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THE STONE MAN'S PUZZLE

A ONE-ROUND D&D[®] LIVING GREYHAWK[™]
CORE ADVENTURE

Version 1

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Hardby At A Glance: Paul Looby

The town of Hardby was in complete disarray when you arrived. The Law Courts were broken into and the accused whisked away by a giant man of stone. The tracks should be easy enough to follow—but who would want to spirit away a mere bookkeeper? An adventure for APLs 6 through 10.

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

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INTRODUCTION

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

PREPARATION

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

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

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

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

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

REPORTING PLAY

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported events. Give the Scoring Packet to your event coordinator. This adventure is worth 2 D&D PLAYER REWARD™ points.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the 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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

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

TIME UNITS AND UPKEEP

This is a one round Core LIVING GREYHAWK Module set in Hardby and the Abbor-Alz. All characters pay 2 TUs to participate in this adventure. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

COR3-13 TRAITOR'S ROAD

During *Traitor's Road*, PCs may have gained certain favors that mitigate or exacerbate their Upkeep costs in Hardby. These are replicated below.

☛ **Gratitude of Jelal Havelos.** For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelal Havelos, a didatrix of the Gynarchy.

Male PCs may claim: Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk. If used, score this entry from the PC's AR.

Female PCs may claim one of the following: Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honorary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in any Core Adventure beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to Diplomacy and Gather Information Checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff Checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

☛ **Wrath of the Greyhawk Assassin's Guild:** You have earned the wrath of the Greyhawk Assassin's Guild. For the next three adventures beginning or set in the Free City or Domain of Greyhawk, all your upkeep costs are doubled and the costs of all items, magical items or services (including spell-casting) purchased in the City and Domain of Greyhawk are increased by 10%, as the Guild uses its influence to make your life difficult. The Wrath of the Guild may manifest itself in other ways in future adventures.

ADVENTURE BACKGROUND

CENTURIES AGO

The Turgbin clan of gnomes has lived in the Abbor-Alz Hills for ages. This clan has never been large, and has kept to themselves through most of their long, lazy history.

Generations ago, the peace of the Turgbin clan was shattered when one of their kinsmen went violently insane. Broggle Maldor Quillkeeper Turgbin was once a valued member of his clan. He was a wizard and lorekeeper of great prestige early in his life, but Broggle had always possessed a fascination with numbers, figures, and equations. His study of the secret mysteries of numbers, coupled with a latent skill in necromancy, showed Broggle things to drive a mortal mad. Over time, Broggle became paranoid and reclusive, and was shunned and feared by his community. His experiments in granting life to the unliving through magical numerology were rumored, whispered, in hushed voices of the gnomish village. Broggle's waning self-control broke one fateful night, and he went on a murderous spree. Broggle slew a dozen of his fellow clanmembers and dragged their bodies back to his isolated burrow before the Turgbin clan was roused. They raised a mob, and encountered Broggle in his bloody lair, covered in strange glyphs and numbers. The furniture in Broggle's lair, also engraved with magical glyphs and numbers, shifted eerily about. Broggle just glared out at them,

whimpering and hissing, corpses of his kinsmen piled around him.

The gnomes didn't dare enter the burrow to retrieve the fallen; they were terrified of what further attacks Broggie might make if provoked. So, under the direction of Clanmaster Dagrin Bunner Riddlemaker Turgbin, an old and wise bard, the gnomes sealed Broggie up in his burrow.

Clanmaster Dagrin feared that the powerful wizard Broggie would be able to get free, so he crafted a clever magical ward to place on the sealed burrow. It resembled a math puzzle, but was instead a devious and intricate riddle. Unless it was solved, the ward would forbid passage into or out of Broggie's bloody lair. Clanmaster Dagrin knew of Broggie's obsession with numbers, but numbers alone would not solve this puzzle. The mad Broggie stayed imprisoned. As quickly as they could, the Turgbin gnomes forgot their mad kinsman and now, generations later, none remember the wizard Broggie, entombed within an hour's walk of their village.

As for Broggie, he spent weeks puzzling over the riddle, to no avail. Nowhere in his vast lore of numbers could he find the answer to the problem that kept him imprisoned. Growing weaker as his stores began to lessen, Broggie finished his prime experiment in numerological animation, fusing the bodies of his dead kinsmen into a single form, and granting it life with a combination of numerology and necromancy. This flesh golem was strong, but unable to rip through the stone that imprisoned his master.

Broggie returned to the riddle at his door, but was no closer to solving it. Weeks passed, and still Broggie could not solve his puzzle. Broggie began to fear he would starve to death in his own burrow. To grant himself immortality, Broggie enacted another dire ritual, to fuse his soul with his fleshy creation. The ritual stripped Broggie of much of his magical powers, but granted him immortality. For centuries, Broggie has deliberated over the puzzle that entombs him, his rage at his kinsmen and his madness growing deeper with every passing year.

MONTHS AGO

Only the most peaceful and artistic of stone giants hear the call to become elders, and Drell Thundermaker was legendary in his tribe for his music. The life of the elder called to Drell last year, encouraging him to travel to an isolated spot for meditation. So one day, following the call only he could hear, Drell Thundermaker left his tribe and found a small, old cave in the Abbor-Alz Hills. He told no one in his tribe why he was leaving, or if he would ever return.

One of Drell's kinsman was an evil stone giant ranger named Kraxoth Earthshatter. The day that Drell left his tribe, Kraxoth had a disagreement with two of his brothers while out hunting, and he murdered them in a rage. Rather than confess his crime to the rest of the tribe, Kraxoth was able to blame Drell for the murders. Kraxoth convinced his tribe that Drell had killed the two hunters and fled to avoid retribution. The tribe believed Kraxoth, and when Kraxoth volunteered to hunt the

murderer down and punish him, the tribe wholeheartedly approved. Kraxoth knows that he must slay Drell, so that no one will ever know the truth of Kraxoth's fratricide.

Drell, meanwhile, had made his new cave into a home. He befriended some of the local gnomes, the Turgbin clan, with his music and peaceful ways. He also kept a watchful, but distant, eye on the human miners in the area. One day, while poking around his cave, Drell discovered a worked stone wall, with writing upon it. Curious, he examined the writing and found it to be some sort of math problem. Drell couldn't solve the problem, and neither could the few gnomes Drell knew well enough to ask for advice.

By coincidence, the same cave Drell had chosen for his home was once the spacious entrance to Broggie Turgbin's burrow of horrors. The puzzle Drell discovered, buried under caked centuries of dust, was the same puzzle that kept the mad wizard Broggie entombed in his lair.

Drell's curiosity about the wall kept interrupting his meditation. The wall resisted casual excavation, and Drell was certain that solving the problem would reveal some ancient secret. Of what sort, he didn't know. The puzzle calls to Drell, and Drell feels he cannot complete his meditations to become an elder while the puzzle at the back of his cave remains unsolved.

DAYS AGO

Drell kept a secret and benevolent watch over some of the miners in the Abbor-Alz Hills near his home. Little of their human chatter particularly interested Drell, but recently Drell overheard the miners discussing a criminal in the nearby human city of Hardby.

This criminal, they said, was named Cullen Gregor. He worked as a bookkeeper and scribe in Hardby, and had helped many rich merchants cheat on their taxes. Cullen was rumored to be brilliant with numbers and could solve any math problem in his head. Drell realized he needed this human, to solve his puzzle so that he could get some peace. Drell wondered how he might go into a human town and fetch a criminal among the humans. Drell consulted his friend Frobrin, Clanmaster of the Turgbin gnomes, and Clanmaster Frobrin suggested that Drell just go into town and "borrow" the man.

Cullen Gregor is technically a criminal, but he isn't a bad man. Cullen was a bookkeeper for the infamous Black Prince Sewardnt of Nyronnd, but hated working for the evil Prince. Cullen escaped Nyronnd in CY 591 and fled to Hardby, where he began an active career as an accountant. Cullen learned his trade under the Black Prince perhaps too well, and knew several ways to obscure earnings and reduce taxes. In Hardby, several of these practices are illegal, and Cullen was hauled off to jail.

HOURS AGO

Earlier today, Cullen Gregor was standing trial in the Law Courts in Hardby. Since his crimes weren't violent, Cullen was under very little guard. Drell marched into Hardby, trying to ignore the screams of terror from the people as he passed by, and headed for the Law Courts. There, he tore the front of the building off so he could get in, plucked up Cullen, and stuffed him in a sack. Drell then turned and hurried out of town, back toward his cave. Drell feels badly about all the trouble and confusion he's caused, but his obsession with his puzzle is overriding his usual patience and good sense.

The characters arrive in Hardby only a few hours after the kidnapping, and the town is still in an uproar.

ADVENTURE SUMMARY

This scenario sends the characters after Cullen Gregor. What begins as a straightforward manhunt becomes muddled as the characters encounter the peaceful Drell, the murderous Kraxoth and his gang, and the evil Broggie brooding within his prison.

The introduction shows the characters the chaos in Hardby following the "giant attack." The characters can question the townspeople to discover just what happened in Encounter 1. By the end of Encounter 1, the characters agree to go and recover the kidnapped bookkeeper.

In Encounter 2, the characters travel into the Abbor-Alz Hills after their quarry. There, they encounter an aggressive group of Kraxoth's companions.

In Encounter 3, the characters follow the tracks into the Turgbin clan village. The gnome Clanmaster tries to mislead the characters, but clever characters may see through his misdirection. The characters may even get some information about the giant and his puzzle.

The characters meet Drell in his cave in Encounter 4. Drell has intrigued Cullen with his puzzle, and the giant parleys with the characters about eventually returning him. Before the characters can get too comfortable with Drell, Kraxoth finds Drell's cave.

In Encounter 5, Kraxoth mounts his attack and Cullen disappears into the puzzle wall. The characters can either defend Drell or follow after the vanished Cullen.

Encounter 6 is a puzzle encounter. The characters must solve the prison puzzle to follow Cullen. Fortunately, Cullen has left some clues behind to help in solving the puzzle, which is not really a math problem after all.

