

FUR1-09

BRONZEBLOOD HAUNT

A One-Round Dungeons & Dragons® LIVING GREYHAWK™
Kingdom of Furyondy Regional Adventure

Version 1

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Bronzeblood Haunt is a place of mystery and the most taboo area in Furyondy. A royal decree bars entry to the area and legends tell of foul monsters living around the ruins and that occasionally the woods of bronzewood trees around the castle bleed. While traveling near the area you come upon a fellow adventurer that needs your help. Will you brave the dangers of the Bronzeblood Haunt to aid fellow adventurers? Enter this dangerous adventure with characters of 3rd-level or higher only. An adventure for characters level 3-8.

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

PREPARATION

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

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

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

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

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

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

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

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

Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

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

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

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

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

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

LIVING GREYHAWK REGIONAL PLAY

This is a regional event designed for characters and the players in the Kingdom of Furyondy play region or the state of Michigan, USA. Any player may play and any character may be used however. Native Furyondy characters, not necessarily native Michigan players, may play this event for the cost of one time unit. Foreign characters must spend two time units to play in this event.

If you have questions regarding the Furyondy region then you may contact the Furyondy Regional Triad online by visiting their website at www.furyondy.com. Also available on the website is the *Furyondy Gazetteer*. This D&D accessory has much information on the play region of Furyondy and is a valuable tool for DMs and players alike.

LIVING GREYHAWK TIER STRUCTURE

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

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

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

Because this adventure is designed for characters that qualify for Tiers 2 to 4, it is also possible that characters will not have sufficient levels to qualify to play this adventure. Any group that does not meet the minimum level total for the number of players present may not play in this adventure. In addition this adventure requires each individual character be at least third level.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. This adventure does *not* take place during a full moon. Characters afflicted with lycanthropy are still subject to involuntary change after accumulating enough damage to reduce his or her hit points by one-quarter and again after each additional one-quarter lost. Each PC so affected must succeed a Wisdom check DC

25 to resist involuntarily assuming animal form. Each afflicted PC that involuntarily assumes animal form becomes a ravening beast, forgetting his or her own identity under the control of the Dungeon Master. The character remains in animal form, assuming the appropriate alignment, until dawn and remembers nothing about the incident.

LIFESTYLE

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. Your clothing is generally worn and patched and your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. It is not wise to leave anything of value lying around. Your clothing is generally worn and patched and you have two sets of clothing.

Common: You have common lodgings, and eat common quality food. Generally, you can leave items of moderate value at your lodging without them disappearing. You have normal clothing for your profession (adventuring). You probably have two or three sets of clothing.

High: You stay in good quality lodging and eat good quality food. You generally buy new sets of clothes every two weeks. You can entertain anyone without feeling ashamed about our lodgings.

Luxury: You have luxurious accommodations, and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You buy new sets of clothing every week. Your appearance of success is the envy of many. Your equipment not carried is generally quite secure.

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

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

<u>Lifestyle Cost</u>	<u>Skill Modifier</u>	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0

High	250 gp	+1
Luxury	500 gp	+2

NPC SPELL CASTING

Having an NPC cast a spell requires a commitment of time and effort from the caster. The cost of having a spell cast requires both a donation to the church (represented by the GP cost) and performing services for the church that was earned influence points (IPs). Influence points must be with the appropriate church (i.e., influence with Hieroneous will not help procure a spell from a cleric of Rao). PCs that do not have influence with the NPC organization may increase their donation to buy certain spells (1 IP = 200 gp), however, the highest level spells cannot be purchased with gold alone and also require an influence point cost.

Spell	Cost	Inf	Pure GP Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp, 2 cp	0	60 gp 2 cp
Gentle repose	60 gp	0	60 gp
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	350 gp
Dispel magic	150 gp	1	350 gp
Remove blindness/deafness	150 gp	1	350 gp
Remove curse	150 gp	1	350 gp
Remove disease	150 gp	1	350 gp
Cure critical wounds	280 gp	1	480 gp
Neutralize poison	280 gp	1	480 gp
Reincarnate*	280 gp	3	880 gp
Restoration	380 gp	1	580 gp
Break enchantment	450 gp	3	1050 gp
Healing circle	450 gp	3	1050 gp
Raise dead	950 gp	3	1550 gp
Greater dispelling	660 gp	6	N/a
Heal	660 gp	6	N/a

* The judge rolls at the table. If the PC comes back as something other than human, halfling, elf, or gnome, he or she is removed from play and the character automatically becomes an NPC.

Bronzeblood Haunt is located far from any of the civilized parts of Willip. There are several powerful clerics in the area of the following religions: Heironeous (7th), Pelor (7th), Rao (7th), and Mayaheine (7th), Celestian (6th) and Fharlanghn (11th), Osprem (6th – coast areas only), and Procan (10th coast areas only). Characters that need these clerics will have to travel to them, most likely ending the adventure.

