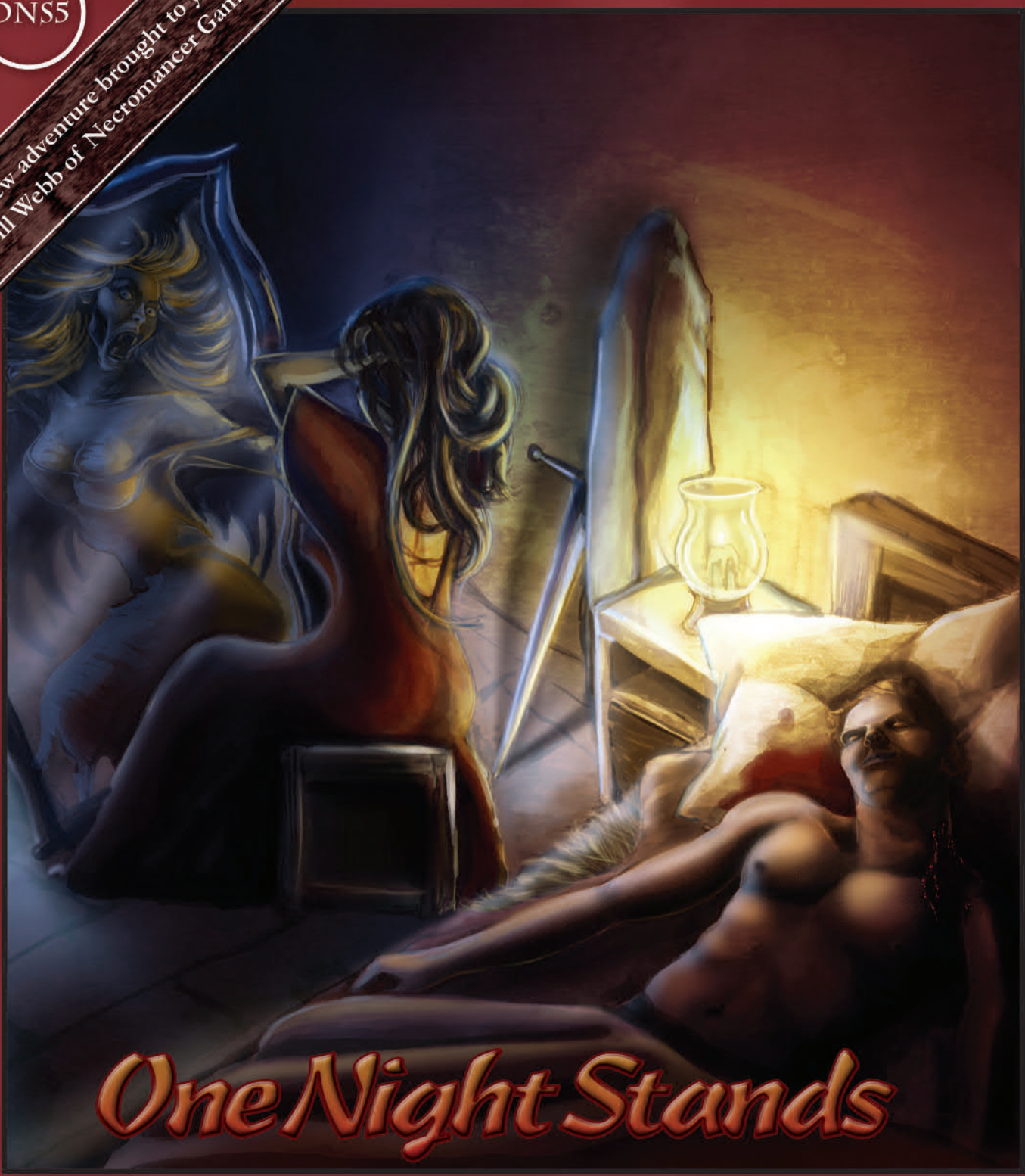


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One Night Stands

— Scorned —

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Printing!**
**SWORDS &
WIZARDRY**

By Lou Agresta and Nicolas Logue

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Introduction

Scorned

Scorned is an adventure for use with the *Swords & Wizardry Complete Rules* for a party of 4–6 characters of 5th-level. It is primarily an investigative and wilderness adventure in and around the river town of Whiterush. It can easily be placed in any forested region of your campaign that has a large and economically important river passing through it.

Adventure Background

When the PCs arrive in the river town of Whiterush, spring is in full bloom and love is in the air. Brant Greaves, son to Lord Brelidin Greaves of Whiterush, is set to marry Jacklyn Quinn, the spell-bindingly beautiful daughter of a merchant named Zolin Quinn. Zolin is the shady owner of a merchant company whose employees range from the shifty to the downright thuggish, and he is more than a little vague about his recent relocation from “the city” to Whiterush. The townsfolk resent his dominance of local trade, dislike his brutish retainers, and distrust Jacklyn’s and Brant’s engagement. However, the Quinn dowry is large, and the impoverished Lord Greaves will not hear a word against his future in-law—certainly not from common townsfolk.