Encounter 7 takes the characters past the puzzle and into the ancient burrow of Broggie Turgbin. The insane numerologist has discovered secrets of imparting life to the unliving, and they may have to face some of Broggie's mad creations as they explore. The burrow descends deeper and so, apparently, did Cullen.

Encounter 8 occurs when the characters enter Broggie's lower laboratory. There, they witness Broggie wringing the solution to the puzzle from Cullen, and must contend with the powerful and murderous wizard in his ghoulish body.

Encounter 9 wraps up loose ends of the adventure. The Turgbin gnomes have come to see how their friend Drell is getting along with the "strangers" (the characters). If the characters have not dealt with Kraxoth, they must defend the gnomes from his attacks. If Broggie bypassed the characters and escaped his prison, he attacks the gnomes in a rage, and the characters must defeat him here, as well. Once the villains of this scenario are defeated and the Clanmaster hears of the terrible burrow, he remembers the ancient tale of Broggie Turgbin, and thanks the characters for their help.

Finally, the characters have to decide whether to return Cullen to justice, or set him free in return for a substantial bribe.

INTRODUCTION

Once the players are settled read or paraphrase the following:

Must there be trouble wherever you go?

Hardby is usually a peaceful city, but today has seen extraordinary events. Mere hours ago, according to most of the rumors you hear, a stone man, twenty feet tall, simply walked into town, smashed open the Law Courts and stuffed a handful of people into a sack. Then he turned right around and walked off again.

You've learned to trust your own eyes, and not rumors, so a quick look at the Law Courts seemed in order. You took quick stock of the clues: tracks of booted prints two and a half feet long, sunk inches into the street; the Law Courts, with its ornate frontage torn apart and people everywhere, gathered in excited knots, pointing at each other, shouting, and gesturing wildly. One group of shouting townsfolk seems larger than the others. You also see a female dwarf who seems particularly agitated.

In the chaos, it seems one man is busily trying to restore order. By his black tabard emblazoned with the Hardby crest, he seems to be some sort of guardsman, but the guardsman seems past his prime and quite overweight. The uniform barely fits his girth. Nobody seems to be paying attention to him.

The guardsman is the bailiff of the court, responsible for keeping order when minor trials are in session. The forty-ish man is mostly telling people to move along, while directing others to stack the shattered stones into piles.

The people standing around are all discussing the startling events, and they are the source of the rumors flying around the city. The largest crowd of people is clustered around a young woman with a smudge of tar smeared on her face.

The dwarf looks like she's about to cry, and is pleading with anyone who gets near her.

The characters are in the northern end of Hardby, near the gate between the Northend District and Trade Town.

When the characters go up and talk to anyone, go to Encounter 1.

ENCOUNTER 1: THE GIANT WHO CAME TO TOWN

The townspeople of Hardby are still in an uproar from Drell's entrance five hours before. Gossip and rumor abound, and the characters will likely be looking for some sort of coherent story about what happened here. The characters have to ask around; have fun role-playing all the parties involved.

The characters likely want to talk to the bailiff, the young woman surrounded by the crowd, the pleading dwarf, or they may just approach any of the townspeople. Here's what the various groups know:

Any townspeople around here that's asked saw Drell, either coming or going. They can relate the following bits of information. However, the townspeople refer to the stone giant as "the rock man" or "the big stone man." As soon as any player character speculates, out loud, about the nature of the man (either that it's a stone giant, or a golem, or whatever else they're pondering), then the townspeople take the speculation as fact, and rumor sends off the information right before the party's eyes ("Did you hear that?" "Yes, they said it was a stone giant!" "Well, they look like adventurers, and adventurers know these things." "Stone giants? Around here? I'm going to tell my cousins!" "I heard some adventurers saying it had to be a stone giant!")

- The stone man towered over single-story buildings, and was about as tall as the two-story buildings (that would make him about twelve to fifteen feet high).
- The stone man didn't have any hair. His skin was gray, like rock.
- The stone man was wearing clothes of rough leather, like a hunter or woodsman might wear. He also wore boots, and had a big bag strapped across his shoulder.
- The stone man looked angry (that's not Drell's fault; all stone giants have deeply-sunken eyes).
- The stone man walked right up to the Law Courts, bent down to look in the door, then stood up and tore the front part of the building away to gain access.
- He then disappeared within, picked up a dark-haired man, and stuffed him in his sack. Then he turned and walked straight out of town.

The pleading dwarf is a drifter, but she thinks she knows what's going on. Her name is Drugga, and she'll tell anyone that listens that Ulaa, goddess of miners and dwarves, sent the rock man to punish the wicked. She falls to her knees in front of any characters that question her, prays to Ulaa, and encourage the characters to do the same, "less you wanna 'nother rock man coming to get you for your wickedness, too!" If any characters join Drugga in supplication to Ulaa, the surrounding

townspeople start joining in and rumor starts flying that "the judgment of the Dwarven gods is at hand!"

The girl at the center of attention, with the smudge of tar on her face, is an apprentice cooper (she makes barrels). Her name is Alayna. She's the center of attention because the stone man actually talked to her. Here's what she has to say (she's already told her tale dozens of times, and the crowd still wants to hear it again and again):

- "I was just finishing some tarring, and went out to get a breath, and suddenly around the corner by Grennel's over there comes this rock skin man. He almost stepped on me!"
- "I was too surprised to move...I mean, how often does this happen to a body? Anyway, he looked down at me, then he bends over a little, and it looks like he couldn't bend over very well, and says 'Where do they keep the criminals?' I didn't say anything, I was so surprised, and he says, 'I'm looking for a criminal-man named Cullen Gregor.'"
- "Now, I know this Gregor fellow, 'cause he was just brought to that Law Courts this morning. They say he was a tax evader, or somesuch. So I point at the Law Courts over there, just like this, and the rock skin man stands up."
- "But then he stops, like he's thinking, and says down to me, 'What does he look like?' And since I'd just seen him this morning, I said 'He's got dark, black hair and he's missing an ear and he's not very big.' And then I realize that's probably a pretty dumb thing to say to something two stories tall."
- "And then he goes over and bends down to look in the door of the Law Courts. He bent down kind of funny, like it hurt him. And as he was standing up again, I suddenly got my legs back, an' I bolted back into my shop until I heard him walk off."

The bailiff, whose name is Hormin, is directing strong-looking townspeople to move the stones out of the street and into a neat pile next to the Law Courts. He's instructing everyone else to move along. To get him to talk, the characters either have to help move some of the timbers (DC 15 Strength check) or convince him to spare a moment for them (DC 22 Diplomacy check). He is particularly deferential to women, so any female character has a +4 circumstance bonus to her Diplomacy check. Hormin talks to characters that succeed at either check. He instructs anyone else to move along.

- The man says his name is Hormin, and he's been a bailiff in Hardby for over twenty years. A bailiff is a town guardsman who sees to security and order in court trials.
- He was the only guard at the Law Courts today, since there weren't any dangerous criminals on trial. He doesn't know where the rest of the guardsmen are, but speculates that they're patrolling to see if more rock men come back.

- Right in the middle of the trial for an accountant named Cullen Gregor, there was a crash like thunder and the front part of the building around the entrance was torn off. Standing there was a big man made of gray stone.
- The man took a look around at everyone and then plucked Cullen Gregor up from the podium where the accused stand. He stuffed Gregor into a shoulder bag, and then just walked off.
- Hormin made sure the magistrate got out of the building safe, and he's been trying to restore order here since, but all these folk want to do is gossip!
- Gregor seemed just as surprised as everyone else; he gave out a little squeal when the stone man grabbed him, but that was all. He seemed too shocked to fight back.
- Gregor was a bookkeeper, and he was on trial because he helped a lot of wealthy merchants alter their account books so they would pay less in taxes. Of course, there are laws against that sort of activity in Hardby!
- Cullen Gregor is a smallish human with a mop of unruly black hair. He's also missing his left ear.
- The magistrate was just about to deliver his verdict, but didn't get the chance. (Hormin doesn't know what the verdict was going to be, and the magistrate is nowhere to be found by the characters in this scenario.)
- No one else was harmed in the incident.

Once the characters have talked to Hormin, and anyone else they care to, they hear the sounds of several people, marching in formation, approaching. Read or paraphrase the following:

From the Watch Barracks (itself attached to the Law Courts) comes about thirty town guardsmen, in a very loose formation, with a sergeant at the lead. The guardsmen wear the black tabards emblazoned with sable and gold typical of the Hardby City Watch. All the guardsmen, the oily-haired sergeant in particular, look shaken. Many scan the surrounding rooftops, as though they expect to see a stony face peeping over them.

The sergeant looks over the assembled crowd, which has ceased its gossiping, and his eyes settle on the paunchy Hormin. The sergeant's lip curls in the slightest sneer.

"Well, well, Hormin...time to do your duty, I suppose," says the sergeant, his voice as oily as his hair.

"Sir?" Asks Hormin, clearly confused.

"Your hearing seems to be going, old man," chuckles the sergeant, and a few of his men give nervous laughs. "You've let a prisoner under your charge escape, and it's your duty to go after him. The prisoner and his, ah, accomplice, fled out of town to the northeast, I've heard."

"Sir?" Asks Hormin again, still confused and starting to sweat profusely.

"Go retrieve the prisoner, Hormin. We'll be needed here to, ah, restore order and oversee the clean-up." The sergeant's men seem willing to go along with any plan that doesn't involve going after the giant man themselves. Many of them start nodding vigorously.

Hormin mops his brow nervously. "Into the Abbor-Alz Hills, sir? After a dangerous giant man, sir? I'm hardly qualified to..." and as Hormin's voice trails off, you realize he's looking at the group of you expectantly, almost pleadingly. "Good sirs...might an old bailiff impose upon you for a favor on his behalf?"

If the characters don't pick up the hint and volunteer to go after Cullen Gregor, Hormin asks them to go for him, directly. If they still say no or seem to waver, he'll get down on his pudgy knees and beg them. He can't afford to pay anything, if the characters are the sorts to ask. Hormin really doesn't want to go with them.

