

GEOI-04

The Gonfalon of Gyruff

A One-Round D&D LIVING GREYHAWK®
Geoff Regional Adventure

Version 1

by James Quick

The years since Geoff fell to the giants stretch without end, and the refugees are giving way to despair and hopelessness. A bard's song sparks a quest to uncover an ancient banner, which could inspire a people to greatness. Will you dare the Contested Lands and the might of the giants to bring back a legend? An adventure for characters level 1-6.

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

Preparation

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

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

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

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

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

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

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

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

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

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

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

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

Is it a Full Moon?

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

Lifestyle

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

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

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

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

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

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

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

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

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

DM's Introduction

The Gonfalon of Gyruuff is a tiered adventure for tiers 1-3 set in the Grand Duchy of Geoff in the Living Greyhawk campaign setting. The adventure takes place in the city of Hochoch and the cantrev (province) of Arweth (the region around Hochoch).

History of the Gonfalon

In CY 254, Iowerth the Farsighted (*yo-werth*) took the title "Brenin" (*bray-nin*, tr. grand duke) and united the people of Gyruuff (*gear-ruff*, tr. Geoff)

to fight an invading army from Keoland. (Civil War knowledge)

In order to help the new Brenin, Iowerth's druid supporters planned to give him a treasure worthy of the champion of the sole remaining Flan region in the Sheldomar Valley. In secret, the druids created a heraldic gonfalon (a type of banner that hangs from a crosspiece) to give to Iowerth. This war banner inspired the Gyri (*gear-ree*, tr. Geoffites) to great glory in all their martial endeavors. The Gonfalon became a well-known source of pride and inspiration to the Flan-blooded people of Gyruuff. It was a symbol of the Brenins and was handed down to succeeding rulers of Gyruuff. (Gonfalon knowledge)

The Gonfalon was instrumental during the war against Keoland in CY 254 and again at the Battle of Gorna in CY 450, when the Gyri defeated a second army from Keoland. (Gonfalon knowledge)

In CY 497, the unthinkable rich Granus of Pregmere, *llwyr* (*lweer*, tr. count) of Rhychdir Rhos (*reech-der roos*, tr. fertile heath), made a play to have the capital of Gyruuff moved from Gorna to Pregmere and to have himself installed as Brenin. The current Brenin, Rohan III, took exception to this, and Gyruuff was gripped in civil war. Rohan III unfurled the Gonfalon, but its power aided both sides in the conflict, much to the detriment of the Grand Duke. When Rohan III was slain in early fighting, three other *llwyr* (*lweer-ee*, tr. counts) joined the fray, challenging both Granus and Rohan's heir for the title. In the confusion, the Gonfalon was lost and has not been found to this day. (Civil War knowledge)

In CY 499, *llwyr* Granus was slain by an arrow while besieging Oytmeet. His son, Rohan, completed the siege of Oytmeet, defeating *llwyr* Blackblade of Cymeravon (*kigh-mer-ah-von*. With Blackblade's defeat, the other Gyric lords sued for peace, and in CY 501 Rohan married the niece of Rohan III and was anointed Rohan IV, Brenin of Gyruuff. (Civil War knowledge)

Rohan IV had two sons. The eldest inherited the Griffin throne and was anointed Brenin by the druids. The youngest son became the *llwyr* of Rhychdir Rhos. So the rulership of Geoff and Rhychdir Rhos separated once again. (Civil War knowledge)

After Rohan III fell in battle, his standard bearer, *Llywelyn ap Taran* (*lew-el-en ap tahr-an*) escaped and hid the Gonfalon with a distant cousin. Later, the standard bearer's dead body was found by Granus' troops. (Knowledge known only to Ioan)

Llywelyn kept a personal journal, and it was found on his body by Granus' troops. Knowledge of this journal was kept a secret to most people. However, *Llywelyn's* last journal entry is most telling of his frame of mind. (Journal knowledge)

"In the month of Reaping, in the 4641st Year of Pelor's Grace (CY 497)

I, Llywelyn ap Taran, write this as Granus' men are closing in on my hiding space. Since the Brenin Rohan III's death in battle days ago, I have been a hunted man. As the Royal Standard Bearer to the Brenin, it was my honor to carry the Great Gonfalon of Gyruuff into battle behind the Brenin. It was my responsibility to make sure the Gonfalon was seen by all of the Brenin's army.

Given the results of the battle, I can only say that I have failed in my duty to my Brenin. I should have died in his place. I feel that the legend and glory of the Gonfalon is tainted by my failure. The Gonfalon's bearer had never failed before me.

All I can say for my failure is I was mostly a ceremonial standard bearer, and not trained for combat. Alas, now is not a time for excuses. I will always treasure the inspiration that I felt as I looked at the Green Man and the Gyruuff Griffin embroidered on the green fabric of the Gonfalon and the golden twinkle of the tassels as they blew in breeze.

I now know my duty to my fallen Brenin. Granus will never get his accursed hands on the precious Gonfalon. I just hope that I am man enough to do what is necessary before Granus' men find me. I do not think I will stand up to a lengthy interrogation."

With that the journal ends. (Journal knowledge)

The distant cousin, *Bryn* (*breen*), a merchant in Hochoch, protected the secret of the Gonfalon until on his deathbed, when he passed the knowledge of the magical banner to his son, *Cedrid ap Bryn* (*ked-rid ap breen*). (Knowledge known only to Ioan)

Cedrid never took a liking to the new ruling family from Pregmere, and refused to return the Gonfalon. *Cedrid* believed a worthier ruler would eventually arise, and he would return the banner then. The current Brenin, *Owen*, is the great grandson of Rohan IV. *Cedrid* has retained his dislike for the Pregmerian dynasty to this day. He is still alive, but is very old and weak and will likely die in the near future. (Knowledge known only to Ioan)

Cedrid's grandson, *Ioan ap Gwyndred* (*yo-an ap gween-dread*), is his only surviving heir, as the rest of the family died during the invasion. In the haste to escape the giants, *Cedrid* was unable to retrieve the Gonfalon from its hiding place in their stading. (Knowledge known only to Ioan)

It is currently the year CY 591. The Grand Duchy of Geoff has been overrun and controlled by giants for the past eight years. Combined Gyric (*gear-rick*, tr. geoffian) and Gran March forces have liberated the town of Hochoch. Hochoch is filled with refugees of the Gyruuff. While conditions are improving, no end of the giants' conquest is in sight. The refugees in crowded Hochoch are desperate for some good news to lift

their spirits and to provide some hope for the future. (General knowledge)

Note: For a PC to have knowledge (history) of general Civil War information requires a DC 10. Knowledge (history) of general Gonfalon information requires a DC of 15. Knowledge (history) of the journal entry requires a DC of 20. Some knowledge is only known to Ioan. The party can only learn this knowledge from Ioan himself. There are handouts, located in the appendix section, to give to the party regarding this background information.

Game Mechanics Preparation

As much of this adventure can occur at nighttime, it might be beneficial for the judges to refresh themselves with the rules of vision at night that are found in the *Dungeon Master's Guide*. While specific guidelines are given in this module, knowledge of the rules in the DMG will be helpful especially in regard to characters with low light and dark vision.

Time is a major factor in this adventure. Be prepared to keep track of time as the party travels to the steading and back to Hochoch.

Adventure Synopsis

This module is a search for a long lost heraldic banner, the Gonfalon of Gyruuff. The adventure starts with the party of adventurers attending the festival of Richfest in Hochoch. During this festival, the Gran March provisional governor has granted a one-night-only lift of the ban on alcoholic beverages for a Gyric bonfire celebration, which is being held at the public amphitheater. Many bards and performers will be present, including Rhys (pronounced *rees*) of the Ash.

During the celebration, the party meets Ioan ap Gwyndred who lost his arm during the giant's invasion. Rhys entertains the crowd with a song about the legendary Gonfalon of Gyruuff. The song sparks Ioan's memory of a banner that matches the description of the Gonfalon. Ioan asks the party for their help to escort him to retrieve the banner.

If the party decides to help Ioan, they discover the history of the Gonfalon and that the Gonfalon might be hidden thirty-two miles away, which is inside of the Contested Lands between the border keeps of the Army of Retribution and the strongholds of the giant forces. The party has the option of travelling with or without Ioan, as well as relying on speed or stealth to get through the Contested Lands.

The quest for the Gonfalon leads the party to a steading in the countryside of Geoff, which has been converted into an outpost for a band of orcs working for the giants. Fortunately for the party,

the orcs are out on patrol when the party arrives at the steading.

The party must find the Gonfalon in its hiding place and deal with the ghost of Llywelyn ap Taran before the monsters return to their barracks. Once party obtains the Gonfalon, they must travel back to the safety of the patrolled lands. Once back in Hochoch, Ioan parades the Gonfalon through town to inspire the townfolk and boost their morale. Ioan and the party lead a crowd to the camp of the Army of Liberation where he encourages the crowd to join the Army.

While Ioan inspires the crowd, Alicia Helanasdotter, head of the Gran March Army of Retribution, rides down to see what is going on. Depending upon how the PCs interact with her, she either supports Ioan's efforts to inspire the crowd or she assumes that it is a mob ready to riot and starts to break it up.

Introduction: Stirring of Memory

(30 minutes)

This is a role-playing encounter.

The town of Hochoch was liberated from the giants and their minions five years ago. Since then, Hochoch has grown from the increasing numbers of Gyric refugees returning from the Gran March and Keoland, as well as adventurers and profiteers who are drawn to war-torn areas. The Gran March maintains an army and a government in the town. The army patrols an approximately 20-mile radius area around the town to protect it from invading monsters.

Life in Hochoch has not been easy for the past five years. Food is in short supply, clean water is scarce, but there is plenty of fear and suspicion to go around. Riots have been far too common, and various parts of the town caught fire and burned to the ground during the unrest.

In order to prevent riotous behavior and to preserve supplies for the military, the Gran March's provisional governor, Karl Neumann, has declared the town to be "dry." Alcoholic beverages cannot be sold within the town walls without a writ from his office. In addition, the sale of hard liquor is banned within a league of the walls.

It is midst of summer, and the seven-day long Festival of Richfest has started. This festival separates the low summer month of Wealsun from the high summer month of Reaping. It is a very important festival for the mostly agrarian Gyri. In honor of the festival, Governor Neumann has issued a writ of authorization to serve alcoholic beverages during a one-night only celebration at the Hochoch amphitheater.

Word spreads throughout town that on Waterday (the 5th day of the festival) a bonfire party will be held in the amphitheater. Alcohol will be available, but the Hochoch Town Watch

will be present in order to keep the revelry under control. Many bards and scopos will be present to entertain the expected large crowd, including, the famed scop, Rhys of the Ash.

The amphitheater is very crowded – over-crowded in fact. Originally designed to hold at most 1,000 people, it now seems to be crowded with at least twice that number. It appears that most of the entire town in somewhere in the vicinity of the amphitheater. Gran March soldiers supplementing the Town Watch are present to keep the crowd under control.

The PCs, who may or may not already know each other, are thrust together by the crowds in the amphitheater enjoying the festival. They soon find themselves standing next to Ioan ap Gwyndred (yo-an ap gween-dread), a well-dressed man whose right arm sleeve is pinned to his shirt as he is missing his arm. The man is of some moderate wealth, especially given the war-torn aspect of Hochoch. The man seems friendly, and he starts a conversation with the party members.

Ioan talks to the party for a bit, asking them questions like: “I haven’t seen you before in town, are you from Gyruuff?” “What are you doing here?” “You seem to have had some action against the giants? I am not much of a fighting man myself, but I love hearing about the exploits of others. What can you tell me?”

Use this opportunity for the players to introduce themselves and give some background information to the DM and the rest of the party.

Ioan introduces himself if asked. “I am Ioan ap Gwyndred. I have a little mercantile on the west side of town, where I sell various goods imported from other countries.” If asked about his missing arm, all he says is, “Giants.”

Once the questions and introductions run their course, the party hears a large drum being beaten from the center of the amphitheater stage, which is a grassy swath. The crowd quiets as a man walks to the center of the stage. When the man has the attention of the crowd, he speaks in Common:

“My fellow Gyri, we are honored to have in our presence the renown scop Rhys of the Ash. If we cheer loud enough, maybe we can entice Rhys to spin us a tale.” The crowd erupts in cheering. Rhys stands and slowly walks to the center of the grassy stage. “Thank you. You are much too kind. I was hoping to get a chance to speak tonight. My muse has been telling me many things regarding our land. I believe it is time for us to look to the past before looking to the future. Perhaps in the tales of old there is knowledge that can help us in the present? Therefore, I will tell the story of the Gonfalon of Gyruuff.”