However, Lord Brelidin and Zolin Quinn have more dire concerns than opinionated citizens. Until recently a band of orcs living in the dense forest outside town coexisted peacefully with the citizens of Whiterush. Now, led by a mysterious hooded highwayman, they engage in banditry and raid Zolin’s trade wagons. The brigands have seized much of Jacklyn’s dowry, and Zolin wants it back. He and his retainers are city folk and easily lost in the woods. Quinn needs some trained adventurers to solve his ‘orc problem’.

What Lord Brelidin doesn’t know is that his new in-law, Zolin Quinn, heads the remnants of the Quinn Syndicate, a vicious crime family expelled from a distant city by a rival organization. His daughter Jacklyn, a sorceress, stole Brant’s heart with witchery, as he would not otherwise marry her. Zolin has graciously offered to host the ceremony and reception on his luxurious gambling barge, *Chance’s Heart*, and Lord Greaves thinks this is a splendid idea. What the doddering old lord doesn’t know is that after the marriage, Zolin plans to murder the Greaves—father, son, and the entire wedding party—by sending his river barge down the wrong fork of the Whiterush River and over the towering Whiterush Falls. The widowed Jacklyn will inherit, and Zolin will own Whiterush Valley.

Sragana, the ‘hooded highwayman’ is the fly in the healing potion. This half-orc femme fatale raids Zolin’s caravans, blocking delivery of Jacklyn’s dowry and threatening to bankrupt the Quinns. She is Brant’s former lover. Before the Quinns arrived, Brant confronted his aristocrat father with their secret. If denied a marriage to Sragana—as seemed likely—the lovers planned to elope. Jacklyn’s enchantment shattered the couple’s bliss, and the sorceress has since pried every secret from her husband-to-be, including that Brant and Sragana shared their forbidden love.

Sragana knows nothing of spells. She knows only that Brant scorned her for money, abandoning her with child on the way. Rangers take nothing lying down, and the Abyss hath no fury like a half-orc scorned. Sragana refuses to allow her faithless lover to prosper, and an appeal to the tasked side of her family has convinced them to avenge Brant’s insult by raiding the Quinn caravans with her.

As Brant’s wedding to Jacklyn Quinn approaches, it becomes ever clearer to Sragana that her Brant will not return to her. Sragana’s anger and despair grow and the raids increase in frequency. Though the orcs have pursued sabotage, intimidation tactics, and nonlethal attacks thus far, it is only a matter of time before their activities, or retribution from Quinn’s enforcers, results in open war between orcs and town.

Adventure Synopsis

The PCs arrive in bustling Whiterush, and Zolin Quinn hires them to help capture the bandits raiding his caravans. If the PCs explore the town proper they likely learn that Zolin Quinn is a shady character, Lord Greaves is an indebted fool, and Brant’s engagement to Jacklyn Quinn was suspiciously sudden. Zolin stuffs the PCs into a false caravan packed with his henchmen, and as the PCs travel in Quinn’s Trojan horse, it becomes obvious that Zolin’s people are little more than unscrupulous brigands themselves.

The orc bandits—led by Sragana’s cousin Grizdalg Axehand—attack the caravan using non-lethal weapons. Zolin’s people, on the other hand, are merciless in response and careless of bystanders. Soon Zolin’s hippogriff riders arrive, and Sragana’s orcs break off the attack.

By now the PCs may have switched sides, but if not Zolin’s captain confesses his troops’ inability to track the bandits. He offers the PCs double their fee if they agree to hunt down the orc’s secret forest hideout. The PCs trail Sragana to a treetop fortress hidden on the tiny islands of a sunken caldera lake and learn of Sragana’s and Brant’s broken tryst. Meanwhile, Zolin’s scrying on the PCs allows his minions to follow the party to the treetop hideaway and attack the orcs and PCs both. Defeating Zolin’s minions (or escaping the hideout), the PCs head back to put a halt to Brant and Jacklyn’s wedding and avert the murder of the wedding party. The adventurers arrive too late, but they spot the *Chance’s Heart* floating away down river. The PCs give chase and board the barge, just in time to prevent the Quinns from murdering their guests.

The PCs defeat the Quinn retainers, but not before a rock overhang smashes the top floor off the barge. Jacklyn and her father attempt to fly away, leaving the victorious PCs stuck on *Chance’s Heart*—its steering shattered, its rudder intentionally jammed, and panicked passengers cramming the decks. The runaway barge barrels down the wrong branch of the river on a doomed course straight for Whiterush Falls. The PCs must save the passengers, free Brant from Jacklyn’s spell, mend the young lord’s and Sragana’s broken love, and then help young Brant convince his prideful father to bless his marriage to a low-born half-orc ranger before things get *really* complicated in Whiterush.

Hooks

Like many river towns, Whiterush thrives on its water traffic. The river brings mule barges, overland caravans, and domestic travelers to Whiterush. The PCs purpose for being in town is unimportant: they might simply be passing through. Zolin keeps his ear to the ground, and as soon as he learns adventurers are in town he contacts them. Here are a few other options to hook the PCs into the adventure.