If the characters deal with the sergeant, whose name is Gruman Randussen, he asks their business and occupations. He is rude to male characters, but polite to female characters. If any characters admit to being adventurers or heroes, then Randussen tries to order the characters to go after the giant and recover the prisoner. If the characters want to talk to a superior, Randussen grudgingly makes the necessary introductions. However, Randussen's superiors don't want to go out after the giant any more than Hormin or Randussen do. The superiors really don't care whether anyone goes.

Once the characters have accepted the task, they are directed to retrieve Cullen Gregor alive, to the best of their abilities. The fate of the giant man is up to the characters but, as Hormin points out again, the giant man didn't actually hurt anyone (except maybe Cullen Gregor). To the east of Hardby, large tracks head into the Abbor-Alz Hills, heading roughly east by northeast.

The characters can take whatever precautions they'd like, and purchase any provisions they think necessary. Hormin does his best to hurry them on their way, however, before the trail gets cold. It's mid-afternoon at the time the characters happen upon the destruction at the Law Courts, so there are several hours of daylight left.

All APLs

☛ **Hormin:** male human War1, lawful good, Cha 12.

☛ **Gruman Randussen:** male human War2, lawful neutral, Cha 9.

☛ **Alayna:** female human Com2, neutral good, Cha 14.

☛ **Drugga:** female dwarf Com1/Exp1, neutral, Cha 10.

Once the PCs have left Hardby proceed to Encounter 2.

ENCOUNTER 2: DANGER ON THE TRAIL

The tracks left by Drell are easy to follow, even for parties that don't include a character with the Track feat. Drell didn't take any real care to disguise his path, as he knows

he moves faster than men do. A successful DC 9 Survival check indicated that the PCs are able to follow his tracks. Drell is hustling, however, as he's anxious to get Cullen back to the cave and see if the human can solve the math problem. Since they have to take care to follow his tracks, even mounted characters won't be able to catch up with Drell.

Furthermore, the characters aren't the only ones interested in tracking him. Kraxoth has followed Drell to the area, but isn't yet sure precisely where Drell is living. Kraxoth discovered Drell's tracks to and from Hardby. Kraxoth followed the tracks northeast, and instructed his dimwitted companions (a combination of brutish hill giants and dire animals) to follow the tracks to the southwest (in the direction of Hardby), in case Drell was up to some sort of trick.

Of course, Drell isn't up to any kind of trick; he doesn't even know yet that his kinsman is hunting him.

This means that the characters, while following Drell's tracks to the east, come across Kraxoth's gang. This encounter occurs late on their first day of travel.

The rolling terrain of the Abbor-Alz Hills is diverse, but hidden. Amid the endless hills are stands of ancient trees, bubbling rivers, and wildlife of every variety. There are even signs of habitation, like cleared groves, wide trails, or old mine entrances, that show this area is not entirely wild. Every valley seems to hold some new surprise.

As you crest another hill, you hear a bellowing roar from the valley below. Surprises, here in the Abbor-Alz Hills, are not always good news.

Down the next hill, about a hundred feet from the foremost of the characters, is Kraxoth's gang. Describe the creatures present based on the APL. It is an animal's roar that the characters heard.

APL 6 (EL 8)

➤ **Hill Giant:** hp 102; see *Monster Manual*.

➤ **Dire Wolf (2):** hp 45 each; see *Monster Manual*.

APL 8 (EL 10)

➤ **Hill Giants (2):** hp 102; see *Monster Manual*.

➤ **Dire Bear:** hp 105; see *Monster Manual*.

APL 10 (EL 12)

➤ **Hill Giants (3):** hp 102 each; see *Monster Manual*.

➤ **Dire Bears (3):** hp 105 each; see *Monster Manual*.

Tactics: This gang is as surprised to see the characters, as the characters are to see them. Unless the characters have been exceptionally cautious, both sides surprise each other; roll initiative normally. The animals immediately charge while the hill giant(s) throw rocks for a round or two (range 120 feet), then charge in, as well. Any combatant reduced to 10 hp or less tries to flee.

Treasure: The hill giants each carry large sacks, containing mostly rocks that they throw. However, each sack also contains whatever revolting items you please. Each giant also carries about 8 silver pieces, in scattered

denominations and minted all over the Flanaess. These giants are poor, since Kraxoth bullies them and takes their valuable loot.

Development: If questioned, these giants know little other than Kraxoth's lies. They admit they travel with a stone giant named Kraxoth. Kraxoth is a bully, but the hill giants respect his strength. The giants came with Kraxoth from very far away looking for someone who killed Kraxoth's brothers, but they don't know who it is. At APL 10, the hill giants add that Kraxoth travels with two large, fierce bulls.

Once the PCs have dealt with their opponents proceed to Encounter 3.

ENCOUNTER 3: BEFUDDLED

At the end of the second day of travel into wild and uncharted hills, the characters come upon the Turgbin village. The giant tracks lead right through the village.

Twilight is beginning to come on, and still the tracks lead on. You are confident that you are gaining on your quarry. As you cast about looking for a good place to halt for the night, you realize that many of these hills are inhabited. Worked cave entrances and rounded doors become common, and even windows set into the hills, complete with windowboxes and flowers. You seem to have entered a gnomish community.

As one, doors and windows open. Gnomish townsfolk emerge and crowd around you warily, cutting off your avenues of escape.

The gnomes nearest you wear studded leather and short swords, although their weapons aren't drawn. Behind them crowd ranks of gnomish shopkeepers, housewives, and farmers.

The Turgbin gnomes don't have much contact with the outside world. The gnomes are wary, but curious. Before the characters can react, read:

One particularly slim gnome dressed in foppish finery steps forward and addresses the group of you.

This is the current Turgbin Clanmaster, Frobrin Keedle Coinfinder Mudhopper Turgbin. He addresses the characters, initially, in Gnome. If there are any gnomes in the party, he speaks directly to the gnomes. If no one in the party speaks Gnome, Clanmaster Frobrin speaks in Common. He says:

"Greetings, goodfellows, it is rare that our small clan sees visitors. We must be wary, you understand, of visitors, particularly those who come in evening hours on an unknown errand who could be potential allies who'd as soon mend a broken wagon or lift a fallen boy back to his feet again to play, or could be those who might wish ill on gnomekind in general and our good people in this village in particular. Might I ask what undoubtedly unusual business takes such a resourceful-looking group with obvious skill and dangerous weaponry through the Abbor-Alz Hills and the isolated village of Clan Turgbin?"

Frobrin has already guessed that the characters are a group from Hardby dispatched to recover the human Drell “borrowed,” and they might be out to slay Drell, as well. Frobrin hopes to mystify and confuse the characters, and send them away. Frobrin’s the perfect gnome to confuse them: he’s long-winded and loves to talk. He thinks his long, convoluted sentences make him sound smart, but in reality he just sort of rambles a lot. Throughout their discussion, the rest of the gnomes mill about curiously.

If the characters come up with any answer for Clanmaster Frobrin, the gnome leader thinks for a moment, and then appears to take them at their word. He explains that he regrets his humble village has no quarters for the characters to stay the night, but they are welcome to camp in the village green if they would like. None of the gnomes bother the characters if they do.

If the characters are honest about tracking a stone giant, or if they ask whether the gnomes have seen a giant man come this way, the gnomes start shaking their heads and Frobrin exclaims:

“A giant, who would tower over the tallest of men like the tallest of men towers over the shortest of gnomes? Oh, no, not in our humble village of plainly not-tallish folk. Why, we’d simply have no room for the likes of such a massively heightful individual!”

A DC 12 Sense Motive check alerts the characters that the gnome is lying. Remember, the tracks led right through here, so it should be hard for the characters to believe the gnomes don’t know anything about the giant.

Characters that aren’t actively talking to Frobrin can make DC 16 Spot checks. If successful, they notice that a lot of the gnomes near the back of the crowd are just walking back and forth across the streets, kicking up a fair amount of dirt. These gnomes are doing their best to obscure Drell’s tracks through their village.

While he’s talking, Frobrin attempts to use his bardic abilities on the character that is talking to him the most. He tries to *fascinate* the character with his convoluted babbling, and then makes a *suggestion* that the character convince his friends to leave the village. Frobrin’s statistics are found in Appendix 1.

The characters have several options open to them. A few of their options are:

Stay the night: It is easy for the characters to receive an invitation to stay on the village green, and they are warned to be gone the next morning. None of the gnomes molest the characters in any way unless provoked, but the gnomes see to it that, by morning, none of Drell’s tracks remain in their village. The characters can pick up the giant’s tracks outside of town without difficulty. Drell’s cave is only about an hour away. Move on to Encounter 5.

Leave: Irritated characters may just decide to be on their way; they can pick up the tracks on the other side of the village without difficulty. Drell’s cave is only about an hour away. Move on to Encounter 5.

Fight: Some characters may feel that Frobrin’s *suggestion* spell is some sort of attack (players don’t like to make Will saves, especially when they don’t know what’s going on), or they may feel that these gnomes are sheltering an evil giant. If the party becomes belligerent, or attacks the gnomes for whatever reason, the crowd disperses as quickly as possible and Frobrin and eleven gnomish warriors stay to fight. They fight intelligently, using flanking when possible, and spread out around the characters. If the characters open hostilities, the Turgbin gnomes convinced that the characters intend to kill Drell as well. They fight to the death to defeat the characters and protect their village. The statistics of the gnomes are in Appendix 1. Combat isn’t the best course of action here, and the characters receive no XP for defeating these gnomes. You, as the DM, can discourage this course of action if you choose.

Guess the gnomes are protecting the giant: If the characters guess that the gnomes are the giant’s allies, or they hint that they don’t want to hurt the giant but only want the prisoner back, then Frobrin warms up to them. He won’t admit to knowing the giant, but suddenly change the topic.

“Oh, there!” Clanmaster Frobrin cries, as if just remembering something, “Are any of you good with numbers of the mathematical sort? Can you make anything of this?” And he produces a piece of parchment covered with numbers and holds it out to you.

Give the players Player Handout 1. Days ago, Drell asked Frobrin to take a look at his puzzle, but Frobrin couldn’t make any sense of it. Frobrin wrote it down, though, to show it to some of the cleverest gnomes in his clan; they couldn’t make any sense of it, either. Frobrin doesn’t expect the characters to figure it out, but he thinks it couldn’t hurt to ask. Frobrin is a little curious about the puzzle, too.