Rhys of the Ash motions, and a young boy hustles forward carrying a harp. Rhys sits upon a stool and after testing the strings, he begins to play a tune.

Read or sing the following to the party (there is also a handout in the appendix section that can be given to the party to read):

*There was a time the mountains cried
For a hero to set things right,
For like a demon horde the Keoish roared
To ravish all in sight.
Iowerth was a farsighted man
And his allies he called forth,
But they pretended that they did not hear
And lingered near their crofts.*

*On a cold dark night with no hope in sight,
Iowerth sat alone.
“How shall I bring to my people freedom
From this cold and empty throne?”
A breath of forest filled the air,
The Druids came in sight.
“Be not forlorn for we are here
And it’ll soon be set to right.”*

Chorus:

*Where is the hope of the land
That will cure our misery,
And tell me where is the Gonfalon
That will help us all be free?*

*The Druids gave him the Gonfalon of Gyruuff,
A symbol to be seen.
Upon its thread were a griffin of gold
And a man of forest green.
When the blood of the Flan ‘round the banner
stand,
They fought on grass and stone.
And the blood of the Flan defended their land
‘Till the Keoish all went home.*

*The day did come when the war was won
And peace came to us all.
The Gonfalon was given a place of honor
And hung on the western wall.
Iowerth ruled and handed down
The banner to his heirs.
Our hearts were filled with glowing pride
When the Gonfalon filled the air.*

Chorus

*In the civil war, the mountains sighed
For clan ‘gainst clan did ride.
And the banner’s gift did come to naught
For it gifted either side.
The throne is what Granus did want
We all heard him declare.
And his desire did bring to Gyruuff
The horseman of despair.*

*The Gonfalon of Gyruuff was lost to sight,
As the battle surged around.
The banner was lost on that rocky site,
As our blood soaked in the ground.
Do you know where is the Gonfalon
That will help us all be free?*

***Do you know where is the hope of the land
That will cure our misery?***

Chorus

(Poem lyrics by Marijane Strolla)

After you have read the poem, have the party make a Listen check (DC 15) to hear Ioan muttering to himself, "No...It can't be...not the banner in the chest...I never realized."

Also, the party can make a Spot check (DC 15) to see that Ioan starts fidgeting nervously when the description of the banner is sung.

Before the party can do anything with this knowledge, Ioan turns to the party and whispers "You look capable. Are you true Gyric patriots? Can I trust you?" If the party answers in the affirmative, he says, "Meet me at my mercantile tomorrow at sunrise. It is just off the Sunken Road near the gate to the Commons." Without really waiting for an answer, Ioan turns and pushes his way through the crowd, which closes behind him.

The party has several choices of action:

The Party Chases After Ioan

If the party chases after Ioan, they must push their way through the crowd. After already being jostled by Ioan's passing, the crowd is not to happy about being pushed again. Without any magical aid, it will be physically impossible for the party to quickly chase after Ioan. If magical aid is somehow available (it shouldn't be, because of the low levels of the parties), have the irate crowd grab the party members to prevent them from calling their magic.

During the pushing and shoving, the Gran March soldiers start to wind their way through the crowd to "settle" the disturbance. The party should realize that provoking the Gran March soldiers is a hopeless cause. If the party attacks the soldiers, well, the adventure will end soon. If the party does make it through the crowd, Ioan is gone and out of sight.

The Party Thinks about What They've Heard

PCs can make either a Knowledge (local) or Knowledge (history) check. If they make DC 10 they are familiar with the history of the Gyric Civil War. If they make DC 15, they are familiar with the Gonfalon. If they make DC 20, they are familiar with Llywellyn's journal entry. If the checks are successful, read the history section of the civil war, the Gonfalon, and the journal to the party (and or pass out the handouts). None of the party members has ever heard of Ioan before.

The Party Talks to Rhys

The party can wait until after Rhys is finished with his performance, and then ask him for information. Rhys can re-recite the poem/song again or simply relate the background history of the civil war, the Gonfalon, and the journal. Rhys'

help consists of the historic knowledge of the Gonfalon, but not the whereabouts of it now. Rhys tries to help the party, but he is old and cranky and does not suffer fools gladly. He tells the party the history of the civil war, the Gonfalon, and the journal if they make a Diplomacy check (DC 10).

The Party Asks Other People

The party can ask others in the crowd about Ioan. Have the party make a Gather Information check. If they make DC 10, people are familiar with him, but they don't know much. "He is a merchant." "He is richer than most." If they make DC 15, they learn "His name is Ioan or something like that." "He runs a mercantile in the shanties on the west side of town." "His family is a old Gyric family." If they make DC 20, "He lost most of his family in the invasion, but many others did too." "They had a grand old steading about a day's ride north of here."

If the party asks others about the history of the civil war or the Gonfalon, they tell the PCs to go speak with Rhys.

The Party Goes to Meet Ioan the Next Day

The party can leave and prepare to meet Ioan tomorrow at sunrise. His mercantile is easy to find, as it is on one of the main roads through the shanties on the western-side of Hochoch. If the party arrives at his mercantile before sunrise, it is closed and Ioan is in the rooms above the shop, asleep.

The Party Tries Something Nefarious

The party, having free will, may try to break into Ioan's mercantile (or for that matter, other houses and businesses) before the next morning. Given the vast number of people at the festival and wandering the streets at all hours of the day and night, this will be extremely difficult to do. The Hochoch City Watch is out in force, as are the Gran March soldiers. Because the alcohol ban has been lifted for this night, the Gran March commanders are extremely wary of any uprisings. Therefore, they have ordered their soldiers to patrol all streets and alleys for troublemakers. Again, it should be very difficult to burglarize any houses or buildings. The likelihood of being seen is extremely high. Also, the punishment of thieves is very severe.

The Party Doesn't Follow Up

The party can choose to not investigate anything and do nothing. This ends the adventure.

**Encounter 1: To Search for a
Legend**

(15 minutes)

This encounter is mostly role-playing. It assumes that the party intends to meet with Ioan at sunrise.

Ioan's mercantile is easy to find on the western side of town. It is just off the Sunken Road on the street that leads to the gate to the Commons.

You arrive at sunrise the next day, and find Ioan behind the counter waiting for you. No one else is inside the mercantile.

After locking the front door, Ioan waves you into a back room. Ioan shuts the door behind the party and says, "I'm glad you came, I was worried that you would not. I'm not used to anything like this. I'm just a shopkeeper. I need some help. Can I trust you? How can I be sure?"

Ioan waits for an answer. He needs to be reassured of the party's trustworthiness before he proceeds. Ioan accepts any believable reason to trust the party.

"I need a party to escort me back to my family's steading. The steading is twelve miles beyond the Gran March border keeps." He lowers his voice, and he hands are shaking. "I believe I might know where the Gonfalon of Gyruff is located. Will you help me retrieve the banner?"

If payment is demanded, Ioan states that he is a poor merchant and sales haven't been great since Hochoch has been freed. He tries to pull the party's patriotic strings to entice them to do their duty for the good of Gyruff. If that fails, he offers the party the opportunity to loot his family's steading of all valuables, as all he wants is the Gonfalon. Ioan is also willing to provide supplies for the trip (see below).

If the party asks for more information, Ioan tells them what he knows.

When I was a child, I found an old chest, which belonged to my grandfather at our steading. Inside the chest was a green and gold banner. Knowing that I wasn't supposed to look in the chest, I never mentioned it to anyone. Hearing Rhys's song last night triggered this memory. I rushed home to speak to my grandfather. My grandfather, Cedrid, is my only living relative. He told me that the banner was indeed the Gonfalon of legend, and it is now my responsibility to return the banner to the Brenin. My grandfather said he is washing his hands of the whole thing. It seems that even in today's troubled times, he cannot forgive the Pregmerian dynasty.

If the party asks for more information, Ioan relates the information in the history section that is labeled Knowledge known only to Ioan. Otherwise, Ioan continues.

I plan to go to my steading today. It will take most of the day to prepare and travel to the edge of the patrolled land. There is an old windmill at

the edge of the patrolled land that we can use as a staging place. I wish to enter the Contested Lands at dusk. As it was last night, the skies should be clear and the moon will be almost full, so we should have plenty of light to see by, but enough darkness in which to hide. As I am only a shopkeeper, and one armed at that, I will leave the planning of our excursion to you more experienced people. I don't think I will much good to you all if we run into monsters, but that is why I need your help, right?

As a merchant, however, I can provide some simple supplies, if you think we will need them. I have some riding horses and ponies I could give you, if you think that would be wise. Gather your supplies, make your plans, but I want to leave in an hour. The trip to the windmill should take most of the day, and I want to enter the contested lands at dusk.

Ioan sells things like nails, candles, and other common household and travel goods. He does not sell weapons, armor, class-specific, or luxury items. He provides anything that would seem reasonable for a journey, but he only gives enough for a three-day trip. The party can now take some supplies from the list provided in the appendix.

The party must plan their trip. If Ioan is going with the party, he refuses to give specific information about where the steading is located other than saying that it is twelve miles past the windmill into contested lands to the northwest. Traveling to the edge of the patrolled lands should not be difficult during daylight. However, once leaving the windmill, the going could be dangerous.

The terrain for the trip is mostly small rolling hills and ridges covered with grasses. There are occasional bushes and isolated groups of trees.

Assuming that the party of adventurers enters the contested lands at dusk as Ioan recommended, they will have to travel twelve miles during the night to reach the steading. Any plan that the party develops should fall into one of four different plan categories.

- (1) Use the riding horses and travel fast. At night horses riding fast can travel at six miles per hour, and the trip takes two hours.
- (2) Use the horses but ride slowly, quietly, and safely. Horses riding slowly can travel four miles per hour, and the trip takes three hours.
- (3) The party can walk swiftly at three miles per hour, and the trip takes four hours.
- (4) The party can walk carefully and quietly at two miles per hour, and the trip takes six hours.

Ioan excuses himself stating that he has some personal preparations to make and that he will be ready to set out in an hour. Ioan leaves through a

back door that leads to a staircase to his apartment above his mercantile.

Of course the party can refuse to help Ioan or come up with a different plan to get to the steading. The party may want to travel through the Contested Lands during the day. This is more dangerous, because the party is not able to hide as well and the chances for encounters go up.

The party may decide to go to the steading without Ioan. As Ioan is not fit for combat, the party might be able to convince Ioan to allow the party to go without him. If this does occur, Ioan draws a map to the steading for the party. The party should be made clear that Ioan is a non-combatant, and if he goes with the party, it is the party's job to keep him alive.

If asked and then pressed, Ioan admits that he does not know where in the steading the Gonfalon is currently hidden, as his grandfather Cedrid would not say. Any attempt to meet with Cedrid and get him to reveal the exact whereabouts of the Gonfalon will be futile. Cedrid would rather die than give up the information. However, Ioan does not voluntarily reveal this information until he arrives at the steading.

Encounter 2: Travel by Moonlight

(45-60 minutes)

This encounter is mostly combat.

The journey to Ioan's family steading can be divided into two parts. The portion from Hochoch to the windmill near the border keeps takes most of the day, and the trip is uneventful.

The Gyric countryside at this time of the year is typical of most summers. Plants have bloomed and are now at the height of their summer growth. Within the protection of the Gran March border keeps, Gyric farmers have returned to their fields. The frequent rains have produced fields of growing grains and vegetables. Maybe this year, there will be enough to eat.

You leave the lowlands around the river and path is leading you into the gentle hills that mark the border of Arweth cantrev and the Rhwng yr Coed cantrev. The farms have given way to pastureland and shepherds stand watch over their herds of sheep. They watch you from the distance as you pass by. Most give a friendly wave.

By the late afternoon, you can see one of the border keeps at some distance to your left. It is a squat square stone building with thick walls designed to withstand the boulders the giants throw at them. A thick stone wall creates a small bailey around the keep. Ahead of you on the crest of the hill is the abandoned windmill. One of blades has broken off, and two are severely damaged. It appears that it caught fire at one

point. While appearing to be on the verge of collapsing, the windmill is actually well built. The windmill is empty and is the perfect place to act as the "launching off" place for the trip into the contested lands.

The next leg of the journey involves traveling through the Contested Lands. The PCs must decide if they wish to push ahead into the evening or wait until light.

If the party chooses to travel by night, the moon gives light to see by up to one hundred feet. Those with low light vision can see twice this distance. Nighttime at this time of the year will last eight hours.