Adventure Background

Bronzeblood Haunt is a place of mystery and the most taboo area in Furyondy. Back in the days when the area was part of the Viceroyalty of Ferrond under the auspicious rule of the Great Kingdom of the Aerdi, an evil lord ruled the land around this now ruined castle. The legends speak of death, torture, and worse handed to those that opposed the will of this infamous noble. Some stories tell of the harsh taskmaster drinking the blood of any bungling servants. Tales of blood cults and vampires based in the castle are even spoken of today.

Over 300 years ago when the Kingdom of Furyondy was formed, King Thrommel I was informed of the tyrannical lord's lifestyle and was outraged. He ordered the castle to be razed and the locals to be freed from service to this monster. The castle was smashed to rubble but the evil lord escaped the battle. He was never captured and some believe that he later returned to live in the many basements and dungeons below the ruined castle.

Even today, strange mists cover the ruins during autumn. These ruins indeed radiate moderate presences of evil and magic. Eyewitnesses tell of foul monsters living around the ruins and that occasionally the woods of bronzewood trees around the castle bleed. No one lives within three miles of the ruins per royal decree and a healthy fear of the legend. A nearby fort with around a score of men keeps an eye on the ruins at all times. A royal decree keeps people from coming within 3 miles of the haunt. In order to complete this mission, the heroes will be forced to cross this line.

This adventure will introduce the PCs of Furyondy to the mystery of Bronzeblood Haunt. The PCs will not actually enter the ruins or learn too much about the Haunt. Even the name of the dreaded lord remains veiled in secrecy. Few today even remember the man's name and none of them would willingly speak it.

What is said about the Haunt is that it is a potential haven for treasure. Many adventurers have considered plundering the Bronzeblood Haunt. Some have been successful in entering the ruins and living to tell the tale with some valuable trinkets in hand. Some have tried and failed; succumbed to some unknown traps or deadly apparitions or monsters.

The PCs begin this adventure traveling together for safety toward Willip City in the Barony of Willip. Along the way they will encounter an injured treasure seeker that escaped the perils of the Bronzeblood Haunt. She has a friend dying nearby and will ask the PCs to rescue her friend. This rescue is the meat of this adventure.

ADVENTURE SUMMARY

The PCs will begin together, traveling in a group for safety, heading toward Willip City (Player's Introduction). The PCs will encounter a dying female

treasure seeker and must decided to either aid her or ignore her (Encounter One).

The PCs, if continuing the adventure, will encounter some of the deadly monstrous plants near the Bronzeblood Haunt (Encounter Two). Shortly thereafter, they will enter a Negotiation / Dilemma encounter with the King's men guarding the trails into the area (Encounter Three). If they obey the King's soldiers then they can't help the dying treasure seeker. If they disobey the guards they could then help the dying treasure seeker but would be technically breaking the laws of Furyondy. The PCs face a difficult moral test. After passing the king's men, they will run afoul of another series of monsters in the area.

The PCs will encounter a mysterious statue/trap encounter with possible rewards (Encounter 5). The statue is trapped by Burnt Othur Fumes—Poison Gas Trap as described In DMG page 115 & 80). Removing the masterwork weapon being held by the Statue sets off this Trap. Can be disabled by standard means.

The PCs will enter the final encounter—they must battle some Undead to free the injured treasure seeker (Encounter Six). In both Tiers 2 (three creatures) and 3 (five creatures) they must battle Wights and in APL 8 they must battle six Vampire Spawns.

At any time after encounter three, the PCs can seek the aid of the King's soldiers if they think to do so. However they will take them to Willip City for treatment and this ends the adventure. Obviously if they have had any trouble with the soldiers the aid will be less likely. They can't raise the dead or restore permanent losses to things but otherwise can fix up the PCs and NPCs (the treasure seekers).

INTRODUCTION

The PCs have been traveling together toward Willip City in the Barony of Willip. This means that everyone should introduce himself or herself at the start of the game.

There are several reasons for characters to be traveling together, for example:

- There are many reasons. Bands of highwaymen and brigands do exist in Furyondy.
- Guides are cheaper and easier to come by with larger groups.
- Larger groups have an easier time getting themselves work.
- It is interesting meeting people from far away cities and nations.

Why travel to Willip?

- There are many reasons. Willip is the gateway to the Free City of Greyhawk and Nyronnd by sail.
- Willip is a huge city in need of both honest workers and adventurous folk.
- Willip has a major trade focus and more imported items are available here than anywhere else in Furyondy.