It is highly unlikely that the characters are able to make any sense of the cryptic puzzle, but they may guess that this math puzzle is the reason for Cullen’s kidnapping. This is confirmed by Frobrin, who addresses the characters again once they’ve given up on the puzzle.

“Now if you had a friend, say, and he had a puzzle like that, say, and you weren’t good with numbers, you couldn’t help him. Well, you might suggest that he find someone who was good with numbers. And if this friend of yours heard of someone that could help him out, someone that the local miners knew of, someone that was so good with numbers that he was arrested by other people for being so very good with numbers and clerking and accounting and scribing and bookkeeping and so forth. If this aforementioned numerically gifted individual wasn’t all that far away, well, you might suggest that your friend go and talk to him. And your friend might laugh and point out that he couldn’t very well go walking into a man-town and sit down and talk with him, and you might suggest that your friend instead go and borrow him for a little while, you know, just to get your friend’s puzzle solved, and then your

friend would have his puzzle all figured out, nice and tidy, and there you'd have it!"

Frobrin thinks he's answered the characters questions now, but likely they're just confused. In a more terse form, here's the information that Frobrin passes on to the characters (however, Frobrin isn't terse at all. Wrap these ideas up in long-winded, convoluted sentences before giving them to the characters):

- Drell is a stone giant that moved into the area a few months ago.
- Drell is very peaceful. He's also a musician, who plays the flute and other wind instruments.
- Drell's cave is only about an hour away. It looks unusual, like it was a cave that was carved to look like a natural cave. It's a tight fit for a stone giant, but Drell likes it there.
- Several days ago, Drell noticed some strange writing on the back wall of his cave, so ancient that it was caked over with dirt.
- The writing was a math problem, but Drell couldn't solve it. Drell showed it to Frobrin, but Frobrin couldn't make any sense of it, either. Frobrin wrote it down, though, and showed some of the cleverest gnomes in his clan. They couldn't solve it, either.
- Drell mentioned that he'd overheard some of the local miners (who he liked to secretly keep watch over) talk about a bookkeeper that was on trial in Hardby that could solve any number problem put before him. The man's name is Cullen Gregor.
- When Drell mentioned this Cullen Gregor to Frobrin, Frobrin suggested that Drell go and talk to him. Drell didn't think he'd be welcome in a human town. Frobrin then suggested that he send the puzzle to Cullen by a messenger, and see if he could solve it. Drell rejected this idea for two reasons. First, Cullen was a criminal and he didn't know if criminals were allowed to get messages. Second, Drell suspected that the exact positioning of the numbers and symbols might be important, something that Cullen might not notice if it were just written into a message. Frustrated, Frobrin said Drell might as well just go and get Cullen himself, then!
- The next day, Drell left to go get Cullen himself. Drell told Frobrin he was just going to "borrow" him.
- Earlier today, Drell came back through the village. He showed Cullen to Frobrin. Cullen seemed shaken but none the worse for wear, and Drell marched right off to his cave. Frobrin hasn't seen Drell or Cullen since.
- Frobrin can describe Cullen: he is small for a human, has black hair, and he's missing his left ear.

Frobrin offers to let the characters camp on the village green for the night if they want to. Or, if they prefer, they can go on to Drell's cave. Frobrin gives good directions, but refuses to show them the way himself. He confides that the Abbor-Alz hills can be a dangerous place, and he doesn't like to leave his village without his protection.

All APLs (EL 10)

☛ **Clanmaster Frobrin Turgbin:** male gnome Brd7; hp 41; see Appendix 1.

☛ **Gnomes-at-Arms (11):** male and female gnome War3; hp 22 each; see Appendix 1.

ENCOUNTER 4: THE GIANT AND HIS BOOKKEEPER

This encounter probably takes place at night, but may take place in the morning if the characters elected to stay the night in Clan Turgbin's village. Frobrin has let Drell know of the characters' presence with his *whispering wind* spell. If the characters are all exceptionally sneaky, Drell might not notice them coming, otherwise he looks out as the party approaches his cave. Drell sits right in the entrance to his cave, so the characters can't sneak in around him. At night, the interior of Drell's cave is lit up by a cheery fire and casts Drell's long shadow onto the hills.

The giant's cave is built into a hill, like an oversized gnomish burrow. The entrance is only the height of a man, and it looks carved, somehow, but very old. High, soft flute music comes from inside the cave, but it stops suddenly at your approach. A smooth, gray head looks out of the opening at you. The pale figure has black, deep-set eyes, and regards you with some suspicion.

Drell waits for the party to address him. Once they do, he introduces himself as Drell Thundermaker. His name is an old joke; before turning to the flute, Drell practiced with kettledrums and was not very good with them. Drell speaks slowly and carefully, pausing to think about everything he says before he says it.

Drell openly relates his story of discovering the puzzle and deciding to "borrow" Cullen. If the characters talked to the townspeople in Hardby and the Clanmaster Frobrin, Drell's story matches theirs. If the characters mention they saw the mayhem in Hardby, Drell asks anxiously if anyone was hurt; he tried to be careful. Drell also adds that he typically passes his days in meditation, but the number puzzle bothers him so much he can't concentrate on anything else. He feels he must get the problem solved.

Drell goes on to say that Cullen was happy to try to solve the puzzle, on the condition that Drell didn't take him back to Hardby, and instead let him go free afterward. Drell agreed, but he's nervous about the bargain. After all, Cullen doesn't seem dangerous, but he is a criminal among men, isn't he?

Drell does not allow the characters to enter his cave until he is convinced that they mean him no harm and they agree to let Cullen stay for a day or two, or until he has finished solving Drell's puzzle. Drell tells the characters that they can set up camp just outside his cave; inside there isn't much room for more than Drell and Cullen to stretch out.

Inside Drell's cave is a large, low cot with a few furs for Drell, and a pile of furs for Cullen. A fire burns merrily in the center of the room. Woodwinds of every kind are hung about the walls and stacked on rock ledges. If any of the characters is a musician, Drell engages him on the subject of music eagerly.

After interacting with Drell for a while, the characters can plainly notice that something is wrong with him. Drell makes most movements carefully and deliberately, like he's sore all over. If any characters have encountered stone giants before, they can tell that Drell's color is unusually pale. If asked about his condition, Drell waves the question away with a dismissive, "I'm getting old," but the problem is much more serious. Drell is old for a stone giant, but his distraction with the puzzle has arrested his progress into a stone giant elder, leaving him constantly *fatigued*. Although dangerously weak for a stone giant, he is still powerful by human standards.

Drell's cave looks natural, but any character with stonecutting experience can tell that this room was in fact carved out of a cave and has been left alone for centuries (in fact, it used to be the large and spacious antechamber for Broggie's burrow).

At the back of the cave, poring over some carvings set into the back wall about two feet off the ground, is a human. He is sitting cross-legged on the floor. The dark-haired man has an ugly scar where his left ear should be, but is otherwise quite ordinary looking. This is Cullen Gregor. He looks up as the characters enter, nods, and returns to his calculations. If any characters have the *Honest Dealings* with Cullen Gregor cert from NYR1-09 *Dog Days of the Stone Boys*, he recognizes them and greets them warmly.

Cullen will not, however, be drawn into a conversation. He keeps muttering to himself, drawing on the wall near the puzzle with chalk, and erasing his marks with a rag. He then draws new figures, numbers, and letters. Cullen has never seen a puzzle so complicated, and is very absorbed. In truth, he is enjoying himself immensely. If anyone tries to help, he mutters, "It's nothing to do with numbers!" and starts muttering to himself again. Drell asks that the characters leave Cullen alone to solve the puzzle.

All APLs

☛ **Cullen Gregor:** male human Exp3/Rog2; hp 22; see Appendix 1.

☛ **Drell Thundermaker:** male stone giant; hp 96; see *Monster Manual*. Until the puzzle is solved, Drell is constantly *fatigued*.

Development: Begin the next encounter once the characters have just started to get comfortable with Drell, and the conversation with him is winding down.

ENCOUNTER 5: GIANT-SIZE LIES

Before the characters can do anything hasty, like drag Cullen away, begin this encounter by reading the following:

"Drell!" echoes a booming shout from outside, followed by a string of some harsh language. Rage is evident in the speaker's voice. Drell looks up, clearly recognizing the voice. "Kraxoth?" he asks, to himself, "here?"

If any of the characters speak Giant, Kraxoth is shouting, "Drell! You murderous, cowardly! Kinslayer! I have come to have revenge for my brothers' slaughter! Come out and fight me, gutless fugitive!"

Kraxoth has told himself these lies so often in the past months that he's almost starting to believe them himself.

Drell looks at the characters, plainly confused. He explains:

"That's Kraxoth, a kinsman from my tribe. I don't understand what he's talking about. He sounds angry. I'd better go talk to him."

Unless the characters volunteer to leave the cave first, or forcibly restrain him, Drell leaves the cave to talk to Kraxoth.

Kraxoth is here to kill, not to talk. He knows that Drell has allies in the cave, so Kraxoth charges the first creature to leave the cave. Kraxoth only speaks Giant, and cannot be reasoned with. Kraxoth prefers Drell as a target, if Drell is present. Drell is unarmed, and uses full defense actions in combat. He keeps saying things like, "Kraxoth, tell me what's wrong!" and "There must be some mistake!" in Giant. If Kraxoth isn't stopped, he'll eagerly kill Drell. Kraxoth fights to the death.

The characters can avoid a fight with Kraxoth right now if they don't leave the cave. Drell refuses to stay in the cave while Kraxoth hurls insults and lies outside, and Drell only stays in the cave with the characters if the characters forcibly restrain him. Drell won't fight back against the characters, either, and the giant is considered prone while inside his small cave.

While all this action is going on, Cullen suddenly solves the puzzle and vanishes into Broggie's inner chambers. Only if a player specifically declares that his character is watching Cullen during Kraxoth's distraction, read:

Cullen's eyes go wide with comprehension, and he utters a single word. Instantly, he pitches forward through the puzzle wall and vanishes.