The descriptions below assume that the party has followed Ioan's advice and are riding at night. If the party decides to go during daylight, the descriptions can be adjusted accordingly. If Ioan is travelling with the party, and if the party gets into combat, Ioan immediately moves to the best place to avoid combat. He only participates in combat if he has no other options.

Geoff is known for its fog and mists. The mist clings to hollows between the hills and other low-lying lands. Vision is reduced to 20 feet in the mist and sound is muffled. If the party needs to lose pursuers, they can hide in the fog.

In the lowlands between hills, the ground is wet. Any heavily traveled area quickly turns into mud. While the mud does not impair travel, tracking is relatively easy. Any attempt to track will receive a bonus +5 to the die roll.

As the party travels, keep track of the time spent. Depending upon which of the four possible plans to reach the steading, the party will encounter various threats along the way. While these encounters are scripted, pretend to make random wandering encounter rolls and have the party make meaningless check rolls to add to the tension of the journey.

Riding Fast

If the party rides their horses fast, they can get to the steading in two hours. Because of the noise of running horses, the party faces two encounters along the way. However, the party might be able to ride on by the encounters as they are moving fast.

It is a cool summer's night. A full moon hangs in the night sky, shining bright and obscuring nearby stars. Wispy clouds drift overhead carried on a breeze from the southeast. The hills are covered in tall grass that waves in the soft wind. The occasional tree and rocky outcropping dot the land.

Your horses make good time across the moonlight-drenched hills and fields. The rhythmic drum of the horse's hooves measure the passing of time and distance.

The first encounter will occur six miles (one hour) into the journey. The gnolls are automatically aware of the party because of the noise made by the running horses. If the PCs

make Spot checks of (DC 25), they see the band of gnolls one hundred feet away off to their left. The terrain is open without much cover.

If the Spot checks are not successful, the gnolls gain surprise. Out of the darkness, a flight of arrows comes at the party. Because the party is moving so fast, the gnolls are at -4 to hit. A smart party will keep on riding fast. They could of course, stop to see who shot the arrows (the band of gnolls). The gnolls then continue to shoot the party with more arrows, but at no penalty since the party has stopped.

Gnolls:

Tier 1: 3 gnolls see appendix for details

Tier 2: 1 gnoll sergeant, 4 gnolls

Tier 3: 2 gnoll sergeants, 10 gnolls

Tactics: This is a somewhat cowardly band of gnolls. They are not happy with their standing in the giant army, and do not want to foolishly throw their lives away. The gnolls attack with bows. They do not attack with melee weapons unless the party approaches within thirty feet, at which point they drop their bows and attack with their axes. If the party tries to flee immediately, the gnolls do not chase. However, if the party is substantially damaged, the gnolls try to hunt down wounded party members. If any gnoll is lowered to less than one half of its hit points, it flees.

Treasure: The gnolls have small amount of coins (see appendix). The party can carry off the dead gnolls' equipment for resale, but the equipment can be heavy and cumbersome. Do not allow the party to mysteriously carry the equipment of all the dead monsters. See the appendix for weight allowances of horses and ponies.

The second encounter occurs nine miles (one hour and a half) into the journey. Allow each party member a Spot check (DC 20). If successful, the party spots a band of orcs one hundred feet directly ahead of the party's path. If not, the orcs quickly hide to ambush the party. The terrain is mixed bushes and tall grass.

Like the gnolls, the orcs are assumed to have heard and seen the party riding fast and loudly on the horses.

Orcs:

Tier 1 6 orcs (see appendix for details)

Tier 2 1 orc Lt., 10 orcs

Tier 3 1 ogre, 1 orc Captain, 12 orcs

Tactics: If the orcs are seen, they form a battle line in front of the party's intended path. They wait to see what are the party's intentions. If the party tries to flee immediately, the orcs do not follow. If the party attacks, the orcs wait until the party is thirty feet away and then throw their javelins and charge with their greataxes.

If the party does not see the orcs, the orcs are able to hide behind bushes. Once the party is less than thirty feet away, the orcs throw their javelins and charge with their greataxes. If at any time an orc (or ogre) drops below one-half their hit points, it flees.

These orcs are not members of the same orc troop that is stationed at the steading (encounter three). However, both orc bands are aware of each other and their locations. If the party flees without inflicting much damage to these orcs, these orcs track the party and follow them to the steading, arriving at the steading one-hour after the party. This is thirty minutes after the other orc band gets back to the steading. The orcs are knowledgeable of the area and the location of the steading, so unless steps are taken by the party to hide their trail, the orcs will have no problem tracking the party.

Treasure: The orcs have small amount of coins (see appendix). The party can carry off the dead orcs' equipment for resale, but the equipment can be heavy and cumbersome. Do not allow the party to mysteriously carry the equipment of all the dead monsters. See the appendix for weight allowances of horses and ponies.

Riding Slowly and Carefully

If the party rides on horses slowly and carefully, they get to the steading in three hours. The party will face one encounter as well as a minor nuisance encounter.

It is a cool summer's night. A full moon hangs in the night sky, shining bright and obscuring nearby stars. Wispy clouds drift overhead carried on the breeze from the southeast. The hills are covered in tall grass that waves in the soft wind. The occasional tree and rocky outcropping dot the hillsides.

The horses' hooves crunch on the dirt and rock. Saddles creak and armor jingles, as your horses work their way across the moonlight-drenched hills and fields.

The encounter will occur six miles (one hour and a half) into the journey. As the party is being careful, each party member makes a Listen skill (DC 15). If successful, the party member party sees the band of gnolls with successful Spot skill check (DC 10). This is the same band of gnolls from the Riding Fast section.

If the Listen check is unsuccessful, the PCs must make a tougher Spot check (DC 20) to see the gnolls. If all attempts are unsuccessful, a flight of arrows comes at the party as above.

The next encounter happens eight miles into the journey (two hours). There is a common ground snake in the path of the horses. Each party member must make a Ride skills check (DC 10) to avoid spooking their horse. If successful,

the horse steps over the snake with no problems. Remember that these are common riding horses. If a character is riding their personal war-horse, no check is necessary.

If the check fails, the horse is spooked, neighs loudly, and bolts. A successful Ride check (DC 15) is needed to remain seated and stop the horse. If this check fails, the rider falls, taking 1-2 hp damage, and the horse rides off into the darkness also carrying any equipment that might have been strapped to the horse. Attempting to track and go after the horse will be a huge time set back to the party. If the party does try to track the horse, they find the horse some distance away and it is unharmed, but this will add one hour of travel time. Scare the party as to the possibility of monsters hearing the noise made. Nothing comes out of this except the possible loss of a horse, but that might pose its own problems if the party now has one member on foot.

Walking Fast

If the party walks quickly on foot, they can reach the steading in four hours. They will only have one encounter.

It is a cool summer's night. A full moon hangs in the night sky, shining bright and obscuring nearby stars. Wispy clouds drift overhead on the breeze from the southeast. The hills are covered in tall grass that waves in the soft wind. The occasional tree and rocky outcropping dot the hillsides.

You make reasonably good time across the moonlight-drenched hills and fields. You have set a hard pace, and time and distance pass with every footstep.

The encounter occurs six miles (two hours) into the journey. Each party member must make a Listen skill (DC 10). If successful, the party member party sees the band of gnolls with successful Spot skill check (DC 10). This is the same band of gnolls from the Riding Fast section.

If the Listen check is unsuccessful, the PCs must make a tougher Spot check (DC 15) to see the gnolls.

Follow the same skill checks for the gnolls. Only make one roll for the gnolls as a group. It is possible that the party and the gnolls see each other, one side sees the other, or they both miss each other.

Walking Slow and Carefully

The party walks carefully and quietly and intends to reach the steading in six hours. They will not have any encounters, unless they want to ambush the gnolls.

It is a cool summer's night. A full moon hangs in the night sky, shining bright and obscuring nearby stars. Wispy clouds drift overhead carried on the breeze from the southeast. The hills are covered in tall grass that waves in the soft wind.

The occasional tree and rocky outcropping dot the hillsides.

Time and distance pass at a crawl, as you slowly work your way across the moonlight-drenched hills and fields.

Six miles (three hours) into the journey, have each party member make a Listen skill (DC 8). If successful, the party member party sees the band of gnolls with successful Spot skill check (DC 8). This is the same band of gnolls from the Riding Fast section.

If the Listen check is unsuccessful, the PCs must make a tougher Spot check (DC 12) to see the gnolls.

The gnolls do not see the party. The party could ambush the gnolls or avoid them.

Encounter 3: Things Hidden in the Attic

(30-45 minutes)

This encounter is combat, problem solving, and role-playing.

You have journeyed from many hours, and it is deep in the night, when you come to Ioan's family's steading. The moon still shines brightly and reveals the shattered farmstead built on the borders of the Dim Forest.

The steading is a large three-story building with outbuildings attached by a stone wall. It seems to be in use because a thin wisp of smoke rises from the chimney and the courtyard ground is churned, but you do not see or hear anyone.

The steading is currently being used as a barracks for a troop of orcs that are out patrolling the area. Please remember to keep track of time spent at the steading as the orc troop returns thirty minutes after the party arrives. Where in the steading will the party be when the orcs return? Does the party post a lookout? Do not suggest to the party to post a lookout, as they should be able to determine that the steading is in use as a barracks on their own.

Also, if the party encountered the other band of orcs on the trip to the steading, that orc troop might be tracking the party to the steading. Those orcs arrive at the steading from the south an hour after the party arrives. This could cause the party to have to deal with two orc troops thirty minutes apart.

Finding the Gonfalon: There are basically two ways to find the Gonfalon. One is by casting the spell *detect magic* when the third floor's southern fireplace is within range of the spell. Magic of extremely powerful levels emanate from the bricked over third floor's southern fireplace. The second way to find the Gonfalon is by simple brute searching. If the party is diligent

in its searching, they eventually come to the fireplace in the attic, which triggers the appearance of the ghost of Llywelyn ap Taran

Refer to the maps provided to follow the next entries. The party arrives at the steading from the south. Remember that although the moonlight provides for some vision outside the buildings, inside the buildings it is completely dark unless the party provides a light source. If the party arrives during the day, adjust accordingly.

Outside description of steading: The walls of the buildings and walls are made from rough hewn stone. The walls are approximately two feet thick in all locations. The buildings and walls appear to be very old and weathered, but are still very strong.

The road: a formerly well-used dirt road is now slightly overgrown with grass. All that remains are wagon wheel ruts. However, the roadbed is still apparent, and the road is very straight and level.

Fields: the areas to the east, west and south of the steading were the tilled fields. The fields are now overgrown with grasses and wild flowers, but are still flat and free of rocks.

Trees: the windbreak tree line to the north and west of the steading has been cut down. The tree stumps are two to three feet tall and about one foot in diameter.

Dim Forest: the Dim Forest starts 100 feet to the north of the steading.

Stone walls: the stone walls connecting the manor house and the other buildings are four feet tall. There is a large metal gate (10 feet wide) in the southern wall emptying onto the road. The gate is currently thrown open. It has started to rust from neglect. If the gate is moved, it creaks loudly. There is a small metal gate on the northern wall. This gate is partially shut. It has started to rust and does not shut properly. If moved, it creaks loudly. There is another gate on the east side between the stables and a servant quarters. This gate is metal and has rusted shut. It can be broken open, but makes much noise. The stone walls, if used in the defense of the steading in an attack, will provide cover base upon the size of the person. Large sized creatures will receive 20% cover. Medium sized creatures will receive 50% cover. Smaller creatures can receive 75% to 100% cover. Also, crossing the walls in combat can slow down creatures. Large sized creatures can step over the wall without penalty. Medium sized creatures can climb over the wall with a move action. Smaller creatures must take a full action to get over the walls. For medium and smaller creatures crossing the wall is a move-equivalent action that provokes an attack of opportunity.

Courtyard: the formerly manicured courtyard has fallen into disrepair, with weeds growing almost everywhere. There are obvious footpaths where no weeds grow going from the manor house to the gates and the outbuildings. The majestic family tree in the center of the courtyard has been cut down leaving a stump three feet high and five feet in diameter.

If Ioan is with the party, he starts to shake and cry when he sees the stump. "I used to play under this tree when I was a boy. It has stood for more than 200 years."

Well: the well is in remarkably good shape. There is a bucket attached to a rope and pulley with which to retrieve the water. The rope is fairly new.