1. Cake, Dancing, and Free Wine: One of the PCs is distantly related to the Greaves, or in a relationship with someone who is. They receive an invitation to the wedding, which is sure to be a grand affair. Zolin learns an adventurer is on the guest list and hires them.

2. Drowning in Debt: A PC’s friend or family member owns a business indebted to Zolin Quinn. The owner contacts the PCs and asks them to intervene on their behalf. Zolin is only too happy to erase any debts the business owner owes him if the PCs help him deal with his orc problem.

3. Gambling Itch: Any PCs with a taste for cards or dice are drawn to Whiterush by reports of Quinn’s deluxe riverboat casino. Alternately the PCs are hired on as bodyguards for a wealthy dilettante who plans a week of wild gambling on the white water.

Chapter I: Exploring Whiterush

Whiterush is a small but busy river town. Its economy centers on trade, and it services both the river traffic and the caravan road that runs beside the river. The town center is large enough to support two inns, a variety of small service businesses, and a few apartments. Whiterush's town center is comprised of two economic zones: the docks and "everything else."

WHITERUSH

Small town

Government autocracy

Population 612 (521 humans, 37 halflings, 18 dwarves, 12 elves, 12 orcs, 6 half-elves, 6 other)

Notable NPCs

Lord Brelidin Greaves (N male human Ftr 5)

Master Brant Greaves (L male human)

Zolin Quinn (C male human MU 8)

Jacklyn Quinn (C female human MU 6)

Captain Dario Maldrigant (C male human Ftr 6)

The docks, running from Little Dock (Area 1) to Ordok's General Store (Area 11), bustle with activity. Along the boardwalk (Area 4), sweaty guildsmen unload crates of baleen oil brought from sea ports down river and pile barges high with local dark oak lumber, for sale in distant markets. River captains line up at Canton's Cooperage (Area 10) to repair their barrels or barter for new ones. At the Waterside Inn (Area 9) travelers mix with drunken bargemen and merchants.

Zolin Quinn's infamous gambling boat, *Chance's Heart*, moors dark and empty at Far Dock (Area 3). Far Dock is currently closed in preparation for the big wedding tomorrow evening. At each of the intersections leading deeper into town, one of the Zolin's hippogriff-riding men-at-arms, wearing signature black leathers and the red Quinn 'Q', scowls at passers-by.

Quinn's Man-At-Arms: HD 3; hp 13; AC 5[14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; **Special:** None.

Posture:

Initial—"Master Quinn sends his regards."

Later—"Master Quinn sends his regards. *twang-thwunk*

Hippogriff: HD 3+3; hp 27; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Save 14; Move 18/24 (flying); CL/XP 4/120; **Special:** None.

Beyond the docks, Whiterush shows signs of Lord Greaves neglect. A faded signpost at each crossroads directs visitors to stores and sites of interest. The town's streets lack a cobblestone or two. The public greenery in Whiterush grows unkempt, and bits of trash and offal accumulate between buildings.

Exploring downtown Whiterush, the PCs quickly discover many buildings named in Greaves' honor. Nearby they find Greaves Park (Area 19), Greaves River Boat Supplies (Area 5), and the Greaves Market Square (Area 20). Signs pointing beyond the town center list a Greaves Granary, the Greaves Stockyards, Greaves Farms and Greaves Manor. None of these concerns generates sufficient income

to counter the current Lord Greaves' mounting gambling debts, and the people of Whiterush are unhappy with both their lord and with Zolin Quinn. Worse, Lord Greaves has recently closed Greaves River Boat Supplies, the Whiterush Jail (Area 25), the Town Watch Station (Area 26), and the Whiterush Courthouse (Area 23) without explanation.

Whiterush Town Center Locations

1. Little Dock
2. Main Dock
3. Far Dock and the *Chance's Heart*
4. Town Boardwalk
5. Greaves Riverboat Supplies (closed)
6. Statue of Brelidus Greaves
7. Whiterush Customs House
8. Waterside Stableyard
9. Waterside Inn
10. Canton's Cooperage
11. Ordok's General Store
12. Blacksmith
13. Cobbler
14. Apothecary
15. Bargemen's Guildhall
16. Elsa's Fine Hunting Apparel
17. Frank's Fine Dining
18. Kitty's Krafts and Good Things
19. Greaves Park
20. Greaves Market Square
21. Bargeman's Back Inn & Saloon
22. Leglow's Halfpint's Counting House
23. Whiterush Courthouse (closed)
24. Whiterush Carriage Post
25. Whiterush Jail (closed)
26. Town Watch Station (closed)
27. Quinn Mules, Wagons, & Tack
28. Caravan Staging Area

Events in Whiterush

While exploring Whiterush, the PCs or the GM initiates Events. These Events need not occur in any particular order, and the adventure does not require that PCs experience all of them. However, the adventure works best if PCs accept employment with Zolin Quinn in event 1: A Merchant in Need, and Chapter I ends with Event 4: Joining Quinn's Caravan.