The observing character cannot identify the word Cullen uttered before vanishing, or react quickly enough to stop Cullen's disappearance. Cullen even sheds ropes or other confinement as he vanishes, leaving them behind in the cave. The characters cannot follow without solving the puzzle themselves, which may take some time. They will likely deal with Kraxoth first, but they don't have to.

APL 6 (EL 8)

➤ **Kraxoth Earthshatter**: male stone giant; hp 124; see *Monster Manual*.

APL 8 (EL 10)

➤ **Kraxoth Earthshatter**: male stone giant Rgr2; hp 168; see Appendix 1.

APL 10 (EL 12)

➤ **Kraxoth Earthshatter**: male stone giant Rgr2; hp 168; see Appendix 1.

➤ **Gorgons (2)**: hp 85 each; see *Monster Manual*.

Development: If any characters stayed outside the cave in Encounter 4, to keep watch or for some other reason, Kraxoth pronounces his speech as he charges directly into combat with them.

ENCOUNTER 6: SOLVING BROGGLE'S PRISON PUZZLE

Once Cullen has gone through the stone puzzle wall, the characters have a chance of solving it for themselves. Once they look at it again, they can see that Cullen has made chalk markings above some of the deeply carved mathematical symbols. Hand them Player's Handout 3.

The secret of this puzzle is that it isn't a mathematical puzzle at all, but a replacement cipher. With Cullen's clues, the players should be able to solve the puzzle. The complete translation reads: "My feet are buried in my bed. What am I?" Then this riddle must be solved: the answer is a flower (whose roots are buried in a flower bed).

Once a character says the word "flower" within five feet of the stone puzzle, he experiences a sense of vertigo and pitches forward through the stone wall to the other side. This can be resisted with a DC 17 Reflex save DC 17, but the word must be spoken again for the character to go through. A character pitching forward through the wall sheds manacles, grapples, or other confinement as he enters the puzzle wall. Each character must say the word "flower" individually, in any language, to pass the puzzle and enter Broggie's inner chamber. Note that animals or other companions can't enter the burrow unless they have some way of voicing the word "flower."

It isn't possible to enter Broggie's chambers by any means other than a *miracle*, *wish*, or speaking the solution to the puzzle out loud. Since the players must solve this puzzle to proceed with the adventure, they might need

clues from you. If you have to help the players solve this puzzle, award no XP for this encounter.

Once the characters are through the puzzle, move on to Encounter 7.

ENCOUNTER 7: BROGGLE'S UPPER ROOMS

Appendix 3 shows the layout of the rooms numbered below.

The Sitting Room

This area isn't lit. Once the characters can take a look around (with either a light source or darkvision), read:

This area is a short, wide room with a stale smell to it. Two large bookshelves reach up to the low ceiling, and an enormous tattered rug covers the floor. There are four roundish doors opposite the way you came in, two to the right and two to the left. They are all marked with numbers. Between them is some sort of sign on the wall, about three feet from the ground. This chamber has all the look of an opulent, but ancient, gnomish burrow.

The walls, floor, ceilings, and furniture are all engraved with strange sigils that appear to move and shift at the corners of your eyes, but seem solid and unmoving when viewed closely.

The wall behind you is the only unmarked area of the room. It is flat stone, engraved with the same math puzzle seen outside.

This room was once Broggie's sitting room and study. Now, it is crawling with arcane glyphs and presents a trap to those who aren't good with numbers.

The ceiling is only five feet high here. Medium character using a two-handed melee weapon in this room suffers a –2 penalty to attacks.

The furniture is all old looking, large, and heavy. There are two immense oak bookshelves (one bears mathematical texts in several languages, the other contains dark texts of necromancy and animation), an enormous desk, three overstuffed chairs, and the tattered rug 20 feet in diameter. All the furniture is sized for a Small character. The desk bears several hand-scrawled treatises concerning devious combinations of necromancy, animation and numerology. Atop these notes are pages and pages of mathematical gibberish. It is clear that the author was trying desperately to solve the prison puzzle on the wall, but was unable to reach a consistent mathematical solution. All the furniture crawls with strange sigils and glyphs.

The sigils are all numerological glyphs that the characters cannot comprehend by any means. The runes shift and squirm, crawling slowly about the room, but appear fixed whenever they are looked at directly. The figures do not appear on the wall with the prison problem, nor do they appear on the doors. Mention that they appear on the furniture, if the characters ask. In fact, it is these runes that animate the furniture in this room.

The crawling glyphs throughout these chambers carry evidence of passage (dust, footprints, even smells) away with them as they move, so tracking in these chambers is impossible. The sigils detect as moderate Transmutation magic.

The doors are locked with another puzzle, but Broggie designed this puzzle back when he was mortal, so the puzzle has a mathematical solution. Each door bears a strange series of markings that remain fixed in place (unlike the other, sliding glyphs in the room). When the characters examine the doors, give them Player Handout 4. Each door only opens if its proper combination is set on the tumblers set into the plaque between the doors. When its proper combination is set, a door opens with a firm shove. Without the proper combination, the door remains stuck fast. They can be opened with magic (such as the *knock* spell) or by battering them down (they have a hardness of 5, 30 hit points, and a break DC of 35). However, if any of these methods are used on a door when its proper combination is not set, it activates the trap in the room (see The trap, below). The doors detect as moderate Abjuration and Transmutation magic.

The tumblers look as though they all spin through the numbers 0 to 9. When the characters enter the room, the tumblers read (from left to right) 4 3 2 9. If the characters take a close look at the plaque, show them Player Handout 5. The first three tumblers do not turn, no matter how hard the characters try (therefore, they are set at 4, 3 and 2). The final tumbler spins freely through the numbers 0 through 9, and back around to 0 again, like the combination lock on a briefcase. The tumblers detect as moderate Transmutation magic.

✦ **The trap** springs if any door is touched without its proper combination set on the tumblers. The secret to solving the combinations is this: when the numbers are inserted into the equations, in order, in place of the diamonds on the door, the equation must be true. Therefore, the proper combination to open the leftmost door (Door 1) is:

4 3 2 6, since $4 \times 3 = 2 \times 6$

The proper combination for the next door (Door 2) is:

4 3 2 3, since $4 = 3 - 2 + 3$

The proper combination for the next door (Door 3) is:

4 3 2 5, since $4 + 3 = 2 + 5$

The proper combination for the rightmost door (Door 4) is:

4 3 2 2, since $4 - 3 \times 2 = 2$

If any character tries a door without its proper combination, one piece of furniture in the room animates and attacks everyone in the room to the best of its ability. Every time the door is touched, another piece of

furniture animates, until there is no more furniture left. (After the first piece of furniture animates, most parties will smash the rest of the furniture in the room to splinters, just to be on the safe side; note whether they specifically mention that they destroy the rug, too.)

At APL 6, the desk is first to animate, then a bookshelf, then the rug, and finally the other bookshelf.

At APLs 8 and 10, the rug is first to animate, then the desk, then a bookshelf, and finally the other bookshelf.

All APLs (EL varies)

✦ **Animated Object, Large** (desk): hp 52; Speed 40 ft.; Space/Reach 10 ft./5 ft.; Hardness 5; see the *Monster Manual*.

✦ **Animated Object, Large** (two bookshelves): hp 52 each; Speed 20 ft.; Space/Reach 10 ft./10 ft.; Hardness 5; see the *Monster Manual*.

✦ **Animated Object, Gargantuan** (rug): hp 148; Speed 10 ft., fly 5 ft. (clumsy); Space/Reach 20 ft./15 ft.; Blind, Constrict, Hardness 2; see the *Monster Manual*.

Disarming this trap is possible but difficult, and must be attempted at each door. Finding the trap requires a successful DC 31 Search check. Disarming each trap requires a successful DC 33 Disable Device check. The traps can also be dispelled (caster level 16th). Failing the Disable Device check by 5 or more animates a piece of furniture, as above.

Where to? The door on the far left goes to a kitchen (room 1), and the door next to it leads to storage (room 2). The door to the left of center leads to a descending hall (room 3), and the far right door leads to a bedroom (room 4).

Room 1: Kitchen

This door opens to a hallway that immediately leads to a gnome-size kitchen. Although spacious and well stocked, it is clear that no one has disturbed this room for generations. Inscrutable glyphs cover the walls and ceilings of this room.

Nothing of any value or interest is here in the kitchen. Broggie hasn't needed it, or been here, in centuries.

Room 2: Stores

This door opens into a large space where odds and ends are irregularly stacked in crates and boxes. There are no other exits from here. The glyphs that crawl over the walls are present in this chamber, as well.

Once there were foodstuffs and living supplies stored here, as well as a few extra pieces of furniture, but everything here has fallen victim to age and neglect.

Room 3: Hall

This door opens to a long hall that slopes downward and curves to the left after several paces. The walls, floor, and ceiling are alive with the crawling glyphs.

This hall leads down to Encounter 8.

Room 4: Bedroom

This door opens to a narrow passage leading to the right. Glyphs crawl over every surface of this hall.

If the characters proceed further, they note a substantial (but not yet damaging) drop in temperature.

The hallway opens into a once-opulent gnomish bedchamber. Uncounted ages have taken their toll, and now even the enormous bed is little more than a heap of tattered brown rags. Curiously, this room is very cold.

When the first character steps into the room, tell the player that the bed seems to heave and shift a little bit. This is only a trick of the eye, due to the crawling runes moving over the bed, but should unnerve the characters.

The bed is still somewhat dangerous, however, as it is covered with a single patch of brown mold (see the *DUNGEON MASTER'S Guide*, page 76). A DC 5 Spot check will reveal this fact. Similarly, while the PCs stay near the door they are in no danger.

Where did Cullen go? The curious Cullen decided to poke around a little before returning to tell Drell what he found. After all, he reasoned, Drell wouldn't fit well into this little burrow anyway. Although the crawling sigils seemed disturbing, the math problem here presented no challenge for Cullen. He went through Door 3, and down the hall.