Stables: this two-story building has six stable bays that are still in good shape. Although they are not in use at the moment, it is obvious that they have seen some recent use. In the large center bay, there stands the rotting remains of a well-made cart. Any item worth any value has long been stripped. The doors to the stable have been removed and are not visible anywhere. The windows in the stable walls have been boarded over, but not completely. It is possible to look out cracks between the boards. The hayloft has several bales of hay and straw, but they are old and have started to rot.

Servant Quarters A: the well-preserved door to this building has writing painted on it. The writing is in orcish, and equates to "Latrine". Inside this two room building is filth that simply cannot be described. The floor is covered with waste. Anyone staying more than five minutes inside must make a Fortitude check (DC 15) to avoid becoming nauseated. Those nauseated lose 1d4 points of strength and constitution for one hour before improving. The windows have been boarded over, but not completely. It is possible to look out the window through cracks between the boards.

Servant Quarters B: the well-preserved door to this building has writing painted on it. The writing is in orcish and equates to "Stuff". Inside this two-room building are piles of boxes and miscellaneous farm and household equipment. The windows have been boarded over, but not completely. It is possible to look out the window through cracks between the boards. If the party searches for at least 10 minutes and has a search DC of 15, they find a wooden box. The box is dusty and has seen better days, but is obviously well made. It has ornate carvings of Celtic weaves on the lid. Opening the box reveals an entire set of silver flatware (knives, forks, and spoons).

Somehow, the orcs must have missed seeing this box or looking inside it.

Treasure: **Ornately carved wood box worth 20 gp**, Silver flatware set worth 100 gp.

The Manor House: this large 30' by 60' three-story building is very impressive. All the windows have been boarded over, but it is possible to peer through the cracks. The front double doors have been completely remade. The doorway has been increased from its original eight-foot height to its current fourteen-foot height. The doors have been remade to this new height. Opening the doors is relatively easy, as the hinges are well oiled and balanced.

Steading Common Room: this room which historically acted as the gathering and eating area for the steading has seen great change. The first floor ceiling (the floor of the second story) has been ripped out, as have all the walls of the previous second story. The ceiling now is eighteen feet above the ground floor.

The main area of the room has been turned into a barracks. Bedrolls lie scattered everywhere. If the party counts the bedrolls, there are eighteen. Some chests containing minor personal items are pushed up against the walls. Orcish graffiti appears on most of the walls. The fireplace on the south wall is overflowing with ashes, which are still slightly warm. Nothing of real value can be found in this room.

Kitchen: this area is still in relative good shape. There are cooking utensils scattered everywhere, and while showing use, are actually well maintained. Several large metal vats and pots are stacked near the fireplace. The fireplace is overflowing with still warm ashes. If the party searches for a minimum of 5 minutes and has a Search DC of 15, they find a set of 5 pewter plates stacked in a corner underneath other crockery. Each plate is worth 10 gp.

Treasure: 5 pewter plates worth 10 gps each.

Stairs (up and down): These stairs are still in good condition.

Cellar: The cellar is damp and musty. In the northwest corner of the cellar are stacked barrels. There is refuse and rubble in the northeast corner as well underneath the stairwell. The barrels are full of wine that has gone bad. Searching the refuse and rubble at A (on the map) causes a medium sized monstrous centipede to attack. The centipede attacks with surprise unless the party makes a Spot check (DC 25) prior to searching the refuse and rubble.

Monstrous Centipede, Medium (1): Medium Size Vermin (8 ft. long, 1 foot wide); HD 1d8; hp 4; Init

+2 (Dex); Spd 40; AC 14 (+2 natural, +2 Dex); Atks bite +2 melee (1d6-1 poison) SA **poison**; SD **vermin**; AL N; SV Fort +2, Ref +2, Will 0; **Str** 9, **Dex** 15, **Con** 10, **Int** 7, **Wis** 10, **Cha** 2.

Skills: Climb +8, Hide +8, Spot +8; **Feats:** Weapon Finesse (bite).

SA—**Poison.** DC 13, 1d3 Dex (Initial and Secondary damage).

SQ—**Vermin.** Racial skill bonus of +4 to Climb, Hide, Spot.

The centipede is mindless and fights to its death.

Second Floor: Most of the second floor has been ripped out in order to provide headroom for tall visitors. Only the section above the kitchen is still intact. There is no railing separating the stair landings and the ripped out section.

A (on the map): is the location of the former stairway to the third floor. This has also been ripped out leaving a hole in the ceiling. The orcs are scared of the mysterious spirit in the attic, and don't want to antagonize it, so they removed the stairs. The only way to reach the third floor is to somehow go up the hole. The wall can be scaled with a Climb check (DC 20). The hole is only nine feet high, so a party member might also be able to lift someone up to the third floor.

Room B: This room belongs to the captain of the orc troops that now make the steading their barracks. This room has a cot with a bedroll and a locked chest. A successful Open Locks check (DC 18) opens the lock. The lock can also be broken open if it takes 5 hit points of structural damage.

Inside the chest is a bag containing the orc captain's savings – four gemstones, each worth 25 gps. Also inside the chest are scrolls of parchment. These scrolls contain the past month's orders for the orc troop. These orders are written in Orcish, but the signature at the bottom is in Giant. These orders mainly order the orcs to patrol certain areas around the steading. They are now out of date, but might be of some interest to the military back in Hochoch.

Treasure: 4 gemstones worth 25 gps each.

Room C: This room belongs to the orcish lieutenant(s). Similar to the captain's room, this room has cots and bedrolls and chests. The chests are locked like the previous one. Inside the chests are mostly personal orcish items. Depending upon the tier of the adventure, adjust the number of lieutenants and furnishings to match.

Third Floor: The attic is very dusty, as no one has been up here in the eight years since the orcs ripped out the stairs. The roof of the manor house has a one to one foot rise. Therefore, at the edges, the ceiling is only one foot high, and in the center, the roof is fifteen feet high. There are two

dormer windows in the roof. These windows face the courtyard and are boarded up. The attic is empty, as the orcs originally moved anything that they didn't burn to the servant quarters that they turned into a storage building. The fireplaces are both bricked up and are merely chimneys for the fireplaces on the lower levels. Detecting Magic anywhere within range of the spell and the southern fireplace reveals extremely powerful levels of magic emanating from the bricked over southern fireplace.

Also if at any point, through searching, any party member touches the southern fireplace, the ghost of Llywelyn ap Taran manifests and "walks" through the fireplace into the attic.

You step back in surprise when a human man steps through the brick of the fireplace. Obviously a ghost, the incorporeal figure is dressed in a chain shirt over regal finery and carries a long spear. He has a surcoat over his armor with a rampant black and silver griffin on it. His wrists are exposed, showing open cuts. The cuts still drip silver blood that floats away and dissipates. You notice that his dagger, which is tucked behind his belt, also drips with silvery blood.

The ghost's facial features are very similar to Ioan's. He points his translucent long spear at you and says in Flan, "Why are you here?" The voice is sharp and filled with threat.

If a party member can speak Flan, Llywelyn converses with them. If no one responds to his question in Flan, he asks again in Common, but Llywelyn will regard the party negatively (-4 on all future Diplomacy, Bluff, and other Charisma checks to party die rolls).

Llywelyn uses his *detect evil* ability, and if he does detect evil he attacks. If he does not detect evil in the party, he tries to determine the motive of the party. He uses his Diplomacy and Sense Motive skills to determine their true worth.

Llywelyn is very anguished over his committing suicide. His paladin calling was tainted by this act. It is only through his current position as the guardian of the Gonfalon that he can be redeemed to his God, Pelor. If the PCs mention his suicide or his wrists, Llywelyn will become very guilt ridden and hesitant to speak to the party about it. He will try to change the subject, most likely trying to get the party to answer his questions. However, if pressed about his suicide, Llywelyn will admit his deed and his shame. He will state that Pelor was merciful to him and gave him this chance to redeem himself and cleanse this mark on his soul by guarding the Gonfalon. Llywelyn will do in death what he could not do in life.

Ioan Is Not Present

If Ioan is not present (did not make the trip), the party must convince Llywelyn that they have good intentions and are true patriots of Gyruuff.

Don't let the PCs use Diplomacy check on this. Make them come up with convincing arguments and reasons for why they should be given the Gonfalon. If the party tries to lie and use the Bluff skill, Llywelyn uses his Sense Motive skill. In addition, he gets a +2 situational modifier because he is so suspicious.

If the party can successfully convince Llywelyn, he says the following:

"I have guarded the Gonfalon from harm for all these decades. In death, it was my duty as it was in life. But I can feel its yearning. It is time for the Gonfalon to have a new standard bearer. He is to the south. I can feel him there. Kin of my kin, flesh of my flesh. He must be the bearer.

Break open this tomb and raise the banner high so that all of Gyruuff may see that there are some things even death cannot destroy."

Ioan Is Present

If Ioan is present, he is in shock at seeing a ghost who resembles himself. Ioan does not say anything, but he stands staring at the ghost. If Ioan is introduced to Llywelyn, the following occurs.

The ghost examines Ioan carefully with an eye that seems to measure up the shopkeeper. Ioan trembles under the gaze. Llywelyn finally says, "the sapling that grows in the shade is bound to wither. You will walk in the sun."

"I have guarded the Gonfalon from harm for all these decades. In death, it was my duty as it was in life. But I can feel its yearning. It is time for the Gonfalon to have a new standard bearer. You, kin of my kin, flesh of my flesh. You must be the bearer.

Break open this tomb and raise the banner high so that all of Gyruuff may see that there are some things even death cannot destroy."

If at any time the party attacks Llywelyn, he attacks back. Also, if the party angers or irritates Llywelyn, he uses his powers to chastise them. He ceases after a single attack, unless the party attacks back. Slanders against his honor, his family's honor, the Brenin, and general rudeness anger Llywelyn.

Llywelyn's mode of attack consists of first using his frightful moan to scare away intruders. Since he is attacking people on the material plane, he uses his incorporeal corrupting touch attack. His long spear is only good on the ethereal plane. If the party flees, he does not chase, as he must stay within twenty feet of the Gonfalon. If Llywelyn is defeated, the party must still get to the Gonfalon.

The bricked over portion of the fireplace can be broken through after taking 50 hit points of structural damage (Hardness of 10, Break DC of 35). Behind the brick wall, in the fireplace cavity is an iron chest. The chest is locked. A successful Open Locks check (DC 25) opens the chest. The

iron chest is three feet wide by two feet high by two feet deep and weighs thirty pounds. The lock can be forced with time, a chisel and a large hammer. Forcing the lock will not destroy the chest. All of these items can be found back in Ioan's shop in Hochoch. The chest can also be physically destroyed. The chest can be broken apart after taking 20 hit points of structural damage (Hardness of 8, Break DC of 20).

Inside the chest is the Gonfalon. The Gonfalon is a banner made from a heavy green cloth and despite its reputed age, it shows no signs of wear. The Gonfalon is a rectangular banner six feet by four feet and is designed to be hung from a crosspole. The Gonfalon is considered to be a minor artifact, and would require powerful magic to harm it. The Gonfalon itself weighs twenty pounds and is cumbersome to carry. Keeping it in the chest makes the chest weigh a total of fifty pounds.

If a PC picks up the Gonfalon or the chest that it is in, they are under the effect of a *Geas* spell to take the Gonfalon to Ioan. If Ioan is present, this is a very simple task. If they left Ioan in Hochoch, they have a journey ahead of them.

Llywelyn ap Taran, Ghost/Pal4: Medium-Sized Undead (Incorporeal); HD 4d12; hp 28; Init +5 (Dex, Improved Initiative); Spd 30 fly (perfect); AC 14 (+1 dex, +3 Deflection, Dodge, Mobility) or 15 (+4 chain shirt, +1 Dex, Dodge, Mobility if ethereal); Atks +5 incorporeal corrupting touch melee (1d4 (1d4+1 if ethereal) or +5 longspear melee (1d8+1 (x3 Crit.)) if ethereal); SA **Manifestation, Corrupting Touch, Frightful Moan**; SD **Undead, Incorporeal, +4 turn resistance, Rejuvenation**; AL LG; SV Fort +7, Ref +5, Will +6.

Str 12, Dex 12, Con -, Int 11, Wis 14, Cha 17.

Skills: Ride +8, Sense Motive +5, Diplomacy +10, Listen +4, Spot +4; **Feats:** Improved Initiative, Dodge, Mobility

Paladin abilities: *Detect Evil*, Divine Grace, Lay on Hands, Divine Health, Aura of Courage, Smite Evil, *Remove Disease*, Turn Undead

SA Manifestation: As ethereal creatures, ghosts cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal.