When the players have established reasons for their characters to be together, read the following:

You find yourself traveling in a group toward the port city of Willip. You have traveled many days and are eager to get to your destination. Prices have been high in the Kingdom since the recent food shortage and you hope that lower prices and better tasting food awaits you in the large port city.

You have banded together with several other travelers since your route takes you within a few miles of Bronzeblood Haunt. Bronzeblood is a place of mystery and a dark past, a place shielded from intrusion by the Furyondy military, for the safety of the would-be intruders. Over 300 years ago, the monarch of Furyondy ordered the place forever sealed from the rest of the kingdom.

Make sure that the characters have paid their lifestyle upkeep. Characters who wish to purchase items during this scenario will have to pay 1 ½ times the standard *Player's Handbook* prices due to the recent blight and its effects on the economy of Furyondy.

Allow the players to introduce themselves and role-play for a few minutes.

1. THE DYING TREASURE SEEKER

In this encounter the PCs will encounter a dying female treasure seeker and must decided to either aid her or ignore her. She is Lavayn, an elven 2nd level rogue.

As you make your way through the lightly forested area you come upon a clearing. At the center of the clearing lies a facedown body. No movement is apparently visible by this leather-armored body.

When the PCs first notice the body, they will be too far away to notice any additional details. They will have to close to around 30 feet before they are able to make out the form as a female elf.

The elf, Lavayn, has been bitten by a poisonous creature and is dying. Without aid from the PCs, she will die. Treating Lavayn can be accomplished using the following methods:

- A *detect poison* spell will confirm that the elven female is poisoned. With a Wisdom check (DC 20) the caster can determine that this debilitating poison is draining her constitution and will kill her within the next few hours.
- A successful Heal check (DC 18) will diagnose that Lavayn has poisoned and has a damaged constitution and this will kill her within the next few hours. To treat the poison requires the healer to stop and setup a makeshift camp to care for

Lavayn. This treatment is not guaranteed. In two hours game time (make this only a few minutes real time) Lavayn make a Fortitude saving throw roll DC 18. She has -2 for her roll due to her reduced constitution. Have the healing PC make a Heal check and use the higher result for Lavayn's save. If the saving throw has failed then Lavayn dies. Otherwise she will survive and slowly recover.

- Casting *delay poison* spell. Lavayn will allow her to temporarily recover, but not cure the poison. She will still be in bad shape but will be able to travel and communicate with the PCs for the duration of the spell. After the duration of the spell she will need further treatment or will die.
- Casting *neutralize poison* spell. Lavayn will recover. She will still be in bad shape but will be able to travel and communicate with the PCs. After a few days of rest she will be back to normal.
- Cast a *lesser restoration* spell will restore some of her lost Constitution, which will improve her save to +1 and prevent the secondary poison effect from killing her.
- Cast any cure spells. This will aid Lavayn but will not stop the poison in her system.
- Using *Keoghtom's ointment* or other magic items. Any item that detoxifies or *neutralizes poison* will cure Lavayn. Check the item description to see if she will instantly recover or will still be in bad shape but will be able to travel and communicate with the PCs.

◆ **Lavayn, female elven Rogz:** CR 2; Medium-size humanoid (elf); HD 2d6+2; hp 11; Init +6; Spd 30 ft.; AC 15 (touch 13, flat footed 12); Atk +3 melee (1d6+1/18-20, rapier), +5 ranged (1d6+1/x3, composite short bow); AL NG; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13 (6), Int 14, Wis 10, Cha 8.

Skills and Feats: Hide +7 Move Silently +7, Tumbling +7, Open Lock +9, Listen +5, Spot +5, Search +7, Appraise +7, Disable Device +9.

See NPC Rogue on page 55 of the DUNGEON MASTER's Guide if more information is needed.

Possessions: Leather armor, composite short bow, rapier, 20 gp

Lavayn will be grateful for any aid provided for her. If she is able to speak, she will introduce herself and ask the PCs to aid her friend, Marrok, a dwarven fighter. Lavayn reveals the following story.

Marrok, Wilf, and I joined together a few months ago to seek out a life of adventure. We did a fair amount of research and learned about the legends of Bronzeblood. We agreed that despite the aged old decree, we would slip past the troops and seek our fortune.

We were attacked shortly after passing the perimeter. From out of nowhere a group of plant creatures struck at us, some were mobile and others while other lay in wait for us.

Before we knew what was happening, Wilf was killed. Marrok then pushed me behind him and took up the fight, but his legs were taken out from underneath him. As rapidly as I could, I fired my magical arrows at the creatures, finally driving them back long enough for Marrok to roll down a ridge to escape. The last thing he said was his yelling for me to flee.."