Event 1: A Merchant in Need

The PCs are summoned to the Custom House (Area 7) shortly after they arrive in Whiterush. The building is newly erected. Its fresh red paint, expensive lattice-work, and hanging white sign reading "Customs House" all mark it as out of place among its run-down neighbors. When the party

Whiterush Rumor Mill

PCs asking around town for information can make a Charisma check to gather information. Select one of the rumors below on a successful check. Several of the rumors have additional information corresponding to conversations with specific citizens (in bold). Always give those rumors first when talking to those individuals. If the PCs are not talking to the right citizen to hear the full rumor, they might be directed to that person as someone who “knows more about it.”

1. Quinn and his people are newcomers. **Ordok Vosto**, the thickly built proprietor of Ordok’s General Store (Area 11) says: “Come in, come in. You break it you buy it! You don’t break it, maybe you still buy it, yes? We got lots of fancy new items the Quinns brought with them from the city.” After a little conversation Ordok whispers: “They hail from ‘the city’ so they say, but *which* city no one knows.”

2. Zolin’s hippogriff riders never clean up after their charges. A **squat dwarven washerwoman** mutters under her breath: “It’s worse than horses, I tell ya! At least horses stay on the ground...Raining steaming horse apples all over my freshly washed sheets!”

3. Most small business owners dislike Zolin Quinn, because he owes them money. **Canton** and **Minya Cooper**, a married human couple who own and operate Canton’s Cooperage (Area 10)—ironically, both are rotund as barrels themselves—are happy to explain the situation to the PCs. They greet the party: “C’mon in! We’ve got the best barrels around! A-round...get it? Get it!” Then get to: “We also sell the only barrels around. You’d think we’d be making a fortune, but it’s tough to make ends meet in Whiterush these days, thanks to Quinn. He makes us take those ‘credit chits’, but hasn’t made good on ‘em yet. Granted, the chits are new, so Quinn may pay eventually...says things are tight is all until his daughter’s dowry is sorted. Them thievin’ orcs ain’t helping matters much. Until recently, the town got on well enough with the orcs. They minded theirs, and we minded ours. If they came to town, they came at dusk, bought their things, and left. No problems. “Til now, that is...”

4. Townsfolk spotted a hooded figure leading the orc raids. **Kitty Beadbuilder** the young and comely halfling who owns Kitty’s Krafts and Good Things (Area 18) reports brightly: “My cousin Mugg, saw it! He was gathering wood for beads for me near the caravan trail during the last attack. Mugg says while the orcs looted the wagons, the creature stood back in the woods wearing a dark cowl over its face... must be hideous to look on I’ll bet. Terribly frightful if you ask me. I made this special talisman of beads to ward the creature off...it would look lovely around your neck; here try it on.”

5. Bart Portman, head of the Bargemen’s Guild (Area 15) is angry with Zolin Quinn, because Zolin will not pay guild rates. If **Bart Portman** is asked: “First the guy scares off whoever won’t pay him a ‘toll’, and now he refuses to pay a Bargeman’s fair wage! Does old Lord Fart do anything? Sure he does! He marries the rat into the family, that’s what he does!”

6. Lord Greaves recently disbanded the town watch, and they’ve been replaced by Zolin Quinn’s personal men-at-arms. **Dijos Mirane**, the local gnome (the only one in town) and apothecary (Area 14) greets patrons with: “I don’t do poisons, and I don’t do spells. That said, what can I do for you?” He downs a flask of some inky substance labeled “nerve tonic” and continues: “Pardon me, I’ve been a bit jumpy lately. The state of the town and all...doesn’t feel safe without the Watch. These days, I head home before dark. Bargemen get a bit rough when they’re drunk, and I don’t trust those enforcers to help, no I don’t. Rats, not men. Eatin’ for free, drinkin’ for free. Struttin’ round with them hippogriffs. Like roosters. His lordship has to *do* something!”

7. Lord Greaves has debts. **Elsa Spindler** (Area 16) attests: “Gambling, that’s how he got ‘em. Man couldn’t keep a copper if it was nailed to his head...not that I’m suggesting anyone should... gah! What I mean is, he used to make purchases here often, now he just window shops...I may have to close down now that I’ve lost me best customer.”

8. Brant and Jacklyn’s engagement progressed a little quickly in the eyes of some in town. Just about anyone can add, “That’s young love for you. Ain’t it grand? All that courting must tire the young master out. Brant used to take night rides into the forest, but he stopped shortly after the Quinns arrived. That saucy Jacklyn keeps him busy no doubt!”

9. The orcs have never killed and rarely seriously hurt any one. **Helia Bittermug**, the buxom proprietress of the Waterside Inn (Area 9) greets the party with a hearty “More river traffic! Come on in flotsam friends! Food could be better, but you’ll get it fast and hot, what more could you ask?” Later, if the DC check is made, she’ll spill: “Quinn’s men-at-arms drink here every night, must like my stew... or maybe just my gift for gab...well what I noticed is after them orcs raid a caravan, a bunch of that lot show up with black eyes, bumps on the head and bruises, but none of ‘em get killed. Curious, that. Guess them orcs is just cowards. They know what’d happen if they started killing Whiterushers! Still, it tickles most folk how the orcs bash up Quinn’s enforcers.”

enters read or paraphrase the following:

The interior of this large office is dim and cluttered. A wide desk cuts the room in half. Beyond the desk, cubbyholes line the walls and from each cubby a sheaf of rolled parchment pokes out. A handsome man with emerald green eyes, a well groomed moustache and goatee, and dressed in a finely cut gentleman’s cape and rich royal blue tunic leans across the desk on clenched fists glittering with rings. One of the rings is made from a large ruby with a “Q” cut into it. The man is in the middle of berating an old, ink-stained halfling whose large crooked nose supports a wine-bottle thick pair of glass spectacles. “Listen Leglow,” sighs the richly dressed man, obviously exasperated, “I don’t care what it used to be, now it’s—” He breaks off as he spots you in the doorway. “Oh. Hello there. Do come in! I hope you’re enjoying our little town by the river? I can’t thank you enough for coming so quickly.” He gestures to the halfling without deigning to look at him: “Leglow, we’ll finish this later, I have important guests...”

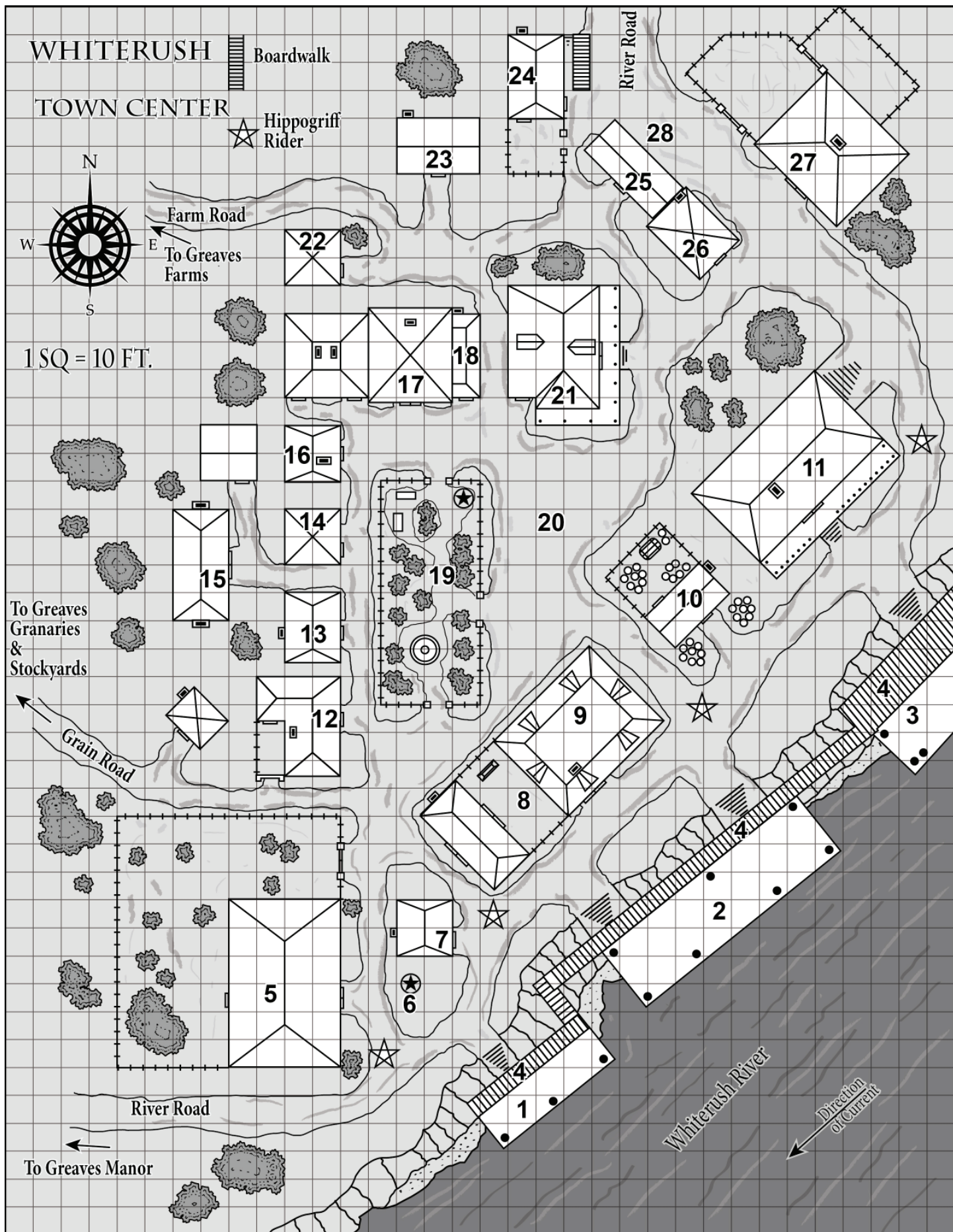
Leglow Halfpint, the halfling owner of the local counting house (Area 22) reluctantly retires. The PCs may make a Wisdom check to hear him

mumble, “Economy’s gone to hippogriff flop,” as he withdraws.