ENCOUNTER 8: BROGGLE'S LABORATORY

The hallway here descends for over thirty feet before ending at another roundish, gnome-size door.

This door is neither locked nor trapped. It opens with only a push to the room beyond.

This large, high room is obviously a wizard's laboratory. Standing at the far end of the room is a horrifying creature. Dozens of gnomish bodies have been splayed open and sewn together to create a much larger creature. The ghoulish monster's pale skin crawls with slowly moving glyphs.

The creature extends an arm as thick as two gnomes up into the air. At the other end is Cullen Gregor, struggling in the creatures' grasp. The revulsion of the scene stuns you.

"Tell me the answer!" the beast roars as it crushes Gregor. You hear his bones snap. "Flower." gasps Gregor. "It's not an equation, it's a riddle..."

For an instant, the hideous creature pauses, uncomprehending. "A riddle? A riddle to trap the greatest numerologist on Oerth? I have calculated and recalculated for centuries, all the while confounded by a riddle? No matter. Now I am free again, and none shall stand in my way!"

The creature hurls Gregor away, turns toward the door, and spies you there.

Proceed to initiative immediately. This creature was created from the heap of gnomes slain by Broggles centuries ago, animated by necromantic and numerological magics. It now houses Broggles spirit, as well. The gnome lost much of his magical power when he merged with the animated corpses, but he is still a very intelligent and capable opponent.

APL 6 (EL 8)

➤ **Broggles Turgbin:** flesh golem Wizz; hp 84; see Appendix 1.

APL 8 (EL 10)

➤ **Broggles Turgbin:** advanced flesh golem Wizz; hp 128; see Appendix 1.

APL 10 (EL 12)

➤ **Broggles Turgbin:** advanced flesh golem Wizz; hp 166; see Appendix 1.

Tactics: Broggles knows the limitations and abilities of his form well. He knows that spells allowing spell resistance won't work on him, but that other spells will. If slowed by a fire or cold effect, Broggles casts *shocking grasp* on himself in order to break the effect and to heal himself. Broggles uses his other spells only if necessary, and he prefers to smash anyone in his way using his melee combat abilities. Broggles would rather flee than fight to the death, and he attempts to escape his burrow if the characters give him an opening he can reasonably take (that is, he won't run through attacks of opportunity to flee, but he may attempt a tactical retreat). Unlike most flesh golems, Broggles has no chance to go berserk in combat.

Developments: Broggles's flesh is infused with arcane numerological magics. This magical affliction is passed on to any character hit by Broggles's slam attacks, and to any character that hits Broggles with a melee attack. At the time of connection, there is no way for the characters to realize that something has passed on to them other than a faint, unpleasant tingle. There is no saving throw to avoid this effect. This strange affliction may be helpful or harmful to the character, depending on the character's familiarity with arcane numerology. See the *Adventure Record* for more details of this affliction.

If the characters let Broggles go now, they face him again as they leave the burrow in Encounter 9.

As long as the characters didn't fill the room with massive area-effect spells, Cullen is still alive. He has 2 hit points remaining. He won't assist in the fight against Broggles at all. He eagerly accepts any healing the characters offer. Cullen has finally realized that this burrow is a very dangerous place, and so he stays close to the characters until they leave.

ENCOUNTER 9: LOOSE ENDS

There are several loose ends that may need tying up as the characters leave Brogg's burrow. First, the party may or may not have dealt with Kraxoth earlier. Second, the characters may have let Brogg flee past them and out of his burrow.

Once the characters leave the burrow and reappear in Drell's cave:

As you look out of Drell's cave, it seems as though the entire Frobrin clan is present.

Since the characters have entered Brogg's burrow, the gnomes of the Turgbin clan (led by Frobrin) have come to Drell's cave to see if there is anything they can do to help him. Most of the gnomes are suspicious of the characters, whether Frobrin befriended them or not. As for himself, Frobrin wants to see how Cullen is coming along with the puzzle.

If Kraxoth still lives, then the giant is in melee combat with the gnomes. Frobrin is down and bleeding to death (at –6 hit points) when the characters arrive, and the gnomes-at-arms have surrounded Kraxoth. The gnomes cry for help when they see the party.

It is most likely that Drell is dead if Kraxoth is still alive. However, if Drell is still alive, he tries to reason with Kraxoth as in Encounter 5.

If the characters decide to help the gnomes, they automatically enter initiative at the top of the order (per Newcomers are Aware on page 24 of the DUNGEON MASTER'S Guide).

If the characters refuse to help, the gnomes-at-arms eventually bring down the marauding giant.

If Brogg escaped the burrow, then the sight of his kinsmen sends him into a bloodthirsty rage. As the characters appear, Brogg is in melee combat with the gnomes. Frobrin is down and bleeding to death (at –6 hit points) when the characters arrive, and the gnomes-at-arms have surrounded Brogg. If Drell is still alive, he is tending to Frobrin. The gnomes cry for help when they see the party.

If the characters decide to help, they automatically enter initiative at the top of the order (per Newcomers are Aware on page 24 of the DUNGEON MASTER'S Guide).

If the characters refuse to help, Brogg slaughters all the gnomes-at-arms. The non-combatant gnomes scatter, and Brogg flees into the wilds of the Abbor-Alz Hills.

If Kraxoth still lives and Brogg escaped the burrow, then the two villains have allied with each other long enough to smash the gnomes. In this case, Frobrin and Drell are already dead, and only a few gnomes-at-arms remain when the characters arrive in Drell's cave. The gnomes cry for help.

If the characters decide to help, they automatically enter initiative at the top of the order (per Newcomers are Aware on page 24 of the DUNGEON MASTER'S Guide).

If the characters refuse to help, the gnomes-at-arms are quickly slain. Brogg and Kraxoth give each other

suspicious looks, and the two successful villains flee into the Abbor-Alz Hills in opposite directions.

If Kraxoth and Brogg were both defeated, then the gnomes are just milling around outside the cave. If Drell is still alive, he is sitting outside the cave, chatting amiably with Frobrin. They are eager to hear what the

Cullen's fate is up to the characters. Of course, he'd rather not return to Hardby, and he asks the characters to forget they ever found him. He promises that he has friends throughout the Flanaess who can teach them some valuable skills if they let him go. He emphasizes that he really did nothing wrong, and it isn't his fault, and he's resolved to mend his ways. He just wants to stay as far away from Hardby as possible.

If the characters are determined to return Cullen, he won't put up a fight. He knows that he can't escape a group as powerful as the characters, so he just makes the best of his recapture. Furthermore, he declares positively, he didn't hear what the magistrate's verdict was: maybe he'll be found innocent after all.

CONCLUSION

If he still lives, Frobrin is anxious to hear what the characters discovered past the puzzle wall. As they describe it to him, his eyes grow larger and larger in surprise. Frobrin remembers the long-ago, half-forgotten tale of Brogg Turgbin, and relates the tale (from the gnome's side of things) to the characters. Use the information in the Adventure Background to describe in chilling detail the night Brogg went mad and was imprisoned.

Frobrin is very happy that such an ancient foe has been defeated, and invites the characters to stay in the Turgbin Clan village green whenever they're in the area.

If Drell lives, he moves to a nearby, larger cave and completes his meditations to become an elder.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Danger on the Trail

Defeat Kraxoth's gang

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 3: Befuddled

Find out the gnomes are protecting the giant

APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Encounter 5: Giant Sized Lies –or– Encounter Nine: Loose Ends

Defeat Kraxoth

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: Solving Broggie's Prison Problem

Solve the prison puzzle without DM assistance

APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Encounter 7: Broggie's Upper Rooms

Solve the door puzzle without animating any furniture

APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Encounter 8: Broggie's Laboratory –or– Encounter Nine: Loose Ends

Defeat Broggie

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

TREASURE KEY:

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

Encounter 5: Giant-Size Lies

Defeat Kraxoth and take his equipment.

APL 6: L: 6 gp; C: 0; M: 0.

APL 8: L: 53 gp; C: 0; M: *gauntlets of ogre power*, 333 gp per character.

APL 10: L: 53 gp; C: 0; M: *gauntlets of ogre power*, 333 gp per character.

Encounter 8: Broggie's Laboratory

Defeat Broggie and loot his laboratory.

APL 6: L: 28; C: 0; M: *stone salve*, 333 gp per character; *helm of comprehend languages and read magic*, 433 gp per character.

APL 8: L: 28; C: 0; M: *minor ring of energy resistance (fire)*, 1000 gp per character.

APL 10: L: 28; C: 0; M: *minor ring of energy resistance (cold)*, 1000 gp per character; *stone salve*, 333 gp per character;

helm of comprehend languages and read magic, 433 gp per character.

Total Possible Treasure

APL 6: 800 gp
APL 8: 1,250 gp
APL 10: 2,100 gp

Text for the Adventure Record:

Afflicted by Arcane Numerology

The following applies to any character struck in combat by the ghoulish Broogle, and to any character that succeeded at a melee attack against him. Cross this section off of the Adventure Record if it does not apply to this character.

This character is gripped by the cosmic and subtle forces of arcane numerology. These forces influence the character for the next 10 scenarios, and then have no further effect. There is no outward sign on an affected character, only a vague feeling that things aren't falling neatly into place anymore. At the beginning of each of the next 10 scenarios, roll a d10 and consult the following chart. You may add half your ranks in Knowledge (arcana) to this roll, to reflect the control you can exert over the arcane forces that assail you.

d10 Roll	Result
1	−4 penalty on initiative checks for this scenario.
2–4	−2 penalty on initiative checks for this scenario
5–7	−1 penalty on initiative checks for this scenario
8–9	+1 bonus on initiative checks for this scenario
10+	+2 bonus on initiative checks for this scenario

The Fate of Cullen Gregor

Check one only, and check the same option for all players at this table:

[] We turned Cullen Gregor in: In thanks for recovering this escaped criminal, the authorities of Hardby provide access to the feats Close Quarters Fighting, Hold the Line, and Power Lunge from *Sword and Fist*.

[] We let Cullen Gregor go: In gratitude for granting his freedom, Cullen Gregor arranges access to the following feats: Jack of All Trades, Multicultural, Obscure Lore, and Trustworthy from *Song and Silence*.