Corrupting Touch: a ghost that hits a living target with its corporeal attack deals 1d4 points of damage. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan: ghosts can frightful moan as a standard action. All living creatures within a thirty-foot spread must succeed at a Will save or be panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that saves against the moan cannot be affected by the same ghost's moan for one day. Saves are at a DC of 10 + ghost's hit dice + ghost's Charisma modifier. For this ghost, it is DC 15.

SD: Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation: A destroyed spirit can restore itself in 2d4 days. Llywelyn will continually restore himself until the Gonfalon is in Ioan's hands.

Treasure: The Gonfalon (not certified, not usable by party).

The Return of the Orcs

After the party has been at the stading thirty minutes, the orc troop returns. Since the orcs have been patrolling parts of the Dim Forest, they return to the stading from the north.

If the party has lookouts or is outside the buildings, have the party lookouts make a spot check. The results of the check determine the distance away that the lookouts see the orcs. DC 15 or higher, the lookouts see the orcs as they exit the Dim Forest 100 feet away. DC 10, the lookouts see the orcs 60 feet away. DC 5, the lookouts see the orcs 30 feet away. Less than DC 5, the lookouts see the orcs when they reach the line of windbreak tree stumps. Remember that the moonlight provides all party members with 100 foot vision.

If the orcs are seen, as long as the party is not obvious, the orcs will be surprised. The party can choose to ambush the orcs, or the party can flee quietly.

If the party is not actively looking for the returning troop and is inside the buildings, have the party make Listen checks (DC 15). If they pass, they hear a loud metallic creak as the orcs open the northern gate. If by chance, the party had opened the gate previously, have the party hear orc voices. If the party has horses or has done anything that obviously shows that someone was present at the stading, the orcs will be alerted and cautious. The orc captain will start yelling commands to his warriors to search the stading. The orcs attack party members on sight. If the party is out of sight of the orcs, start initiative as if in a melee round and keep track of where the party and the orcs eventually see each other.

Orc Troop:

Tier 1: 1 orc captain, 1 orc lieutenant, 10 orcs. (see appendix for details).

Tier 2: 1 captain, 3 lieutenants, 12 orcs.

Tier 3: 1 captain, 4 lieutenants, 16 orcs. 1 ogre (the ogre is an supplement from the giants and not a regular member of this troop.)

Tactics: The orcs are all veterans. They each personally fight to the death, but if more than half of the troop has fallen, the leaders try to retreat and regroup in the Dim Forest. If the leaders all die, the remaining orcs flee. The leaders are barbarians who enrage. However, the leaders are also combat veterans and do not let their raging stop their tactical thinking. The leaders can “unrage” to flee if necessary. Of course, they suffer the penalties for ending their rage.

If possible, the orcs try to throw their javelins first, then charge with their greataxes. The orcs understand melee tactics and try to flank opponents if possible. The leaders initially try to avoid combat (first round), but on the second round of melee, they enrage and attack the strongest looking opponents.

The orc troops are intimately familiar with the steading and use that knowledge to their best effect for tactical gain. If the party flees, and the orcs are relatively unhurt, they chase the party. However, if the orcs are wounded, they do not follow.

Remember that if the party had previously encountered the other troop of orcs on the way to the steading, that troop might have followed the party to the steading. This troop would arrive thirty minutes after the first orc troop comes back to the steading.

Treasure: The orcs have small amount of coins (see appendix). The party can carry off the dead orcs' equipment for resale, but the equipment can be heavy and cumbersome. If the PCs rode horses, the horses can carry the equipment. See the appendix for weight allowances of horses and ponies. Do not allow the party to mysteriously carry the equipment.

Encounter 4: And Back Again

(30-45 minutes)

This encounter is mostly combat.

Depending on how the party traveled to the steading and how much time they spend there, it might be daylight soon. Keep in mind that night lasts for about eight hours in the summer in Gyruuff. The party must make the choice of traveling back during daylight or waiting until the next evening. The party's choices are similar to those on their trip to the steading.

Riding Fast

If the party has horses, they can ride fast and be back to safe territory in two hours. Like the trip to the steading, riding fast attracts attention. The

party will have two encounters similar to the ones earlier.

The first encounter occurs three miles into the journey home (one half-hour). Allow each party member to make a Spot check (DC 20). If successful, the party sees a pack of wolves running parallel to the party, eighty feet off to the right-hand side of the party. If unsuccessful, the wolves get to within twenty feet of the party before being spotted.

Wolves:

Tier 1: 3 wolves (see appendix for details)

Tier 2: 2 worgs, 4 wolves

Tier 3: 4 worgs, 2 wolves

Tactics: If horses are present, the wolves attempt to bite and trip the horses (it is the horse meat they are after.) The wolves attack party members only if they are on the ground and attempt to trip if successful with a bite attack. The wolves chase the party if the party flees. Each individual wolf flees if it takes any damage. The worgs only flee if below half hit points.

The second encounter will occur six miles (one hour) into the journey back to the patrolled territory. Allow each party member to roll a Ride check (DC 10). If successful, nothing occurs. If unsuccessful, the party member's horse has stepped into a hole while running. Allow the party member to roll another Ride check (DC 15). If successful, the party member stays horsed, and the animal is uninjured. If unsuccessful, the party member is thrown, taking 1 to 2 hp damage, and the horse is lamed. The horse can be fully healed with a *cure light wounds* spell or better.

Riding Slow and Carefully

If the party has horses, they can ride carefully and be safe in three hours. They will face one encounter three miles (three-quarters of an hour) into the journey home. Allow each party member to make a Spot check (DC 15). If successful, they see a pack of wolves eighty feet off to their right-hand side. If unsuccessful, the wolves approach to twenty feet before being seen. The wolves are listed above.

Walking Fast

If the party walks quickly, they will be safe in four hours. Be careful to keep track of time. If the eight-hour nighttime limit is surpassed, see below for travelling in daylight. Walking quickly yields one encounter three miles (one hour) into the journey home. Allow each party member a Spot check (DC 10). If successful, they see a pack of wolves (as above) eighty feet away off to their right. Roll one Spot check (DC 5) for the wolves as a group. If successful, the wolves see the party. If unsuccessful, the wolves do not see the party and wander away.

Walking Slow and Carefully

If the party walks carefully, they will be safe in six hours. This will most likely have them returning in daylight. If they walk carefully, they will avoid all encounters until daylight.

Encountering Human Patrols

For every hour after sunrise (eight full hours after leaving the windmill the night before), there is a 50% chance of being seen by a Gran March patrol unless the party is making efforts not to be seen. If so, roll a normal Hide check against the patrol's Spot check (assume a Spot of +4 for the group).

The Gran March patrol severely questions the party as to why they are beyond friendly lines. The party can use Bluff, Diplomacy, or good role-playing to get past the patrol. If Ioan is with the party, he resists saying anything about the Gonfalon to the patrol.

If the party arouses the suspicion of the patrol, they are escorted to the nearest border keep, where they are held for further questioning. The PCs are released after a half-day of incarceration.

The Marchers do not take the Gonfalon unless the party tells them what it is. If the party does mention it, it is seized. However, the Gonfalon's Geas will affect the Marcher soldiers. They will need to deliver it to Ioan. If Ioan is present, they give it back to him and then go on their way. If Ioan is not present, the Marchers will carry the Gonfalon back to Hochoch and turn it over to Ioan. The party can accompany the soldiers back to Hochoch. Once Ioan has the Gonfalon, the soldiers will leave.

Once the party is beyond the border keeps, the Marcher patrols do not stop them.

Staying at the Steading for a Day

If the party realizes the danger of travelling during daylight and decides to hide at the steading until the next night, they can, provided that the orc troop has been defeated. If any orcs fled and lived, an giant/orc war party will arrive at the steading in 24 hours (late the next night). Once nighttime comes, the party can leave by the four choices already discussed.

If the party stays at the steading longer than one day, the giant army eventually misses the defeated orc troop, and the steading is investigated. The giants will send a patrol of sufficient size to eliminate the party. The patrol is composed of orcs, orges and led by a hill giant.

Encounter 5: Heart's Hope Rekindled

(30 minutes)

This encounter is mostly role-playing.

If Ioan did not make the trip, the party is geased to return the Gonfalon to Ioan at his

mercantile. If Ioan is with them, he asks them to accompany him just a little further. Once inside Ioan's mercantile, read the following:

Once inside mercantile, Ioan finds two poles and deftly weaves them together with a rope in spite of only having one arm. When he is finished, Ioan unrolls the heavy wool and ties the Gonfalon to the crosspiece.

The face of the Greenman looks back at you from the banner. Embroidered branches sprout from behind his head and on those branches sit golden griffins, and golden tassels hang from the bottom and the sides.

Ioan grasps the pole and lifts the banner. You look on in amazement when his shirt tightens strangely. The stitching which holds closed his empty shirtsleeve tears apart, and his arm, lost long ago to the giants, grows back.

Ioan silently looks at his newly grown hand. He twists it and turns it and flexes his fingers.

He then turns to the party and says, "March with me." His voice is different – stronger, fully, and richer.

If any PCs have 50 percent or more Flan heritage, they feel... something odd upon seeing the Gonfalon. Their hearts start to race and they can feel the air charge with excitement. They cannot explain it, but they feel like they can conquer mountains—that nothing can stand in their way.

If asked where he is going, Ioan says that he is going where he needs to be. Where he should have been all along. He is going to the Army of Liberation. If the PCs decline to accompany him, the adventure ends here. Great events happen without them, and they play no role.

Ioan carries the Gonfalon high above him so that it can be seen by all. As he walks the streets of the squalid shantytown and into Hochoch itself, people stop and stare. You can see the wariness, the depression, the despair etched into their faces. Eight long years they have survived. Survived without home, without lord, without hope.

Yet when they see the Gonfalon, when they see the Greenman's face the morning sun, a light comes back into their eyes. Wonder and awe smoothes a few of the lines that the harsh years have caused. Men stand as if awoken from a long slumber and rub their eyes. One woman starts to weep openly.

Still Ioan walks on.

Slowly and gradually, by ones and by twos, the Gyri start to fall in behind the Gonfalon. The crowd continues to swell as Ioan parades the Gonfalon through the streets of Hochoch. Someone starts playing a shalm, and an ancient tune, one that was given words during the time of Iowerth the Farsighted, carries over the people. The crowd finds its voice and the song swells as they march through the streets.

The Judge can decide to skip this song or parts of it in order to speed up the module. There is a handout in the appendix with the lyrics of the song.

***Land that holds my heart's desire
Forest deep and mountain's spire.
Wilt thou wake to peril dire?
Th' Lion comes for thee!***

***Fellow Gyri lie ye dreaming?
See ye not the foes' swords gleaming,
Fevered brains of conquest scheming.
Gyruff stand as one!***

***Look on with awe and wonder
Banner we conquer under
Summon all with ramhorn's call.
We'll break the foe asunder!***

***Would ye risk a death most gory?
Would ye win a name in story?
Strike for home, for kin, for glory!
Gyruff stand as one!***

Ioan parades down the main street of Hochoch, and the shantytowns before heading southwest to the camp that serves as the headquarters of the fledgling Gyric Army of Liberation. The camp is a few miles to the southwest of town.

Ioan walks to the main camp where Cadofyth (kad-doh-fith, tr. colonel) Parn stands with several of the officers of the Army of Liberation.

As you follow Ioan to the main camp of the Army of Liberation, you see some uniformed officers standing in a group. Ioan heads straight toward this group. One of the uniformed men turns toward Ioan and the crowd following him. This man is of medium height but is very stocky and thickly built. He has dark brown hair with a hint of gray. He is wearing a well-cared-for uniform of tan leather. On his breast are several medals and ribbons. One in particular catches your eye. It is a bronze medal in the shape of a shield with a green ribbon attached. On the medal itself, you notice the Geoffian Griffon Rampant.

If the players have participated in the Geoff regional module "Runaway", they will recognize this man as Cadofyth Parn. The medal is the Griffon's Heart Medal, a decoration only given for feats of great valor. If Parn is ever questioned about the medal, he ignores the question and changes the subject.

When Ioan gets before Parn, Ioan turns to the crowd and announces, "I am joining the Army of Liberation, who is with me?" The crowd cheers in agreement. Ioan turns to the Army officers and says, "My companions and I have returned with the Gonfalon of Gyruff. I have answered its call, and I want to enlist as the Bearer of the Gonfalon."

Parn nods, still in shock at the hundreds of people and seeing the legendary banner, but manages to send his lieutenants back inside for tables, chairs, and the Army muster papers.