The man described above is of course, Zolin Quinn, the shady criminal mastermind who fled the distant city of Hawkmoon when a cutthroat war with the thieves’ guild of the Lucre King nearly cost him his life. Zolin appears a font of lively energy and oozes electric charisma, but truth be told, he is tired of strong-arming tradesmen, blackmailing officials, and watching his back. Zolin is ready to go legit...that is once he secures a cushy lordship by marrying his daughter to Brant, and then offing the young master and his father. Zolin thinks of this as “going legit in style.”

Zolin is an accomplished snake. He explains the trouble with the orcs (artfully blaming any hippogriff waste in the economy on their meddling). He exudes charm and gauges the reactions of the PCs to everything he says. If the PCs seem doubtful or are overly concerned about the orcs’ formerly peaceful activities (or their use of nonlethal tactics), Zolin sighs deeply. Quinn feigns lament concerning the orcs recent descent into banditry and expresses his hopes that the PCs expediently “get to the bottom of these out-of-character actions, so that we may heal the wounds between Whiterush and our neighbors peacefully.” His skill at bluffing is exceedingly high, and should foil any suspicions at this point. If the PCs express the racist attitude common to most adventurers and characterize the orcs as bloodthirsty monsters, Zolin is only too happy to fuel the fire. Either way he offers the PCs 500 gp to accompany a fake delivery caravan

CHAPTER I: EXPLORING WHITERUSH



packed full of his henchmen, to help route the orcs when and if they attack, and to track them back to their hideout in the deep forest if they flee.

If the PCs bargain, make some fake rolls behind the screen and pretend Zolin is doing his best to refuse a pay increase. Since Quinn has no intention of paying them and intends to see the PCs dead before long, he eventually agrees to pay as much as triple his starting price. Zolin pretends to begrudge every extra gold coin “wrung from him by such cunning bargainers,” while secretly visualizing the PC in charge of the negotiations spitted on Captain Dario Maldrigant’s +1 *flaming long sword*. With negotiations concluded Quinn pulls his dagger to seal the deal in blood, which he claims is a tradition in the city he hails from (he is evasive about which city, “I’m sure you’ve never heard of it.”). With a saccharin smile, Zolin cuts his own palm first in good faith and offers the blade to the PC who did the lion share of the bargaining. He later uses the bloodied blade to scry on party as they track the orcs to their hideaway (see Chapters II and III for details).

Zolin Quinn (MU 8): HD 8; hp 20; AC 4 [15]; Atk dagger (1d4); Save 8; Move 12; CL/XP 8/800; Special: +2 saving throw against magic, spells.

Spells (4/3/3/2): *charm person, detect magic, magic missile, sleep; ESP, mirror image, phantasmal force; hold person, lightning bolt, suggestion; charm monster, confusion*
Bracers of defense (AC 4 [15]), fine fox fur cloak (100 gp), red silk jacket with gold inlaid unicorn design (175 gp), high hard dinosaur leather boots (250 gp), black cotton breeches, diamond cuff-links (200 gp), pouch with two dozen fire opals (50 gp each) and 50 sp

Posture:

Initial—“I am honored to meet such a brave band of heroes. Without your selfless toil, merchants such as myself would find our labors spoilt by bandit curs, the like of these which now infest our verdant woods.”

Later—“Whiterush is mine! You shall perish on this death-trap along with my tiresome in-laws!”

Event 2: The Lord of Whiterush

Lord Greaves’ father, Brelodus, was a formidable knight of the realm and was granted tracts of land for service to the Crown. The old knight insisted on a strict military regimen for young Lord Greaves in his youth, but when his father passed away and left Brelodin the Whiterush Valley, the new lord spent the next few decades whittling down the family fortune pursuing his favorite pastime—gambling. Brelodin took to wine, women, and sausages, swiftly aging into his current gouty, well-pickled incarnation. Today, Lord Greaves is a doddering old man with a prominent paunch and a permanently addled expression on his wrinkled face.

The PCs encounter Lord Greaves as the aging aristocrat takes his daily constitutional between Greaves Manor and the Whiterush town center, where he enjoys browsing at Elsa’s Fine Hunting Apparel (Area 16)—these days all he can afford to do is browse. He treats low-born PCs with patronizing disdain, thinly veiled in courtesy. If Lord Greaves learns the PCs are in Zolin’s employ, he smiles approvingly and his coldness melts away. Any attempt to insult, or worse, provoke the Lord, is met with perplexed disbelief followed by a raspy chuckle, and a comment to the effect of “You’ve got starch, young lad!”

Lord Brelodin Greaves (Ftr5): HD 5; hp 20; AC 3 [16]; Atk+1 long sword (1d8+1); Save 10; Move 12; CL/XP 5/240; Special: None.
 +1 long sword, plate mail, gold satin cloak with emerald green trim (200 gp), emerald brooch with family crest in the shape of a large hawk locked in battle with a manticores (400 gp), emerald signet ring (200 gp), *helm of reading magic and languages*

Posture:

Initial—“Ahhh yes, the adventurers! How very exciting. You are most welcome at Whiterush, gentlemen.”

Later—“My son? Marry some dirt-poor, half-orc woodscrourer?! I think not!”