Items Found During the Adventure:

APL 6:

Helm of comprehend languages and read magic (frequency: Adventure, DMG)
Stone salve (frequency: Adventure, DMG)

APL 8:

Gauntlets of ogre power (frequency: Adventure, DMG)
Minor ring of energy resistance (fire) (frequency: Adventure, DMG)

APL 10:

Gauntlets of ogre power (frequency: Adventure, DMG)
Minor ring of energy resistance (fire) (frequency: Adventure, DMG)
Helm of comprehend languages and read magic (frequency: Adventure, DMG)
Stone salve (frequency: Adventure, DMG)

APPENDIX 1: NON-PLAYER CHARACTERS

Encounter 3: Befuddled

All APLs

☛ **Clanmaster Frobrin Turgbin:** male gnome Brd7; CR 7; Small humanoid (gnome); HD 7d6+14; hp 41; Init +0; Spd 20 ft.; AC 13 (+1 size, +2 leather); Base Atk +5; Grp +1; Atk +5 melee (1d3-1/19-20, dagger); SQ gnome traits, bardic music, bardic knowledge, countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*; AL NG; SV Fort +4, Ref +5, Will +9; Str 8, Dex 10, Con 14, Int 13, Wis 14, Cha 16.

Skills and Feats: Appraise +11, Bluff +13, Craft (alchemy) +3, Diplomacy +13, Gather Information +10, Hide +4, Listen +4, Perform (oratory) +16, Sense Motive +12, Sleight of Hand +3, Spot +12; Iron Will, Leadership, Skill Focus (Perform(oratory)).

Spells Known (3/4/3/1; base DC = 13 + spell level, 14 + spell level for Illusion spells): 0—*detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*, *resistance*; 1st—*alarm*, *cure light wounds*, *expeditious retreat*, *grease*; 2nd—*enthral*, *glitterdust*, *hold person*, *whispering wind*; 3rd—*dispel magic*, *remove curse*.

Possessions: foppish clothes, leather armor, dagger, Player Handout #1.

☛ **Gnomes-at-Arms (11):** male and female gnome War3; CR 2; Small humanoid (gnome); HD 3d8+9; hp 22; Init +0; Spd 20 ft.; AC 16 (+1 size, +3 studded leather, +2 heavy wooden shield); Base Atk +3; Grp -1; Atks +4 melee (1d6/19-20, longsword) or +4 ranged (1d3, sling); SQ gnome traits; AL N; SV Fort +5, Ref +1, Will +1 (+3 against illusions); Str 11, Dex 11, Con 14, Int 8, Wis 10, Cha 9.

Skills and Feats: Craft (alchemy) +1, Hide +4, Intimidate +5, Listen +2, Jump +5; Toughness, Endurance.

Possessions: longsword, studded leather armor, heavy wooden shield, sling.

Encounter 4: The Giant and his Bookkeeper

All APLs

☛ **Cullen Gregor:** male human Exp3/Rog2; CR 4; Medium humanoid (human); HD 5d6; hp 22; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Atk +2 melee (1d4-1/19-20, dagger); SA sneak attack +1d6; SQ evasion, traps; AL LN; SV Fort +1, Ref +6, Will +4; Str 8, Dex 14, Con 10, Int 16, Wis 13, Cha 12.

Skills and Feats: Appraise +3, Bluff +9, Diplomacy +5, Escape Artist +10, Forgery +11, Gather Information +6, Hide +10, Listen +8, Move Silently +10, Open Locks +8, Profession (accountant) +8, Search +8, Sense Motive +6, Spot +8; Alertness, Dodge, Mobility.

Equipment: thieves' tools (improvised), dagger, chalk.

Encounter 5: Giant-Size Lies

APLs 8 and 10

☛ **Kraxoth:** male stone giant Rgr2; CR 10; Large giant (earth); HD 16d8+96; hp 168; Init +3; Spd 30 ft.; AC 26 (-1 size, +3 Dex, +11 natural, +3 hide), touch 12, flat-footed 23; Base Atk +12; Grp +27; Atk +24 melee (2d6+12/x3, masterwork warhammer) or +23 melee (1d4+12, slam) or +14 ranged (2d8+18, rock); Full Atk +22/+17 melee (2d6+12/x3, masterwork warhammer) and +22 melee (1d8+6, masterwork short sword) or +23 melee (1d4+12 each, 2 slams) or +14 ranged (2d8+18, rock); Space/Reach 10 ft./10 ft.; SA favored enemy (giants) +2, rock throwing; SQ darkvision 60 ft., low-light vision, rock catching, wild empathy; AL NE; SV Fort +18, Ref +10, Will +8; Str 34, Dex 17, Con 22, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +16, Hide +9*, Listen +12, Spot +12, Survival +14; Combat Reflexes, Iron Will, Large and In Charge*, Point Blank Shot, Power Attack, Precise Shot, Track, Two-Weapon Fighting.

Possessions: masterwork warhammer, masterwork short sword, hide armor, *gauntlets of ogre power*.

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

**New feat. See Appendix 2.

Encounter 8: Broggie's Laboratory

APL 6

☛ **Broggie:** flesh golem Wizz; CR 8; Large construct; HD 9d10+2d4+30; hp 84; Init +1; Spd 30 ft.; AC 22 (-1 size, -1 Dex, +10 natural, +4 *mage armor*), touch 8, flat-footed 22; Base Atk +7; Grp +16; Atk +11 melee (2d8+5, slam); Full Atk +11 melee (2d8+5 each, 2 slams); Space/Reach 10 ft./10 ft.; SA spells; SQ construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL NE; SV Fort +3, Ref +2, Will +6; Str 21, Dex 9, Con -, Int 19, Wis 11, Cha 10.

Skills and Feats: Concentration +18, Craft (leatherworking) +18, Decipher Script +18, Knowledge (arcana) +18, Spot +7, Spellcraft +18; Combat Casting, Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Scribe Scroll.

Spells Prepared (4/3; save DC 14 + spell level): 0—*detect magic*, *open/close*, *mage hand*, *read magic*; 1st—~~*mage armor*~~, *shocking grasp*, *shocking grasp*.

Possessions: spell component pouch, *potion of fire breath*.

Berserk (Ex) Unlike other flesh golems, Broggie has no chance to go berserk, as he animated by the spirit of a gnome wizard, not an elemental spirit.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell

resistance. In addition, certain spells and effects function different against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

APL 8

➤ **Broogle:** advanced flesh golem Wizz; CR 10; Large construct; HD 17d10+2d4+30; hp 128; Init +2; Spd 30 ft.; AC 23 (-1 size, +10 natural, +4 *mage armor*), touch 9, flat-footed 23; Base Atk +13; Grp +23; Atk +19 melee (3d8+6/19-20, slam); Full Atk +19 melee (3d8+6/19-20 each, 2 slams); Space/Reach 10 ft./10 ft.; SA spells; SQ construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL NE; SV Fort +5, Ref +5, Will +8; Str 22, Dex 10, Con -, Int 19, Wis 11, Cha 10.

Skills and Feats: Concentration +26, Craft (leatherworking) +26, Decipher Script +26, Knowledge (arcana) +26, Spot +11, Spellcraft +26; Combat Casting, Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Improved Critical (slam), Improved Natural Attack, Scribe Scroll, Weapon Focus (slam).

Spells Prepared (4/3; save DC 14 + spell level): o—*detect magic, open/close, mage hand, read magic*; 1st—~~*mage armor*~~, *shocking grasp, shocking grasp*.

Possessions: spell component pouch, *minor ring of energy resistance (fire)*.

Berserk (Ex) Unlike other flesh golems, Broogle has no chance to go berserk, as he animated by the spirit of a gnome wizard, not an elemental spirit.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function different against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

APL 10

➤ **Broogle:** advanced flesh golem Wizz; CR 12; Huge construct; HD 22d10+2d4+40; hp 166; Init +1; Spd 30 ft.;

AC 24 (-2 size, -1 Dex, +13 natural, +4 *mage armor*), touch 7, flat-footed 24; Base Atk +17; Grp +36; Atk +27 melee (6d6+11/19-20, slam); Full Atk +27 melee (6d6+11/19-20 each, 2 slams); Space/Reach 15 ft./15 ft.; SA spells; SQ construct traits, damage reduction 7/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL NE; SV Fort +7, Ref +6, Will +10; Str 32, Dex 8, Con -, Int 19, Wis 11, Cha 10.

Skills and Feats: Concentration +26, Craft (leatherworking) +26, Decipher Script +26, Listen +6, Knowledge (arcana) +32, Sense Motive +6, Spot +11, Spellcraft +26; Combat Casting, Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Improved Critical (slam), Improved Natural Attack, Power Attack, Scribe Scroll, Thick-Skinned**, Weapon Focus (slam).

Spells Prepared (4/3; save DC 14 + spell level): o—*detect magic, open/close, mage hand, read magic*; 1st—~~*mage armor*~~, *shocking grasp, shocking grasp*.

Possessions: spell component pouch, *minor ring of energy resistance (fire)*.

Berserk (Ex) Unlike other flesh golems, Broogle has no chance to go berserk, as he animated by the spirit of a gnome wizard, not an elemental spirit.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function different against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

**New feat. See Appendix 2.

APPENDIX 2: NEW RULES ITEMS

Large and In Charge [General] (from Sword and Fist)

You can prevent opponents from closing inside your reach.

Prerequisite: Reach (size Large or larger), Str 17+

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before provoking the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

Thick-Skinned [Monstrous] (from Savage Species)

Your tough hide grants improved damage reduction.