Despite my horror at leaving my friends, I fled trying to remember which way the patrol camps were located, but Wilf was the mapmaker. I ran and ran, and then another attack came, a sharp pain in my shoulder and then a chill began to spread over my body. Not knowing what else to do, I drank a potion of flying and flew until I began to lose consciousness and headed for this clearing.

Lavayn is very scared and ashamed of what happened to her friends. Depending on her condition, she will be able to discuss more about her experiences. She knows very little about Bronzeblood Haunt, only the popular folklore that treasure and that there is a dark history surrounding the place.

Lavayn is very upset and was unprepared for a life of an adventurer. She hails from northern Furyondy but moved to Willip with her family to escape the Greyhawk Wars. Marrok and Wilf were known to live in Willip but neither is originally from Furyondy.

If the party decides to help her and find her dwarven friend, she will provide them directions to where Marrok was last seen by following a small game trail toward Bronzeblood (continue the adventure, then proceed to Encounter 2). She has little in the way of money or treasure to offer for reward (20 gp), but hopes the kind PCs will aid her anyway.

She knows about the royal decree but they decided of not to obey the rule. She knows that the decree prevents people from coming within 3 miles of the Haunt, but will not disclose this fact to the PCs unless they are able to convince her to reveal the information through Bluff, Diplomacy, or Intimidate checks (DC 13).

If the party decides to proceed directly to Wiliip, with or without Lavayn, or not help her then the adventure is over. If Lavayn dies in this encounter before she can give out enough information for the PCs to continue then DMs should alter the back-story. Introduce a "living" Wilf, who will explain that he was able to fake his death using an illusion spell, and then an invisibility spell to escape. He is likewise ashamed of his cowardice, but was also not prepared for life as an adventurer.

◆ **Wilf, male gnome Wiz3:** CR 3; Small humanoid; HD 4d3+3; hp 15; Init +2; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); +0 melee (1d4-1/19-20, dagger), +3 ranged (1d4-1/19-20, dagger); AL NG; SV Fort +1, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 13, Wis 12, Cha 15

Skills: Spellcraft +5, Concentration +6; Spells Prepared (4/3/2; base DC = 11 + spell level; all have been cast.

See NPC Wizard on page 56 of the DUNGEON MASTER's Guide if more information is needed.

Development

Depending on how the PCs dealt with Lavayn/Wilf, they may have a guide. If either of the NPCs is healthy and healed, they can be convinced to travel with the PCs to help rescue their friend (Lavayn is very willing while Wilf will take some convincing to overcome his cowardice). If they are still wounded or poisoned, they will give the PCs directions to follow a game trail to the south. They will then head toward the nearby fort for medical attention.

PCs that are lawful or have contacts with the Furyondy army may wish to immediately seek out their assistance. The young treasure seekers will try and discourage this course of action, stating that they picked this path to the Haunt because the army seldom patrols it. They will also try and convince the PCs that the time they spend traveling to the fort increases the likelihood that Marrok may not survive.

If the PCs wish to contact the military, they will have to travel over an hour journey to find a small encampment. If they take this option, they will encounter a patrol of troops identical to the ones described in Encounter 3, and Marrok will be dead when they finally reach him in the final encounter.

2. ON THE TRAIL

Following Lavayn's or Wilf's directions, the PCs will be able to get near the area where Marrok was last seen. As they approach the area, they will enter the hunting grounds of some dangerous plants that are making their way back steadily toward Marrok.

Your group has moved into a heavily wooded area following the game trail. The small game trail rounds a bend and continues deeper into the woods toward Bronzeblood Haunt.

As the characters make their way deeper into the woods, they will encounter some of the more dangerous plant life in the area. At the higher tiers, the mobile plants will come looking for a meal while the assassin vines will try and snare a PC as they move through the area.

APL 4 (EL 5)

☛ **Assassin Vines** (2): hp 30 each; see *Monster Manual* page 20.

APL 6 (EL 8)

☛ **Shambling Mounds** (2): hp 60 each; see *Monster Manual* page 162.

APL 8 (EL 10)

☛ **Tendriculos** (4): hp 94 each; see *Monster Manual* page 175.

Development:

Once the PCs are able to deal with the dangerous plants, they will be able to take a better look around for signs of Marrok. A careful search of the area (DC 18) will reveal signs of the battle that was described to the heroes earlier. Broken arrows from Lavayn's bow can be found in the area near the plants.

Signs of Marrok in this area include a series of tracks (easily locatable) around the battlefield. The tracks also lead toward ridge that drops to a deep valley where Marrok supposedly rolled down to escape the plant creatures. An inspection of the hill shows signs of an uncontrolled descent. A narrow path leads down the slope that will allow the PCs to investigate further.