Event 3: Courting Lovers

If the PCs seek out Jacklyn and Brant, or if they head to Frank’s Fine Dining (Area 17) to enjoy a meal, read or paraphrase the following:

By far the most elegantly appointed establishment in town, Frank’s is also the most empty. A single couple eats at the back. A plump, balding man in formal robes rushes up as you enter, “Lunch? Dinner? Breakfast tomorrow? A picnic basket?”

Brant and Jacklyn dine in the back. Brant is a younger, far more handsome version of his father, and dresses head to toe in the latest fashions from Elsa’s Fine Hunting Apparel. Jacklyn is a gorgeous blond-haired young woman with cherry-red, pouty lips and her father’s bright emerald eyes. A fine silken gown, slit high to the thigh, hugs her exquisite figure.

Frank dissuades the party from bothering his “important guests” apologizing to Jacklyn profusely if the PCs persist. If the PCs approach they see a plump, white furred cat curled up in Jacklyn’s lap. Shortly after the PCs arrive Jacklyn stands, cat in hand, kisses Brant on the cheek and says, “Well I’m off to the carriage post, dear. Now do be good, darling, and stay away from those nasty woods. You get so dirty, you know. There’s a dear.” Brant smiles and acquiesces as his lady love retires.

If the PCs cast *detect magic* unseen, Brant glows with faint enchantment (*charm person*), while Jacklyn’s earring shows moderate abjuration. If the PCs are noticed casting a spell or take any violent action, Frank summons Captain Dario Maldrigant who arrives with five men-at-arms in tow. Captain Dario insists the PCs leave Frank’s and warns them not to break any more laws.

Jacklyn Quinn (MU 6): HD 6; hp 15; AC 7 [12]; Atk dagger (1d4); Save 10; Move 12; CL/XP 8/400; Special: +2 saving throw against magic, spells.

Spells (4/2/2): *charm person, magic missile, shield, sleep; invisibility, mirror image; clairaudience, suggestion*
Ring of protection +1, wand of paralyzing (12 charges), fine white lace and silk brocaded wedding dress and veil (500 gp), necklace of milky white pearls (1,000 gp)

Posture:

Initial—“I am ever so delighted to meet such fine adventurers.” Or: “Daddy!!!” Or: “Grant, my darling, protect me!”

Later—“Die here! Die Now! Silt for the river. Fish to pick your bones. Rushing water to grind your remains to nothing!”

Mishria, cat familiar hp 3 (See Chapter IV)

Posture: *Initial*—Mishria’s “MROOOWWEEEE!” sound peculiarly similar in timbre and intonation to Jacklyn’s “Daaaadddyyy!” *Later*—“Hsssss!”

Master Brant Greaves: HD 1; hp 8; AC 7 [12]; Atk long sword (1d8); Save 17; Move 12; CL/XP 3/60; Special: None.

Emerald brooch with family crest in the shape of a large hawk locked in battle with a manticores (500 gp), silver satin cloak (150 gp)

Posture:

Initial—“Pleased to make your acquaintance, sir; hope to see you at the wedding.”

Later—“Sragana, my love! I was bespelled. It’s you, only you. It’s always been you I love!”

Event 4: Joining Quinn's Caravan

Eventually the PCs rendezvous with Zolin Quinn's caravan as it assembles outside the Whiterush Carriage Post, just past the (now-closed) jail. When they arrive at Area 28, read or paraphrase the following:

A dust-raising cacophony swirls about the caravan. Bargemen heave barrels atop the freight wagons and hook water skins to their worn, wooden sides. Henchmen in Quinn black scramble into the enclosed cargo beds, jostling and gripping as they climb inside. Wagoners swing the wagons' pine plank doors closed on their living cargo. Above, black Quinn flags crack in the dry wind, the serpentine red 'Q's' muted beneath the dust that clings to everything. As hippogriff riders mount the sky, Zolin Quinn spots you.

"Ah! There you are! I was beginning to wonder. I've put Captain Maldrigant in charge. You can rely on him." Zolin pauses at the back of the third wagon, its freight hold open. "In here, please. No time to waste. It'll be a bit stuffy, but not for long!" Zolin steps aside as a Quinn retainer clambers up and vanishes into the shadowy interior. Workers, sweaty from their labors, stand ready to close the wagon's doors behind you.

If the PCs refuse to ride inside the Trojan horse wagon, Zolin feigns hurt at their refusing his "brilliant plan" but acquiesces, allowing them to accompany the caravan any way they see fit. He mutters, "You are the adventurers after all; you *must* know what you are doing, I suppose."

The caravan consists of three enclosed freight wagons, with the PCs intended to ride in the back of the third wagon along with 2 of Quinn's henchmen. The caravan is commanded by **Captain Dario Maldrigant** riding on the front wagon and consists of a total of **9 Quinn henchmen** that are divided with 4 in the front wagon, 3 in the middle wagon and 2 in the third wagon with the PCs, **2 Quinn men-at-arms** with 1 in the first wagon and 1 in the second wagon, and **3 drivers** (noncombatant humans). The caravan rolls out as soon as the PCs join up.

Captain Dario Maldrigant (Ftr6): HD 6; hp 40; AC 1 [18]; Atk +1 flaming long sword (1d8+2); Save 8; Move 12; CL/XP 7/600; Special: None.