Parn asks the party if they are enlisting as well. If they say yes, Parn mentions that he is looking for some exceptional people to act as special mission strike teams. Traditionally, these strike teams are called Wolfpacks. The PCs must join a standard unit before they can join a Wolfpack.

Information on the Army of Liberation is provided separately. Joining the army involves an in-character interview with an officer and the filling out of an enlistment form. These events take place outside of the adventure at Interactives and other similar opportunities. If the PCs wish to sign up, have them note this on their character log and then speak with a Triad member after the adventure.

Once they have accepted and their muster papers filled out, the party is moved aside so that other recruits can sign up. If they do not accept, they are then asked to step aside so that other people can come forward. Either way, the PCs soon find themselves on the fringes of the crowd.

While Parn continues to register volunteers, you are gradually pushed aside by the press of bodies. Soon you are standing on the edge of the crowd.

You then notice a group of about ten riders galloping toward the camp from the direction of Hochoch. They are wearing full armor and their banners announce that they are with the Gran March and the Army of Retribution.

When they get closer, you realize that the riders are none other than Field Marshal Alicia Helanasdotter and her elite bodyguard. They rein up before you. "Hail, neighbor, I would ask you questions." Helanasdotter says. "What is the reason for this crowd?"

Helanasdotter saw the procession through the streets of Hochoch and is nervous that another riot is about to break out. Parn is busy trying to organize the enlistment and Ioan is busy waving the Gonfalon and exciting the crowd, so it is up to the party to talk to Helanasdotter.

Helanasdotter is a handsome mature woman who was undoubtedly beautiful in her youth. Her sharp eyes and firm set to her jaw convey a sense of someone used to command. She is dressed in full plate armor and has the markings of a Knight of the Watch on her device.

Helanasdotter's reaction to the situation is based entirely on the party's explanations. If they are courteous and explain the events, she looks with great favor upon the crowd. She rides through the crowd and asks Cadofyth Parn, "Colonel, I would like to offer the courageous bearer of the Gonfalon to be the Army of Liberation's representative on my personal Honor Guard. I believe that the Gonfalon should hold equal status in both our armies, until, at

least, the good Duke returns.” Parn agrees, saying that the Gonfalon should march at the head of both armies.

However, if the party is discourteous, rude to Helanasdotter and doesn't tell her what is going on, she makes a snap judgment. “This is obviously just the Commons getting overly excited.” She turns to her escorts and tells them to disband the crowd. The Gran March knights start to push aside the Gyri, telling them to go home and not to make trouble. More knights and Marcher soldiers arrive and start encouraging people to go home. There is little violence but it dampens the enthusiasm for recruitment.

If the party attacks her, things get really bad. Her escorts jump to her defense, and combat ensues. The fighting spreads to Gyri around them and more Marcher soldiers arrive. A riot erupts and the field becomes a seething battleground. Eventually, the Marchers are able to disperse the crowd, but there is much bloodshed.

Conclusion

(5-10 minutes)

The parties encounter with Helanasdotter determines the impact of the Gonfalon on the Army of Liberation.

If the party explains what has happened to Helanasdotter, the Army of Liberation swells with new recruits from the crowd. Ioan is named the standard bearer of the Gonfalon, and the Gonfalon will be given a true place of honor at the head of both armies.

However, if the party angers Helanasdotter and she orders the dispersal of the crowd, the enlistment is much smaller. Ioan will be the standard bearer of the Gonfalon, but Helanasdotter and the Army of Retribution will not give it the place of honor that it deserves.

In any case, the party members will be given the opportunity to join the Army of Liberation and could be members of Wolfpacks on special missions against the giant army.

Several days after Ioan leads the procession to the camp of the Army of Liberation, you meet him again. He has changed much since you last saw him. He walks with a confident stride, and his uncertainty seems to have evaporated. He is wearing a surcoat with the griffin rampant over his scale armor and has a sword at his waist. He is carrying a large wooden shield with an elaborate Flan design on it.

“I thank you for your assistance,” he says. “Without your aid, I never would have found the Gonfalon. In honor of your deeds, I have something for you.” He hands you the shield he is carrying. “This shield has been in my family for generations, but now I will need my shield arm to carry the banner. Take the shield with my thanks. And bear my family's honor well.”

The shield is a wooden masterwork shield.

Masterwork Large Wooden Shield (10 lbs., 157 gps). This well-made, well-maintained shield is of Flan design. Intended for use by rhelwythi (foot soldiers), the shield is round, made of wood, and edged in steel. On the face of the shield is an elaborate Gyric knot.

The End

Experience Point Summary

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

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

Encounter One

Talking with Ioan 50xp

Encounter Two

Killing gnolls/orcs on trip to steading 100xp

OR

Avoiding monsters totally on trip 50xp

Encounter Three

Finding chest with Gonfalon 125xp

Killing monsters in main battle 125xp

Encounter Four

Killing wolves on trip home 50xp

OR

Avoiding the wolves on trip home 25xp

Encounter Five

Dealing with Helanasdotter 50xp

Roleplaying Experience: 0-50 xps

Total Possible Experience: 500 xps

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the

text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

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

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

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

6 Light riding horses (75 gp each)	300 gps
Gold from dead monsters (Tier 1)	50 gps
4 gemstones (25 gp resale each)	100 gps
5 Pewter plates (10 gp resale each)	50 gps
Ornate Carved Wood Box	20 gps
Silver flatware set	100 gps
Masterwork Large Wooden shield	157 gps
• Armor and Weapons from dead	123 gps

Appendix

The Gonfalon of Gyruff

Appearance

The Gonfalon was made from the finest wool, embroidered with the Green Man and the Gyruff Griffin and having green and gold trimmed tassels.

Powers

The Gonfalon blesses all those having a majority of Flan blood within 1000 feet. All Flan-blooded individuals within 1000 feet receive a morale bonus of +2 to attack rolls and a morale bonus of +2 on saving throws against fear. This power only works when the Gonfalon is within 100 feet of the rightful ruler of the Gyruff.

The Gonfalon chooses a Bearer. When the chosen Bearer first comes within 100 feet of the Gonfalon, he or she is under the effect of a *Geas*, as per the spell, to carry the Gonfalon and loyally serve the Brenin. How the Gonfalon chooses a Bearer is a mystery. Likewise, once the Gonfalon has chosen a bearer, any other person who touches the Gonfalon is *Geased* to deliver the Gonfalon to the bearer.

The Gonfalon provides the power of Regeneration 3 to the Bearer or to the Brenin when he or she grasps the pole supporting the Gonfalon.

As a minor artifact, the Gonfalon is impervious to all elements and its cloth does not deteriorate. It cannot be cut, crush, ripped, or otherwise damaged. If it can be destroyed, it would be through a special ceremony, which only the Druids of the Old Faith would know.

Also, the Gonfalon has an uncanny ability to be in the right place and the right time. If it is hidden away, it is somehow found. If it is stolen or smuggled out of Gyruff, it makes its way back through a string of coincidences. Artifacts are strange and powerful things.

Powers within Hochoch

Army of Retribution

The Gran March currently maintains the Army of Retribution in the town of Hochoch. There may be several occurrences where the party will meet up with a Gran March patrol. These patrols should always be sufficient in size to severely discourage any attempt by the party to attack. Judges should vary the size of the patrol in order to make it crystal clear that any attempt to overpower the patrol would be

suicide. If an attack does occur, the Gran March patrol should be able to easily overpower the party with subdual damage. The patrol would then bring the party to trial for the assault. Knight Field Marshall Dispatcher Alicia Helanasdotter commands the Army of Retribution.

Army of Liberation

Likewise, the Gyruc refugees in Hochoch have started their own army, the Army of Liberation.

Captain Parn is the current leader of the Gyruc army in Hochoch. Currently, the Army of Liberation is very undermanned and is looking for recruits.

Knights of the Watch

The Knights of the Watch is a powerful and numerous knightly order that can be found throughout the Sheldomar Valley. A large force of the Knights of the Watch accompanied the Army of Retribution when Hochoch and most of Arweth was liberated from the giants. The Gran March army and the Knights are closely intertwined. The commander of the army and many of the officers are also Knights of the Watch. The Knights maintain a "chapter house" near Caer Dwr Gwyly (Castle Waterwatch) in Hochoch.

Gran March Provisional Governor

Shortly after Hochoch and Arweth were liberated from the giants, the Commandant of the Gran March appointed a provisional governor to manage the day-to-day civil operations of the liberated territory. Karl Neumann was appointed to the task, and his administration has been marked by controversy. Twice the Commandant of the Gran March has wished to remove Neumann. Both times, Owen the Brenin has requested that Neumann remain. Neumann lives in a manor house near Caer Dwr Gwyly in Hochoch.

Gyruc Lords

Most of the Gyruc lords attend Owen's Court in Exile in Shiboeth. The most important lord to Hochoch is Bedwyn the Fat, llwyr of Arweth. Bedwyn has not been to Hochoch since the town was liberated and he has not visited any of his holdings outside of the town. He was very displeased with the appointment of Neumann and resents the rechartering of the Town Council.

Town Council of Hochoch

Historically, the Town Council was chartered by the brenin and given extensive control over the city. The Council effectively disbanded when the town was overrun during the invasion. Only last year did Owen the Brenin

recharter the Town Council by waiving its charter fee. However, he reduced it to an advisory role. The head of the Council is Siwan merch Llyneth.

Important NPCs

Ioan ap Gwyndred

Ioan ap Gwyndred (*yo-an ap gween-dread*) is a well-to-do merchant in his late twenties. He is of average height and build, but dresses very well, especially for war torn Gyruff. His clothes are of very fine cloth, and his right arm is missing as a giant ripped it off during the invasion. Miraculously, he survived. However, the loss of his dominant arm has left Ioan a combat cripple.

Ioan is very friendly and out going. He is very astute in his business dealings. He owns and runs the successful family mercantile which is located on the western side of Hochoch. Other than his paternal grandfather Cedrid ap Bryn, he is the only survivor of the giant invasion in his family. Both of his parents and all of his siblings were killed in the invasion. He is not married, and lives in the rooms above his mercantile with his bedridden grandfather.

The family's stading is located thirty-two miles north of Hochoch. The stading was abandoned during the invasion, along with many family heirlooms.

He is a full-blooded Flan, who truly desires to see Gyruff free again, but he realizes that he cannot physically help against the Giant army. While he admits he is not of the fighting type, he knows his organizational talents can be helpful in freeing Geoff. If Ioan travels with the party to the stading, he could very well be a hazard.

Ioan's statistics: Treat as 1st level commoner. After becoming the Gonfalon's bearer, treat as 1st level warrior.

Rhys of the Ash

Rhys (*rees*) is an old man, but surprisingly spry for a man of 80. He walks straight and tall. He has snow white hair that is worn long and bound with a leather cord behind his neck. He has a short beard and a mustache. His eyes are a dark brown and have a merry sparkle to them. He still has most of his teeth (not bad for an 80-year-old). He wears a black floppy hat and a travel-stained cloak that is pinned with an ornate broach at the shoulder. Other than that, his clothing is unremarkable. He walks with a gnarled staff.

Rhys is cranky. He doesn't suffer fools easily and is blunt to the point of rudeness. Despite this, Rhys has a good heart. He is kind and generous.

He is never too busy to talk to someone in need and helps any and all that he can, usually by inspiring him or her through story and song. Rhys is a very intelligent man with a very high charisma.

His preferred instrument is a harp and his wrinkled hands can pull the most fantastic melodies from them. He knows hundreds of songs and thousands of legends. He is one of the greatest scopers in Gyruff and is their acknowledged leader.

He is respected by barons and given deference by the druids. Owen the Brenin recognizes Rhys' position in society. To the common Gyru, Rhys is treated with something approaching reverence.

Llywelyn ap Taran

Llywelyn ap Taran (*lew-el-en ap tahr-an*) was the Royal Standard Bearer to Brenin Rohan III. He was largely a ceremonial and diplomatic standard bearer although he was progressing as a paladin of Pelor. During the battles of the Civil War in CY 497, Llywelyn was present at the death of his Brenin. Unable to do anything to stop his liege's death, Llywelyn fled taking the Gonfalon with him. Llywelyn was grief stricken over his presumed failure to protect his Brenin. Llywelyn was aware of the power of the Gonfalon, and decided that Count Granus should not receive it. He hid the Gonfalon with his cousin Bryn, and then knowing that he would eventually be captured by Granus' soldiers, he committed suicide to prevent revealing the Gonfalon's whereabouts if he was ever interrogated. His paladin training to Pelor was disturbed by his actions and Llywelyn was transformed into a ghost to guard the hidden location of the Gonfalon until the Gonfalon was needed again. With the Invasion of Geoff by the Giants, it is time for the Gonfalon to reappear and Llywelyn is restless to free his spirit from his task.