They will also be able to find Wilf's tracks if he was not killed with a successful Search (DC 20). The tracks lead back toward where the PCs found him or Lavayn. If Wilf is dead (the PCs were able to save Lavayn), they will find Wilf's remains. The remains are truly morbid and have completely passed through the Tendriculos – all valuables have been digested.

3. THE KING'S MEN

The PCs can follow the small trail down the slope discovered in Encounter 2. At the bottom of the trail, they will see signs of Marrok's movement deeper into the forest, heading toward Bronzeblood Haunt. The trail is fairly obvious and PCs will be able to follow it with either a Wilderness Lore/Track (DC 10) or Search (DC 17) checks to find occasional signs. PCs that are not able to find the trail, will eventually find signs given enough time (Take 20).

Moving down the game trail, you are able to follow the occasional signs of Marrok's passing. The dwarf is evidently wounded as the tracks are marked by scrapes and only the occasional boot print.

The trail continues deeper into the woods growing ever nearer to Bronzeblood Haunt...

As they follow the trail, they will pass near a patrol of the King Belvor's troops who are keeping an eye on things around the Haunt. The patrol will not attack the PCs, but will demand their surrender upon discovery. Then, the PCs will have to find a way to convince the troops that their mission is just and earn the right to rescue Marrok if possible.

The members of the patrol are all well hidden (Take 10 on hide, for a Spot DC 20) and will wait to get a look at the "intruders" before taking action. Two members of the patrol will announce themselves after they realize the PCs are adventurers or treasure seekers.

Each PC should make two Spot checks opposed by the rangers hide rolls. For each successful check, the PC will notice two or three of the rangers who have taken up hiding places along the game trail. When the PCs pass near the rangers, use the following proclamation:

“In the name of his Royal Majesty King Belvor IV, I command you to drop your arms and surrender. You are trespassing on lands protected by Royal Decree!”

♣ **Royal Patrol (5):** Male human Rgr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 30; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d8+2/19-20, longsword) +5 melee off-hand (1d6+2/19-20, short sword), +7 ranged (1d8/x3, composite longbow); AL LG; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Wilderness Lore +8, Spot +13, Move Silently +10, Hide +10, Listen +4, Sense motive +3; Improved Initiative, Point Blank shot, Precise shot.

See NPC Ranger on page 54 of the DUNGEON MASTER's Guide if more information is needed.

Spells Prepared (1; base DC = 11 + spell level): 1st—*cure light wounds*.

Possessions: +1 studded leather, masterwork longsword, masterwork short sword, masterwork composite longbow, 3 potions of *cure light wounds*, *potion of hide, eyes of the eagle*.

Development: If they PC attack, the rangers will respond with full force, using their bows and stealth skills before closing to melee. At least one archer will remain firing arrows at any spell casters. If reduced to half of their number, the remainder will flee and bring back reinforcements equal to double the number of rangers above (10). The rangers orders are to protect the area and they will accept surrender and will not coup de grace any fallen PCs. Characters who attack the rangers are in dire straights – they have committed treason. They will be taken into custody by the patrol or reported if any of the patrol survives. If the characters attack and defeat the patrol, but somehow their actions are reported, the characters will be wanted in Furyondy. Record their names and RPGA #s of the critical events summary and inform the players that their characters are wanted for treason. At the end of the round, the characters will be rounded up, tried, found guilty, and executed.

Assuming the PCs did not attack the patrol, they will have several options. The King's soldiers have been ordered to follow the Royal Decree and prevent unauthorized entry in to the lands surrounding Bronzeblood. The rangers are good and decent people, and may be convinced that the PCs are on a rescue mission by diplomatic PCs. At first, the rangers will insist the PCs leave the area immediately, however, they will listen to the PCs story.

If the PCs attempt to bribe the rangers, they are immediately treated as treasure seekers. Add 2 TUs to

the adventure and proceed to the conclusion. They are escorted out of the area, Marrok cannot be recovered, and the adventure ends.

The leader of the rangers is Hasedon. Hasedon is a friendly sort and will listen to all pleas and requests by the PCs. He will not lightly let the PCs into the dangerous area. Convincing him should include good role-players with good diplomacy skills. Talking the guards into allowing them into the area on a rescue operation will be possible, but guards will be reluctant to believe such a story assuming them to be treasure seekers. Have the main character presenting the argument make a Diplomacy check (DC 20). The presence of Heironious clerics or paladins will help here (add +2 circumstance bonus to the roll). DMs may add up to +4 circumstance bonus to the roll for good role-playing.

If Lavayn or Wilf are present, they will try and avoid revealing their part in all of this. If pressed (opposed diplomacy or intimidate vs. Will saves), they will admit to being treasure seekers who violated the decree. This will persuade Hasedon who will then allow the PCs to continue while they take either Lavayn or Wilf into custody.

