jave Norntag knows the waters of the near Azure Sea very well. He is in his mid-thirties and a sandy-haired, blue-eyed, wiry man of strength and peace. He has a calming influence on people around him.

"So you have taken a commission for Breddol the Learned, eh? Well, he's a right honorable man and I have oft done piloting for his daughter. Any mercenary who tried to fool Breddol out of his money would have to contend with me!"

Jave is a bit suspicious but if the PCs make a fair effort of calming him down he proves a source of valuable information. (A DC 15 Sense Motive check reveals that his bluff and bluster is concealing the fact that he's really looking out for Breddol).

"There are not really too many ships that pass close to Gefjon. It is a detour and merchant captains will make the most of it. *The Eye of the Deep* is in for a few days making repairs. You might check with the pilot on her first. Her name is Valetta. The captain is an old coot but he listens to his pilot, like all good captains do. But if you are not in a hurry you could wait for *The Stallion of the Seas*. Her captain is Gerdan the Lame, a friend of mine, and if you mention that I sent you he might give you a better price. She is due in soon but there is no knowing for sure. *The Stallion* is coming from Nyrond and that is a dangerous route these days."

The players have a choice. Either negotiate a price with the captain of *The Eye* (15gp per person for the return trip, but can be negotiated down to 10gp) or wait around for *The Stallion*. The best alternative is going for *The Eye*. When *The Stallion* arrives it is limping as badly as its captain, having been through a fight with a pirate vessel. It needs to shore up for two weeks to make repairs. If the PCs change their minds at this point make them run to catch *The Eye*. The captain has already had the lines cast and gangway removed. She negotiates from the deck of her ship and demands a much higher price this time (20gp per person).

### ENCOUNTER 3: A Life on the ocean waves

The trip to Gefjon takes 24 hours. The characters are free to wander the ship as long as they don't interfere with its operation or the crew. The crew is polite, but not particularly friendly, seeing the

characters as fare paying, but essentially ignorant landlubbers. Any character with Profession: Sailor will be able to strike up a reasonable conversation with one of the crew.

At about mid-day, have the players make a Spot check (DC 15). If successful, they spot a Scarlet Brotherhood warship on the horizon. Once informed, the captain will take evasive action and there follows a worrying hour or two until they are clear. That evening, the party is invited to dine with the captain in her cabin.

If the party does not spot the warship it is spotted later by a crewman. It is much closer by then and the captain calls everyone to man the sails. This involves the players making some Climb rolls and Strength checks (both DC 10). Failed rolls result in characters getting caught up in the rigging and being verbally abused by the mates and crew for their ineptitude. The captain and mates drive the crew with plenty of swearing and threats of the cat before they finally escape from the warship.

### ENCOUNTER 4: The Isle of Gefjon

On the island of Gefjon prices are very high for adventurers and the locals have seen many parties descend into the caves, returning wet and grimy, but with little loot.

The ship reaches the island by mid-morning, and the party are taken ashore at Bandhar, the only village on the island. The only people that can be seen are women, children and old or infirm men. None are particularly friendly except for the children, who will immediately swarm around the group and start chatting and offering help. One lad in particular, is very proud of his pig's bladder on a stick, and is very keen to show it! The kids will stay chatting as long as the group humors them. The village of Bandhar is small and Edla Fickle's general store *Fickle Wares* is the center of it. At Fickle's islanders buy for 90% of the listed price and non-islanders buy for 120%. Islanders sell for 100% of the listed price and non-islanders sell for 60%.

If asked, Edla knows about the caves and says her son can guide them to the caves for a very reasonable rate of 1gp per day. She also questions the party closely about what gear they have, making suggestions of things they seem to have missed. Rope is one example, and, unfortunately, she's all out of hemp rope. But she has just received a batch of fine silk rope, and "Tis a bargain zoors, at only 12gp."

The trip should take 3 days. Anyone making an Intuit Direction (DC 15) or Wilderness Lore roll (DC10) realizes that Brozar is following a VERY roundabout route to string out his job. If confronted with this fact, he denies it, but is obviously lying. The journey will then take just one day.