Items at Ioan's Mercantile

This list represents the items that the party can take from Ioan's mercantile. The item is followed by the quantity available. While these items are of a usable quality, they are not of a high enough quality to have a resale value.

Item	Quantity
Backpack, empty	3
Barrel, empty	1
Bedroll	5
Blanket, winter	3
Candles	8
Crowbar	1
Flint and Steel	2
Hammer	2
Lamp, common	3
Piton	12

Rope, hemp (50')	2
Sack, empty	3
Sledge	1
Torch	10
Waterskin	4
Whetstone	1

Carrying Capacity Of Horses and Ponies

The party can receive light riding horses or ponies from Ioan. These animals can be used to carry equipment back to Hochoch. However, be aware of the carrying capacity of these animals.

Do not allow the PCs to overload a horse with a 1000 pounds of equipment.

Light horse can carry: Light load up to 150 lbs., medium load 151 – 300 lbs., heavy load 301 – 450 lbs.

Pony can carry: Light load up to 100 lbs., medium load 101 – 200 lbs., heavy load 201 – 300 lbs.

Monster Statistics

Gnolls (3, 4, or 10): Medium Humanoid (7 1/2 ft. tall); HD 2d8+2; hp 11 (each); Init 0; Spd 20' (scale mail), base 30'; AC 17 (+ 1 natural, +4 scale, +2 large shield); Atks battleaxe +3 melee (1d8+2), shortbow +1 ranged (1d6); SQ Darkvision 60'; AL CE; SV Fort +4, Ref +0, Will +0

Str 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8.

Skills: Listen +3, Spot +3 **Feats:** Power Attack.

Treasure: 3 gold pieces each.

Gnoll Sergeant, male gnoll Rgr 2 (1): Medium Humanoid (7 1/2 ft. tall); HD 2d8+2 (gnoll) + 2d10 + 2 (Rgr); hp 26 (each); Init 0; Spd 20' (scale mail), base 30'; AC 16 (+ 1 natural, +4 scale, +1 dex); Atks battleaxe +6 melee (1d8+3), shortbow +3 ranged (1d6); SQ Darkvision 60'; AL CE; SV Fort +6, Ref +0, Will +0

Str 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 11, **Cha** 9.

Skills: Listen +5, Spot +5 **Feats:** Power Attack, Track, Favored Enemy (Elves)

Treasure: 5 gold pieces each.

Ogre (1): Large Giant (9 ft. tall); HD 4d8+8 (26 hp); Init -1 (Dex); Spd 30'; AC 16 (-1 size, -1 Dex, + 5 natural, +3 hide); Atks huge greatclub +8 melee (2d6 +7); Face/Reach 5ft. x 5ft./ 10ft.; AL CE; SV Fort +6, Ref +0, Will +1

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7.

Skills: Climb +4, Listen +2, Spot +2 **Feats:** Weapon Focus (greatclub)

Treasure: 10 gold pieces.

Orc Warrior (6, 10, or 12; 10, 12, or 16): Medium Humanoid (6 ft. tall); HD 1d8 (5 hp each); Init 0; Spd 20' (scale mail), base 30'; AC 14 (+4 scale); Atks greataxe +3 melee (1d12+3) javelin +1 ranged (1d6 +2); SQ Darkvision 60', light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, **Dex** 10, **Con** 11, **Int** 9, **Wis** 8, **Cha** 8.

Skills: Listen +2, Spot +2 **Feats:** Alertness

Treasure: 1 gold piece each.

Orc Captain, male orc Bbn3: Medium Humanoid (6 ft. tall); HD 3d12+6 (Bbn); hp 25; Init +5 (Dex, Improved Initiative); Spd 40; AC 15 (+4 chain shirt, +1 Dex); Atks +6 melee (1d12+4 (crit x3), greataxe); SA Bbn rage 1/day; SD Bbn uncanny dodge, Bbn fast movement; AL CE; SV Fort +6, Ref +2, Will +3.

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

Skills: Jump +8, Listen +5, Spot +5, Read/Write Orcish; **Feats:** Alertness, Improved Initiative, Iron Will.

Treasure: 15 gold pieces.

Orc Lieutenant, male orc Bbn2: Medium Humanoid (6 ft. tall); HD 2d12+2 (Bbn); hp 16; Init +5 (Dex, Improved Initiative); Spd 40; AC 14 (+3 studded leather, +1 Dex); Atks +5 melee (1d12+4 (crit x3), greataxe); SA Bbn rage 1/day; SD Bbn uncanny dodge, Bbn fast movement; AL CE; SV Fort +4, Ref +1, Will 0.

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

Skills: Jump +6, Listen +4, Spot +4, Read/Write Orcish; **Feats:** Alertness, Improved Initiative.

Treasure: 10 gold pieces.

Wolf (3, 6, or 4): Medium Size Animal (4 ft. long, 2 1/2 feet tall); HD 2d8 +4; hp 13 (each); Init +2 (Dex); Spd 50; AC 14 (+2 natural, +2 Dex); Atks bite +3 melee (1d6+1) SA Trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1.

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; **Feats:** Weapon Finesse (bite).

SA—**Trip.** Hit with bite can then trip as free action without provoking attack of opportunity.

SQ—**Scent.** +4 racial bonus to Wilderness Lore when tracking by scent.

Worg (2): Medium Size Magical Beast (5 ft. long, 3 feet tall); HD 4d10 +8; hp 30 (each); Init +2 (Dex); Spd 50; AC 14 (+2 natural, +2 Dex); Atks bite +7 melee (1d6+4) SA Trip; SQ scent; AL NE; SV Fort +6, Ref +6, Will +3.

Str 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10.

Skills: Hide +7 Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2*; **Feats:** Alertness.

SA—**Trip.** Hit with bite can then trip as free action without provoking attack of opportunity.

SQ—**Scent.** +4 racial bonus to Wilderness Lore when tracking by scent. Racial bonus of +1 to Listen, Move Silently, Spot, +2 to Hide.

Knowledge of the Civil War

In CY 254, Iowerth the Farsighted (*yo-werth*) took the title “Brenin” (*bray-nin*, tr. grand duke) and united the people of Gyruff (*gear-ruff*, tr. Geoff) to fight an invading army from Keoland.

In CY 497, the unthinkable rich Granus of Pregmere, llwyr (*lweer*, tr. count) of Rhychdir Rhos (*reech-der roos*, tr. fertile heath), made a play to have the capital of Gyruff moved from Gorna to Pregmere and to have himself installed as Brenin. The current Brenin, Rohan III, took exception to this, and Gyruff was gripped in civil war. Rohan III unfurled the Gonfalon of Gyruff, but its power aided both sides in the conflict, much to the detriment of the Grand Duke. When Rohan III was slain in early fighting, three other llwyri (*lweer-ee*, tr. counts) joined the fray, challenging both Granus and Rohan’s heir for the title. In the confusion, the Gonfalon was lost and has not been found to this day.

In CY 499, Llwyrr Granus was slain by an arrow while besieging Oytmeet. His son, Rohan, completed the siege of Oytmeet, defeating Llwyrr Blackblade of Cymeravon (*kigh-mer-ah-von*). With Blackblade’s defeat, the other Gyric lords sued for piece, and in CY 501 Rohan married the niece of Rohan III and was anointed Rohan IV, Brenin of Gyruff.

Rohan IV had two sons. The eldest inherited the Griffin throne and was anointed Brenin by the druids. The youngest son became the llwyr of Rhychdir Rhos. So the rulership of Geoff and Rhychdir Rhos separated once again.

Knowledge of the Gonfalon

In CY 254, Iowerth the Farsighted (*yo-werth*) took the title “Brenin” (*bray-nin*, tr. grand duke) and united the people of Gyruuff (*gear-ruff*, tr. Geoff) to fight an invading army from Keoland.

In order to help the new Brenin, Iowerth’s druid supporters planned to give him a treasure worthy of the champion of the sole remaining flan region in the Sheldomar Valley. In secret, the druids created a heraldic gonfalon (a type of banner that hangs from a crosspiece) to give to Iowerth. This war banner inspired the Gyri (*gear-ree*, tr. Geoffites) to great glory in all their martial endeavors. The Gonfalon became a well-known source of pride and inspiration to the Flan-blooded people of Gyruuff. It was a symbol of the Brenins and was handed down to succeeding rulers of Gyruuff.

The Gonfalon was instrumental during the war against Keoland in CY 254 and again at the Battle of Gorna in CY 450, when the Gyri defeated a second army from Keoland.

In CY 497, the unthinkable rich Granus of Pregmere, llwyr (*lweer*, tr. count) of Rychdir Rhos (*reech-der roos*, tr. fertile heath), made a play to have the capital of Gyruuff moved from Gorna to Pregmere and to have himself installed as Brenin. The current Brenin, Rohan III, took exception to this, and Gyruuff was gripped in civil war. Rohan III unfurled the Gonfalon of Gyruuff, but its power aided both sides in the conflict, much to the detriment of the Grand Duke. When Rohan III was slain in early fighting, three other llwyri (*lweer-ee*, tr. counts) joined the fray, challenging both Granus and Rohan’s heir for the title. In the confusion, the Gonfalon was lost and has not been found to this day. The body of the Rohan III’s standard bearer, Llywelyn ap Taran, was later found, but the Gonfalon was not with him.

Knowledge of the Journal

Llywelyn ap Taran kept a personal journal and it was found on his body by Granus' troops. Knowledge of this journal was kept a secret to most people. However, Llywelyn's last journal entry is most telling of his frame of mind.

"In the month of Reaping, in the 4641st Year of Pelor's Grace (CY 497)

I, Llywelyn ap Taran, write this as Granus' men are closing in on my hiding space. Since the Brenin Rohan III's death in battle days ago, I have been a hunted man. As the Royal Standard Bearer to the Brenin, it was my honor to carry the Great Gonfalon of Gyruff into battle behind the Brenin. It was my responsibility to make sure the Gonfalon was seen by all of the Brenin's army.

Given the results of the battle, I can only say that I have failed in my duty to my Brenin. I should have died in his place. I feel that the legend and glory of the Gonfalon is tainted by my failure. The Gonfalon's bearer had never failed before me.

All I can say for my failure is I was mostly a ceremonial standard bearer, and not trained for combat. Alas, now is not a time for excuses. I will always treasure the inspiration that I felt as I looked at the Green Man and the Gyruff Griffin embroidered on the green fabric of the Gonfalon and the golden twinkle of the tassels as they blew in breeze.

I now know my duty to my fallen Brenin. Granus will never get his accursed hands on the precious Gonfalon. I just hope that I am man enough to do what is necessary before Granus' men find me. I do not think I will stand up to a lengthy interrogation."

With that the journal ends.

The Gonfalon of Gyruuff Song

(sung/recited by Rhys of the Ash)

There was a time the mountains cried
For a hero to set things right,
For like a demon horde the Keoish roared
To ravish all in sight.
Iowerth was a farsighted man
And his allies he called forth,
But they pretended that they did not hear
And lingered near their crofts.

On a cold dark night with no hope in sight,
Iowerth sat alone.
"How shall I bring to my people freedom
From this cold and empty throne?"
A breath of forest filled the air,
The Druids came in sight.
"Be not forlorn for we are here
And it'll soon be set to right."

Chorus:

Where is the hope of the land
That will cure our misery,
And tell me where is the Gonfalon
That will help us all be free?

The Druids gave him the Gonfalon of Gyruuff,
A symbol to be seen.
Upon its thread were a griffin of gold
And a man of forest green.
When the blood of the Flan 'round the banner
stand,
They fought on grass and stone.
And the blood of the Flan defended their land
"Till the Keoish all went home.

The day did come when the war was won
And peace came to us all.
The Gonfalon was given a place of honor
And hung on the western wall.
Iowerth ruled and handed down
The banner to his heirs.
Our hearts were filled with glowing pride
When the Gonfalon filled the air.

Chorus

In the civil war, the mountains sighed
For clan 'gainst clan did ride.
And the banner's gift did come to naught
For it gifted either side.
The throne is what Granus did want
We all heard him declare.
And his desire did bring to Gyruuff
The horseman of despair.

The Gonfalon of Gyruuff was lost to sight,
As the battle surged around.
The banner was lost on that rocky site,
As our blood soaked in the ground.
Do you know where is the Gonfalon
That will help us all be free?

Do you know where is the hope of the land
That will cure our misery?