The rangers are sworn to protect the area, and even if they are convinced to allow the PCs to attempt their rescue mission, they will provide no further aid. The rangers will not travel with the PCs nor will they grant the heroes potions or magical items. They will, however, be willing to cast their *cure light wounds* spells on the PCs or NPCs as required.

What Ifs:

If the PCs are unable to convince the rangers of the importance of their mercy mission, they are forced with a difficult choice. Either obey the royal decree and leave the area (thus ending the adventure) or seek to sneak by to continue their quest.

If the PCs fail to convince the rangers of their mission, they will be escorted out of the area, and Lavayn/Wilf will be taken into custody. If they then desire to sneak into the area but must find a way to avoid the patrols. On a roll of a 1 on a D4, the PCs will be in the area of a patrol identical to the one above. This check should be made for each hour the PCs are inside the perimeter. If a patrol is in the area, make a Listen check (DC15 modified by a circumstance modifier based upon how quiet the PCs are being) for each ranger. If the patrol hears the PCs, they will seek to ambush them as above. If they recognize the PCs the heroes will be taken in custody – see conclusion and end the adventure.

4. DANGERS OF BRONZEBLOOD

This encounter assumes that the PCs were able to either convince the rangers to let them pass or have

snuck past them. In this encounter the PCs, while following Marrok's trail, will run into some of the more dangerous inhabitants of the Bronzeblood area. These monsters include: Harpy (1) at APL 4, Phase Spiders (2) at A, and Gargoyles (9) at APL 8.

Each encounter is staged somewhat differently based upon the monster's unique abilities and tactics. Read the following description:

Passing over a rise in the terrain, you can see the dark outline of a ruining castle far in the distance – Bronzeblood haunt. You are still a couple of miles from the evil place, but just looking at it sends shivers up your spine.

APL 4 (EL 4)

➤ **Harpy** (1): hp 31; see *Monster Manual* page 117.

Tactics: The harpy is hiding in the trees, looking for prey. When she senses the PCs in the area (when they are within 300'), she will begin to use her captivating song power. PCs that fail the save will begin to walk directly toward the harpy.

There is additional danger between the PCs and tree in which the harpy is located – a pit of quicksand. Characters who fail the saving throw will walk directly into the pool and begin sinking! Since the danger is not obvious, there is no second save vs. the song effect allowed. Other characters may be able to detain the affected characters from entering the quicksand, although the pit is quite difficult to notice (Spot DC15).

Characters who are affected by the harpy song cannot take any action to save themselves while in the quicksand. Characters that enter the quicksand sink fairly quickly depending on how much weight they are carrying:

Armor Type	Round to Submerge
None /Light	2
Medium	1
Heavy	Immediate

Extracting from quicksand is a difficult task. Characters who are trained swimmers may attempt to swim to the edge with a very difficult swim check (minimizing movement and smooth strokes) DC20, before they are completely submerged. Characters who are thrown a rope can be pulled out with a moderate strength check (DC12).

Once a character is submerged, they begin to suffocate. Characters must make a DC 10 Fortitude save for each round they are under. The DC increases by 1 for each additional round. On a failed check, the PC passes out and begins to die. The character drops to zero hit points and continues to lose 1 hit point per round until they reach -10 and die. The quicksand pit is 30 feet deep and sinking characters will reach the bottom of the pit 4 rounds after they submerge.

APL 6 (EL 7)

➤ **Phase Spiders** (2): hp 42 each; see *Monster Manual* page 150.

Tactics: These are the same spiders that bit Lavayn. They are hunting in this area, tracking their prey from the ethereal plane. The creatures are completely invisible when ethereal and will only become visible when they shift to the prime material plane to attack.

The spiders will shift back to the prime material plane and attack, most likely gaining surprise since they are invisible up until their action. They will continue to attack by making a bite attack and shifting back to the ethereal plane. Each round, the spider can attack and shift planes. In the first round of combat, the spiders will shift to the prime material and attack. The second round, they will attack and shift to the ethereal plane. They will repeat this pattern until they are reduced to half their hit points when they retreat to the ethereal plane. If a PC falls victim to the poison and collapses, one of the spiders will attempt to grab the fallen body and carry it off to the ethereal plane. A character that dies in this manner is unrecoverable and cannot be brought back unless a Unique Scenario is designed to retrieve their body from the ethereal plane.

APL 8 (EL 10)

➤ **Gargoyles** (9): hp 38 each; see *Monster Manual* page 94.

Tactics: The gargoyles normally make their home on and around Bronzeblood Haunt, but occasionally hunt in the surrounding area. They often perform fly-by raids on small patrols for Furyondy troops, including the rangers.

They will use their flight and their hiding abilities to set up an ambush. Several of creatures will swoop down from their hiding places and attack from each side of the party.