## The caves

There are several caves and finding the correct one takes some time (1d6 attempts to locate the correct cave). Each attempt involves climbing the rocks (1d6 DC 15 climb checks), if the character falls they fall into the sea. Anyone in the water must make a Swim check (DC 15) avoiding falling into the waves and being sucked to sea, encountering maritime monsters or cave vermin, navigating treacherous natural passages, swimming past submerged tunnel segments, having to clean up grime and salt covered statues in order to identify them, are all part of the fun here. Nothing in the caves threatens the fishing community - the island simply is not large enough for more than one dominant life form.

Just after the group find the statue, they get attacked by a small pack of Dire Rats

### APL2

Dire Rats (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

### The Stone Strider

The Stone Strider weighs a lot (400lbs) and is slimy. Keeping it whole and sound from the caves to the ship may be difficult. If it is cleaned then the apparent weight drops to 300lbs as it becomes easier to carry.

### The return

The return trip to Bandhar takes three days bearing the statue because of reduced movement rates. On the return trip to Naerie City bad weather or some food poisoning can keep the characters on their toes. Simple seasickness is always an alternative.

## Conclusion

Breddol is very happy to see his old love. He hands the group IOU's signed and witnessed for the Sage Queries, and pays them the agreed sum of gold. (100gp if it is whole and undamaged. 50gp if a limb is missing). Breddol has the statue cleaned and put in a place of honor in his home.

He has a Scroll of Stone to Flesh in readiness and has a priest friend of his read it over the statue. Thelesinna the Ranger is weak and confused, does not recognize anyone in the room, and takes some reassuring before she agrees to let down her guard and rest. Her words provide no reassurance: "Where are the others?"

## The End

## Experience Point Summary

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

Award the total value (objectives plus role-playing) to each character.

### Encounter Two

Defeat or pacify the shore patrol	100 xp
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### Encounter Three

Help the ship avoid the Scarlet Brotherhood patrol	100 xp
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### Encounter Four

Find the statue, defeat the Dire Rats and return the statue to Breddol	170 xp
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Total experience for objectives	370 xp
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Discretionary role-playing award	0-30 xp
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<b>Total possible experience</b>	<b>400 xp</b>
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## Treasure Summary

The only treasure available from the scenario is the payment from Breddol.

## APPENDIX A - STATISTICS

### ENCOUNTER 1: BREDDOL THE LEARNED

**Rhengott:** Male human Rog3; CR 3, Medium -sized humanoid (human); HD 3d6+3; hp 16; Init +6; Spd 30; AC 14 (touch 13, flat-footed 11); Atk +4 melee (1d4+1/19 -20 x2, dagger); AL LN; SV Fort +2, Ref +5, Will +2; Str 12, Dex 15, Con 13, Int 13, Wis 12, Cha 10.

*Skills & Feats:* Appraise +7, Decipher Script +9, Diplomacy +6, Disable Device +7, Gather Information +6, Listen +9, Open Lock +8, Spot +9, Read Lips +7, Use Magic Device +6, Sneak attack +2d6, Evasion, Uncanny Dodge, Alertness, Improved Initiative, Skill Focus (Decipher Script).

*Possessions:* Padded armor, Masterwork dagger

**Breddol:** Male human Rog7; CR 7, Medium -sized humanoid (human); HD 7d6; hp 30; Init +4; Spd 30; AC 11 (touch 10, flat-footed 11); Atk +6 melee (1d4/19 -20 x2, dagger); AL LN; SV Fort +2, Ref +5, Will +4; Str 10, Dex 11, Con 11, Int 18, Wis 14, Cha 11.

*Skills & Feats:* Appraise +14, Decipher Script +16, Disable Device +14, Forgery +14, Gather Information +10, Hide +10, Knowledge (History) +11, Listen +14, Move Silently +10, Open Lock +10, Spot +14, Use Magic Device +10, Sneak attack +4d6, Evasion, Uncanny Dodge (can't be flanked), Alertness, Improved Initiative, Skill Focus (Decipher Script), Skill Focus (Knowledge: History).

*Possessions:* Padded armor, Masterwork dagger