Chorus

(Poem lyrics by Marijane Strolla)

The Griffin and the Lion

(sung by Ioan and townspeople)

Land that holds my heart's desire
Forest deep and mountain's spire.
Wilt thou wake to peril dire?
Th' Lion comes for thee!

Fellow Gyri lie ye dreaming?
See ye not the foes' swords gleaming,
Fevered brains of conquest scheming.
Gyruff stand as one!

Look on with awe and wonder
Banner we conquer under
Summon all with ramhorn's call.
We'll break the foe asunder!

Would ye risk a death most gory?
Would ye win a name in story?
Strike for home, for kin, for glory!
Gyruff stand as one!

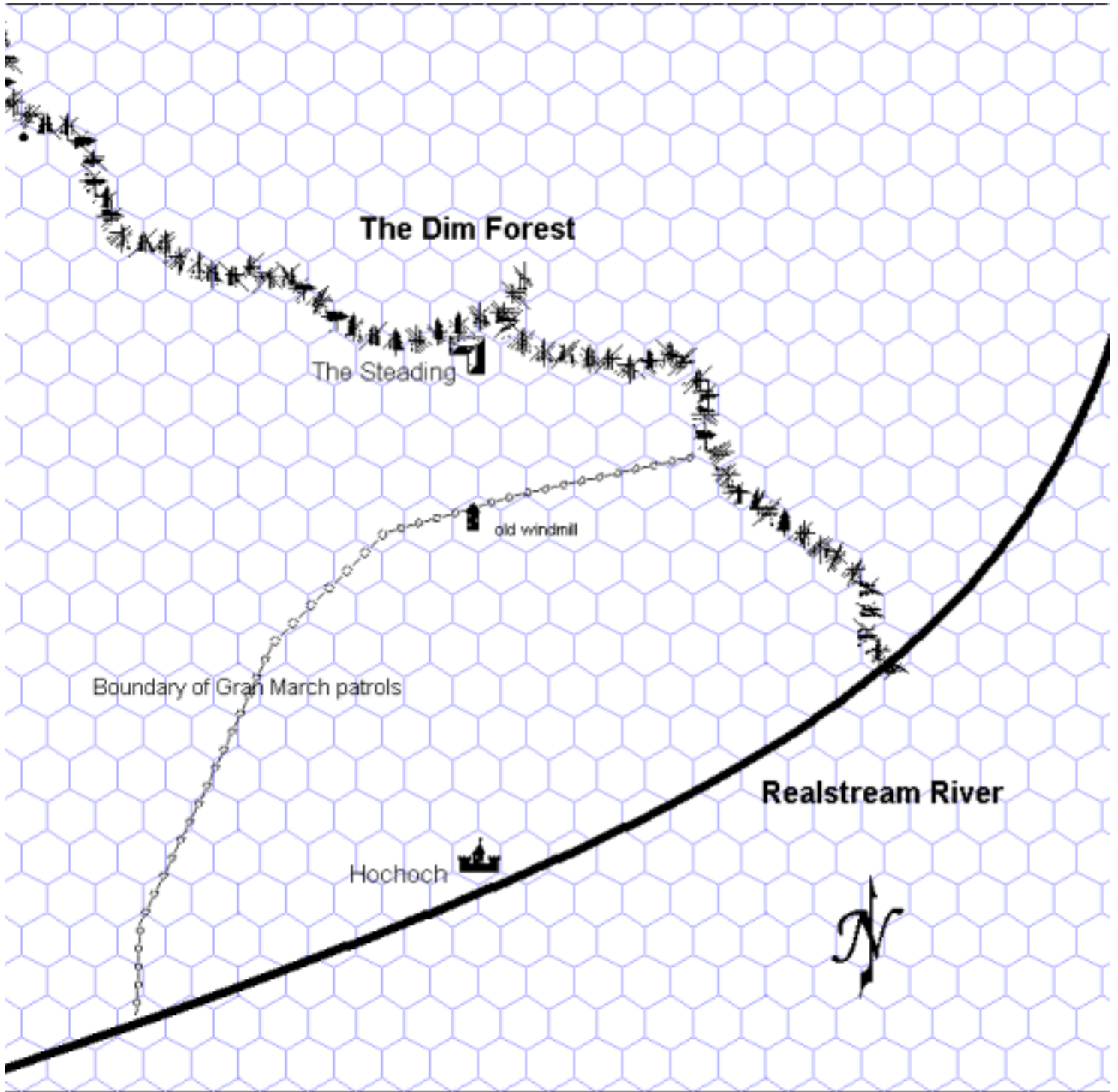
Stark-rock mounds and passes narrow,
Flash with spear and flight of arrow
Who would shy from blood or sorrow?
Death is freedom's price!

Hurl the reeling horsemen over,
Let dead Ke'ish feed the clover
Fate of friend, of wife, of lover,
Trembles on thy blow!

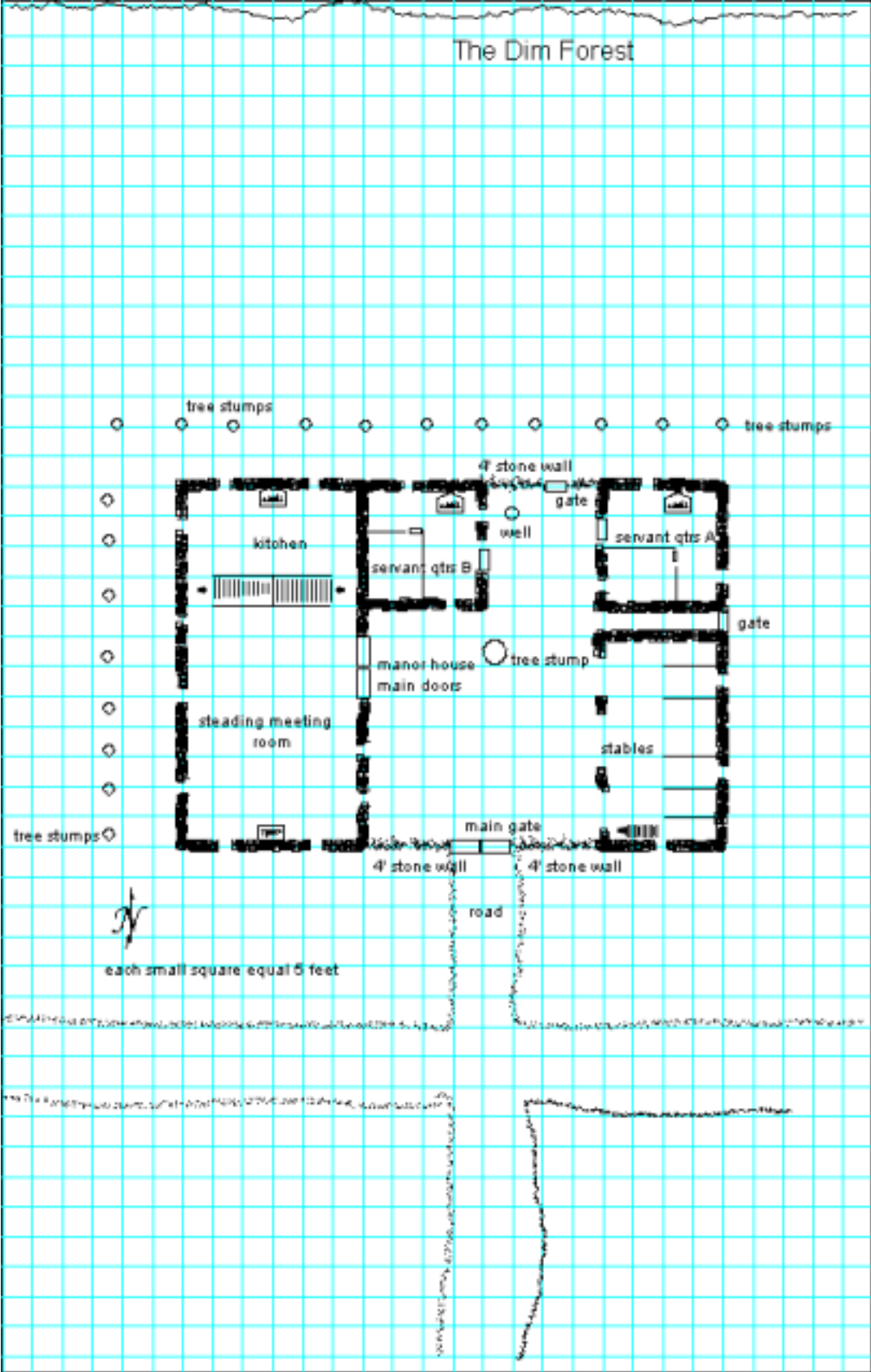
Strands of life are riven.
Blow for blow is given.
Ever they shall rue the day,
They ventured o'er the Y'Avon!

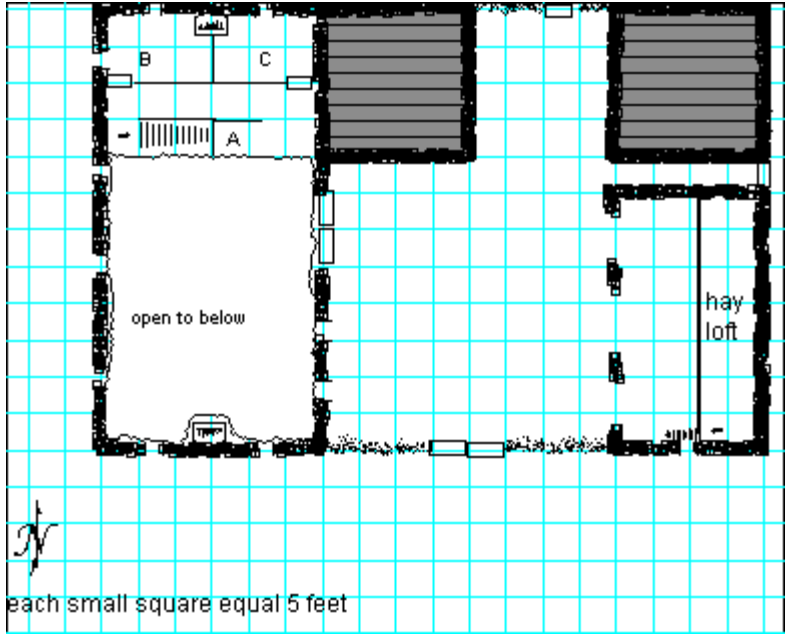
Now the Ke'ish flee before us,
Lift the Gonfalon victor'ous,
Raise the loud, exalted chorus,
Gyruff stands as one!

(lyrics by Eric Menge)
tune to "Men of Harlech"



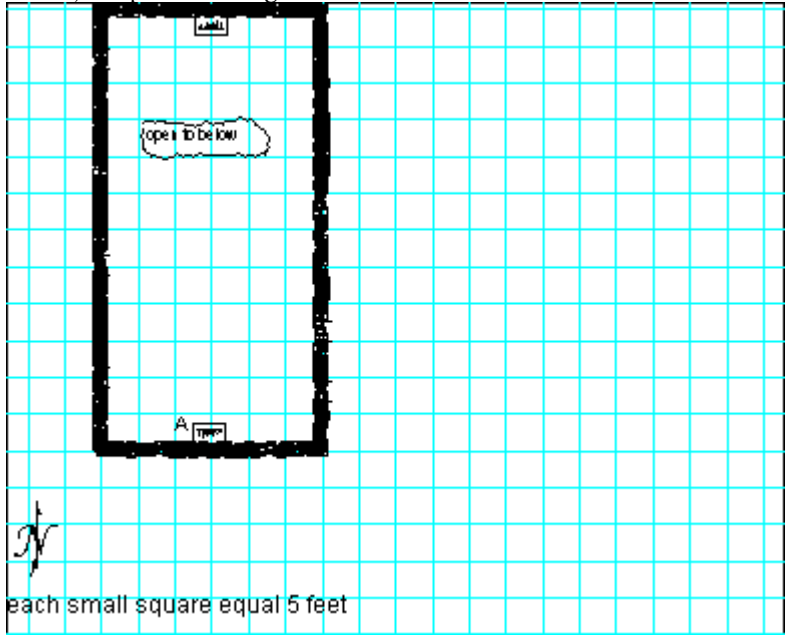
This map is not to scale. The distance from Hochoch to the windmill is 20 miles. The distance from the windmill to the steading is 12 miles.





each small square equal 5 feet

Above) Map of steading 2nd floor



each small square equal 5 feet

(Above) Map of 3rd Floor (Below) Map of Cellar