After dealing with the creatures, the PCs will be able to once again search for signs of Marrok's passing. A moderate Search or Wilderness Lore/Track (DC15) will reveal signs of the dwarf pulling himself along. A successful track will reveal that he is moving toward Bronzeblood Haunt. In order to determine the direction of Marrok's travel without Wilderness Lore/Track, the PCs must make another successful Search check (DC15) to determine which way the dwarf was headed.

5. THE MYSTERIOUS STATUE

Following Marrok's trail takes the PCs closer and closer to the Haunt. About a mile away from the Haunt, the PCs will come across a mysterious trapped statue with a possible reward. Read the following description:

The signs that Marrok has left behind are becoming increasingly fresh – he cannot be far ahead of you.

The small trail leads into a small clearing with a truly magnificent statue. It depicts a human male warrior in chain mail armor wielding a large battleaxe. The warrior's face is gashed and his armor is damaged as if from some great battle.

The craftsmanship is excellent but the statue has fallen into disrepair. There are tall weeds all around the base of the statue. The battleaxe appears solid and is covered with a blackish finish.

Marrok's trail, still easily followed, leads past the statue, deeper through the forest. If the PCs wish to focus on Marrok and bypass the statue, continue on to the next encounter.

The battleaxe is a silver masterwork battle axe that has been tarnished with age. PCs that are looking at the statue may notice (Search DC15) that the axe has some engravings upon it. They will be indistinguishable from a distance, PCs must approach to get a closer look. A close inspection will reveal that the axe has the holy symbol of Heironeous engraved on one side of the weapon. The battleaxe is removable but a poison gas trap of Burnt Othur Fumes traps it.

☞ **Poisoned Gas Trap:** CR 10; no attack roll necessary; Search (DC 21); Disable Device (DC 25); Poison Type (Inhaled); Fortitude save (DC 18) to resist; Initial Damage (1 Con permanent ability score damage; Secondary Damage (3d6 Con temporary ability score damage).

If a Disable Device check fails by up to four points then the rogue can try again to disarm it. If the check fails by five or more, the traps is accidentally sprung.

If the trap is sprung, anyone within 15 feet of the statue is subject to the trap. Characters must make a Fortitude saving throw (DC18) to avoid the permanent constitution drain. Secondary damage occurs one minute later and requires the character to make an additional Fortitude saving throw DC18 to avoid the secondary damage. In order to avoid the secondary damage, characters may be able to neutralize the poison. A character with the Heal skill may attempt to replace a character's secondary save with their skill check result. Each healer may only treat a single affected PC.

DMs should mark down any permanent Constitution loss on the characters log sheet and the critical event summary. If a character's constitution drops to zero or below is dead. A character also loses hit points based upon their new constitution score (see *Player's Handbook* page 9 for modifiers). PCs can never go below 1 hit point from Constitution loss as long as the PC is alive however. See the example on page 72 of the DMG if necessary.

If the heroes are able to retrieve the axe, they will notice that the axe is exceptionally well made. The black finish is tarnish that has built up over many years. Removing the polish will reveal a beautiful weapon

with the symbol of Hieronius etched on one side of the blade. The weapon is a masterwork silver axe (see treasure certificates for further details).

6. THE RESCUE ATTEMPT

Following the trail of Marrok brings the PCs to a large clearing. Several powerful undead creatures are using the body of the fallen dwarf as bait, hoping that unsuspecting heroes will come looking for him. In order to rescue Marrok, the PCs must battle either wights or vampire spawns.

The setup will be different depending on what type of creatures the PCs are up against. Wights have excellent skills (Hide +8, Move Silently +16, Listen +8, Search +7, Spot +8) and Vampire Spawns also possess excellent skills for an ambush. (Hide +10, Move Silently +11, Listen +11, Search +8, Spot +11).

When the PCs come upon the clearing, read the following description:

A single 5-foot wide path leads toward the center of this clearing. At the center of the clearing lies a facedown body. It has a dwarven build and is covered in blood. A single creature reeking of death leans over the body. Its long arms and bony hands have wicked looking claws that are slowly drawing over the body, as if playing with it. Several sacks of goods are piled next to the dwarf.

Tactics: This is a trap, pure and simple. Depending on the tier of the event, a number of additional undead creatures are hiding nearby. In order to spot the undead, the PC must either make an opposed Spot check (DC18 for wights or DC20 for vampire spawn). PCs may also use magic such as detect evil to discover the creatures. If discovered, the undead will rush to attack.

If the PCs attempt to sneak up on the undead, they will be actively watching out for them. The Undead receive a +2 circumstance modifier to their opposed Spot checks to detect the PCs.