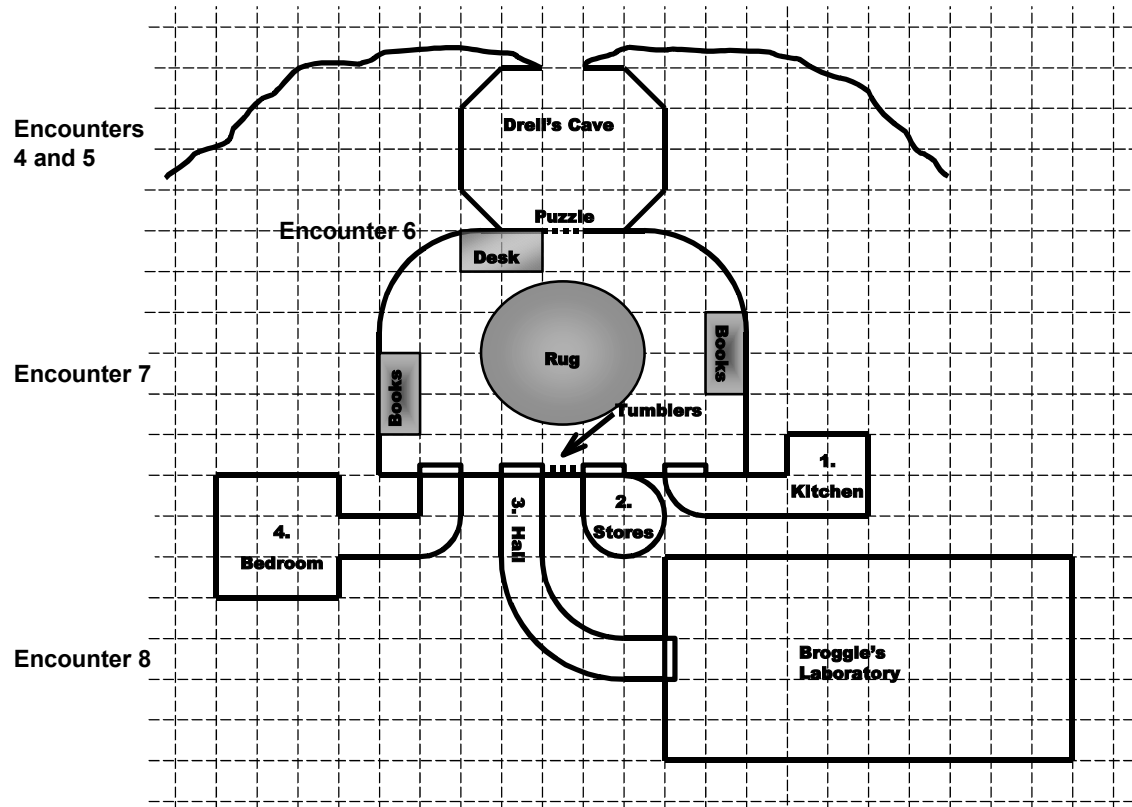
Prerequisite: Damage reduction

Benefit: Your existing damage reduction improves by 2.

Special: You can gain this feat multiple times. Each time you take it, it improves your damage reduction by 2, up to a maximum of twice your original damage reduction.

APPENDIX 3: BROGGLE'S BURROW

This is the map for Drell's cave and Broggie's chambers, Encounters 4 through 8:



PLAYER HANDOUT 1: FROBRIN'S COPY OF THE PUZZLE

The paper given to the characters by Clanmaster Frobrin Turgbin has the following equation written hastily upon it:

$$63 + 119 \times 21 - 42 \div 10 \div 763 - 10 = 5 \times 9 \times 6 \div ?$$

PLAYER HANDOUT 2: THE CAVE WALL PUZZLE

The following numbers and symbols are carved on the back wall of Drell's cave, and seem ancient:

63

+ 119

x 21

- 42 ÷ 10

÷ 7

63

- 10.

= 5 x 9

x 6

÷

?

PLAYER HANDOUT 3: THE CAVE WALL PUZZLE WITH CULLEN'S WORK

The following numbers and symbols are carved on the back wall of Drell's cave, and seem ancient. The letters written in above them are in chalk, and seem very fresh:

$$\begin{array}{r} Y \\ 6 \ 3 \end{array}$$

$$\begin{array}{r} F \\ + \ 1 \ 1 \ 9 \end{array}$$

$$\begin{array}{r} \times \ 2 \ 1 \end{array}$$

$$\begin{array}{r} B \ U \ I \ D \\ - \ 4 \ 2 \div \ 1 \ 0 \end{array}$$

$$\begin{array}{r} I \\ \div \ 7 \end{array}$$

$$\begin{array}{r} Y \\ 6 \ 3 \end{array}$$

$$\begin{array}{r} B \ D . \\ - \ 1 \ 0 . \end{array}$$

$$\begin{array}{r} W \ H \\ = \ 5 \times \ 9 \end{array}$$

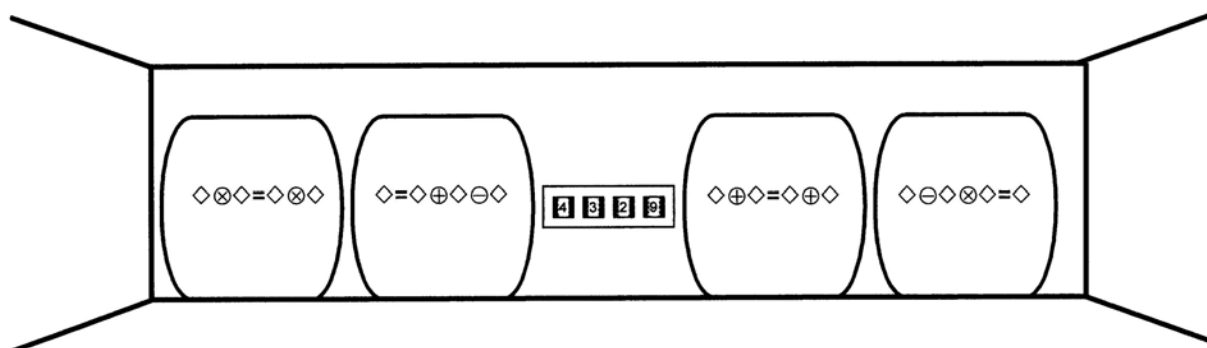
$$\begin{array}{r} \times \ 6 \end{array}$$

$$\begin{array}{r} I \\ \div \end{array}$$

$$\begin{array}{r} ? \end{array}$$

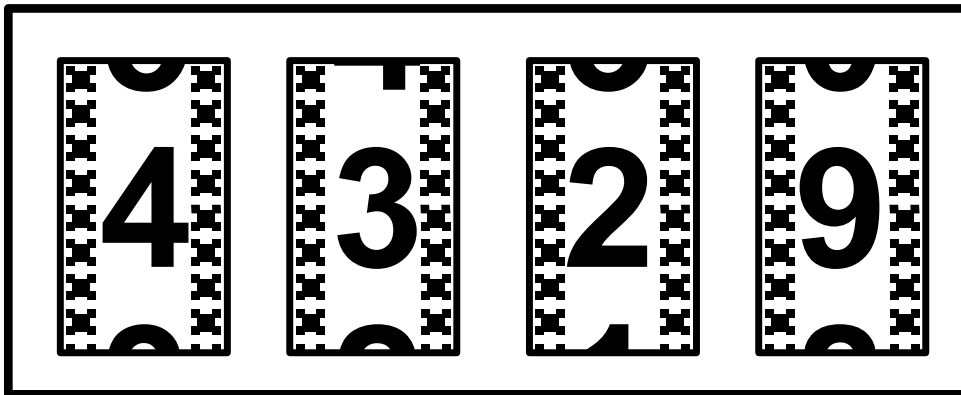
PLAYER HANDOUT 4: THE FOUR MARKED DOORS

Four small, roundish doors lead out of this room, two on the left side of the wall and two on the right. Each is marked with strange symbols. Between the doors is a strange plaque.



PLAYER HANDOUT 5: THE TUMBLERS

Four numbers, each on a dial, are set into this metal plaque. It looks like the dials will rotate up and down if spun.



HARDBY AT A GLANCE

👑**Hardby (small city):** Conventional; AL: NG; 15,000gp; Assets: 3,750,000gp; Population 5,000; Mixed (Human 3,950, Half-orcs 1,000, Dwur 13, Olve 12, Noniz 13, Hobniz 12).

Authority Figures: Ilena Norbelos, female human Wiz13 (Despotrix of Hardby), Wilbrem Carister, male human Ftr9 (Commander of the Hardby Marines);

Important Characters: Captain Kateran, male human Ftr5 (Captain of the Hardby City Watch), Mother Storanna, female human Clr7 - Pelor (head, temple of Pelor), Javka Gerneskir, female human, Rog3/Clr3-Lirr (Didatrix to Despotrix Ilena).

Temples: Pelor (Northend; St. Cuthbert (Ebbfields), Xerbo (Dock District), Osprem (Northend), Zilchus (Tradetown), Zodal (Ebbfields).

Notes: Hardby is a small port city on the northern shores of Woolly Bay. Although for many centuries a hereditary Gynarch ruled the city, since the Greyhawk Wars, Hardby has come under the rule of Greyhawk City, a fact much resented by many in the city. Women still tend to be treated with deference here though.

Dock District: The eastern shore of Hard Bay bristles with docks and wharves, and is forested with the masts of many vessels. Behind the quays stands a warren of warehouses, boisterous sailor's taverns and other less reputable premises. The narrow streets are dangerous after dark and watch patrols are frequent. Three great Dwur-built cranes dominate the north end of the docks allowing rapid unloading of heavy cargoes.

Fishtown: The small district at the southern end of the old town is crammed with fish and meat salters and packers, boat-wrights, netmakers, ropemakers as well as fishermen. The area reeks of fish and is populated with a great number of gulls and cats.

Northend (High Chapel): This district is the site of city barracks for the Hardby Marine and Greyhawk Mountaineer garrison in Hardby as well as the City Watch House, Jail and Law Courts. Hardby's temple of Pelor stands prominently in the centre of High Chapel.

Tradetown: The main mercantile district, this area of the city contains many shops of both merchants and artisans. Blanket Street, running though the heart of the area, is the site of an open-air market. Like Ebbfields, a wooden palisade protects the eastern perimeter of Tradetown.

Ebbfields: This residential district ranges from the stately stone houses of the wealthy officers, merchants and minor gentry in the west end to the half timber dwellings of artisans in the centre of the district to poor wooden shacks on the eastern fringes of the town.