APL 4 (EL 6)

☞ **Wights** (3): hp 26 each; see *Monster Manual* page 183.

APL 6 (EL 8)

☞ **Wights** (5): hp 26 each; see *Monster Manual* page 183.

APL 8 (EL 10)

☞ **Vampire Spawn** (6): hp 26 each; see *Monster Manual* page 182.

Development: The dwarf is not dead but is unconscious. He is stable for now but will not live another day without aid. His leg is broken and he will need help to walk. He is currently reduced to 0 hit

points and is without his weapons, which the undead have taken from him.

Treasure: The sacks here contain treasure from a long dead group of adventurers. The undead like to use this as bait. The sacks contain some spoiled rations, moth riddled clothes, a fine masterwork long sword that has the heraldry of the Kingdom of Furyondy engraved on one side of the blade, an Arcane Spell Scroll with *Melf's acid arrow* written at 3rd level, a divine spell scroll with *bull's strength* written at 3rd level, a small feather with some magical power (*quaal's feather token: bird*), and a potion (*cure light wounds* at 1st level).

7. CONCLUSION

After the battle with the undead creatures the PCs can return to Willip city for rest and recuperation. They will have completed their rescue mission and should leave the area to comply with the royal decree. If the PCs wish to push forward after a successful rescue to explore the dungeons themselves have a contingent of rangers show up and friendly remind the PCs that the area is off limits.

If the PCs fail in the rescue attempt and manage to successfully flee from the undead encounter, a group of rangers show up and take them back to Willip city where they will be treated. They cannot raise the dead or restore permanent constitution loss.

Marrok, if rescued will gladly pay 225 GP to the party as a reward. If not, the PCs will find this coin on his fallen body.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter One

Helping the injured adventurer 25 xp

Encounter Two

Defeating the Plant monsters 150 xp

Encounter Three

Successful Negotiation with the Soldiers 100 xp

OR Sneaking past the Soldiers 50 xp

Encounter Four

Defeating the monsters 100 xp

Encounter Five

Disabling trap and acquiring battleaxe 50 xp

Encounter Six

Defeating the Undead monsters 200 xp

Rescue Marrok 100 xp

Total experience for objectives 725 xp

Discretionary role-playing award 0-25 xp

Total possible experience 750 xp

TREASURE SUMMARY

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

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

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

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

Encounter Five

- Silvered masterwork battleaxe: This masterwork battleaxe has the holy symbol of Heironeous engraved on one side of the weapon. This battleaxe

counts as a silvered weapon. GP Value: 360; Weight: 7 lb.; Use Restriction: Unusual; Tradable: YES.

Encounter Six

- Silvered masterwork longsword: This fine masterwork longsword has the heraldry of the Kingdom of Furyondy engraved on one side of the blade. This longsword counts as a silvered weapon. GP Value: 365; Weight: 4 lb.; Use Restriction: Unusual; Tradable: YES.
- Arcane spell scroll: This scroll contains the spell *Melf's acid arrow* written at 3rd level. GP Value: 150; Weight: 1/10 lb.; Use Restriction: Common; Tradable: YES; Total Bonus: +0
- Divine spell scroll: This scroll contains the spell *bull's strength* written at 3rd level. GP Value: 150; Weight: 1/10 lb.; Use Restriction: Common; Tradable: YES; Total Bonus: +0
- *Quaal's feather token (bird)*: This item is a small feather with some magical power. It is useable only once and then the feather disintegrates. This token, bird, can be used to deliver a small written message unerringly to a designated target, as would a carrier pigeon. The token lasts as long as it takes to carry the message or until the end of the adventure it is used in—whatever is quickest. GP Value: 300; Weight: 1/10 lb.; Use Restriction: Common; Tradable: YES; Total Bonus: +0
- *Potion of cure light wounds*: This potion works at first level of ability. GP Value: 50; Weight: 1/2 lb.; Use Restriction: Common; Tradable: YES; Total Bonus: +0
- 225 Gold Pieces: Reward from Marrok the dwarf for successful rescue.

CRITICAL EVENTS SUMMARY

1. Did the PCs save Lavayn? Yes No
2. Did any of the PCs attack the rangers? Yes No

If so, list them here:

Player Name	RPGA Number	Character Name
1		
2		
3		
4		

3. Did the PCs trigger the statue trap? Yes No

If so, list characters who permanently lost constitution points here:

Player Name	RPGA Number	Character Name
1		
2		
3		
4		

4. Was any PC taken by the spiders? Yes No

If so, list those characters here:

Player Name	RPGA Number	Character Name
1		
2		
3		
4		

5. Did any PC permanently lost a level from undead? Yes No

If so, list those characters here:

Player Name	RPGA Number	Character Name
1		
2		
3		
4		

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.