+1 flaming long sword, +1 shield, pouch with 20 gp

Posture:

Initial—"A pox on orcs and half-breeds..."

And if a half-orc is in the party—"...present company excluded of course."

2 Quinn's Men-At-Arms: HD 3; hp 13; AC 5 [14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

9 Quinn's Henchmen: HD 1; hp 4; AC 7 [12]; Atk short sword (1d6); Save 17; Move 12; CL/XP 1/15; Special: None.

Pouch with 10 sp

Posture:

Initial—"You might want to keep your nose out of Quinn's business, or somebody might just chop it off for you."

Later—"Been waiting for a chance to cut you!"

Chapter II: The Caravan Ambush

The River Road follows Whiterush River, meandering northeast and upstream miles beyond town. The route is not well kept, but is cleared of the worst obstructions by the merchants who use it most. Eventually, the road divides at a spot dubbed the Inland Fork.

A Long, Stuffy Ride

If the PCs elect to ride in the wagon, they will be accompanied by two of Quinn's henchmen. Consider generating ill will between Quinn's people and the PCs by portraying their journey in the freight container as deeply unpleasant. Emphasize the heat, the stuffiness, and the sweaty odor of the greasy henchmen. If a PC complains, have a henchman roll his eyes and grumble, "Oh, the great *adventurers*—whine, whine! Bah!"

If the PCs try to be helpful—offering to scout ahead, for example—Captain Dario responds, "Oy! Back in that hold! Mr. Quinn put me in charge, and no flippin' *adventurers* are gonna' mess things up!" Later, when the orcs spring their trap, Dario mutters, "Fat lot o' good them flippin' *adventurers* is—can't even spot an ambush." Alternately, if the PCs do not travel in the wagons, have Dario call them 'rabble-rousers' or 'miscreant fools' even as he drives the caravan right into the orc ambush. Top it off with a muttered, "I knew them flippin' *adventurers* would head us into trouble!"

Handle this roleplay carefully, and tailor it to the group's tolerances. Too much ill will too fast and the PCs might attack the Quinn retainers with the caravan still in sight of Whiterush. Use the following examples of rude and unpleasant behavior by Quinn's henchmen, or use them as guidelines to generate your own:

You bump along in the dark, stuffy hold. Wooden slats bang your tail bone at every pothole. In the near darkness, one of Quinn's henchman coats his blade from a small pot. He notices you noticing and growls over the smack and rattle of the wagon: "Mind your own business you! I'm just oiling my blade!"

The nasty, flatulent reek of half digested eggs floods the cloying container. A particularly fat henchman pulls his wet finger from his nose, flicks it at the wall, and glares at you. "Warn't me," he says, scratching. "And it warn't him." He nods at his glowering, food-stained companion. "Musta' been you. Disgustin'!"

At the Inland Fork, one branch of the River Road bears west toward forested mountains, while the other continues upriver. Tall reeds and marshy expanses sometimes block the view of the river as the road occasionally dips between small hills. At one such dip between hills, the orc 'bandits' ambush the caravan.

Event 5: The Orcs' Ambush

As indicated, at one such dip—boxed between hills, marsh, and forest—Sragana's orc band ambushes the caravan. The trap is simple: as the first wagon reaches the forest, the orcs topple a large tree across the road. Given the orcs' expertise, it requires a successful one-quarter Wisdom check to detect the trap in advance.

Creatures: The orcs of the nearby forest have set up an ambush here. These orcs are of an arboreal subspecies known as greenskin orcs. Slightly shorter and more lithe of build than their more common cousins, greenskin orcs have smaller tusks, a dark green cast to their skin, and wear their thick black hair in intricate top knots. This chaotic three-way battle (PCs, henchmen, and orcs) can unfold many ways. The PCs most likely begin the battle allied with the Quinn's henchman, but they may switch sides by round 3 of the fracas. **Maldrigant, 2 men-at-arms, and 9 henchmen** comprise the Quinn faction as described under Event 3 in Chapter I; while **14 greenskin orcs, Sragana, and Grizdalg Bolefist** make up the orc faction. Six of the orcs and Grizdalg are mounted on sturdy mules, small enough to travel under the eaves of the forest and unhindered by its rugged terrain but still able to carry the load of a normal mule. Sragana appears cloaked and cowed in this encounter, concealing her gender and swelling belly. Within 5 feet of her, give PCs a Wisdom check to notice she is female and pregnant.

Sragana is remarkably beautiful—especially for a half-orc—with jet black hair pulled into a topknot to reveal striking green eyes, and a light green tint to her skin as well. Athletic in figure, blossoming motherhood accentuates her beauty. Grizdalg, however, teathed on the ugly stick as a child. Scars cover his brutish face, lending him a fearsome aspect. In truth he is devoted to his family, and he cares only for his half-sister's honor and the safety of his kin. When the orcs retreat in round 3 (see "Tactics" below), Grizdalg covers their escape, calling, "Run, brothers, take care of Sragana. I'll hold them as long as I can." He prepares to die for his kin, unless the PCs switch sides and convince him to flee as well.

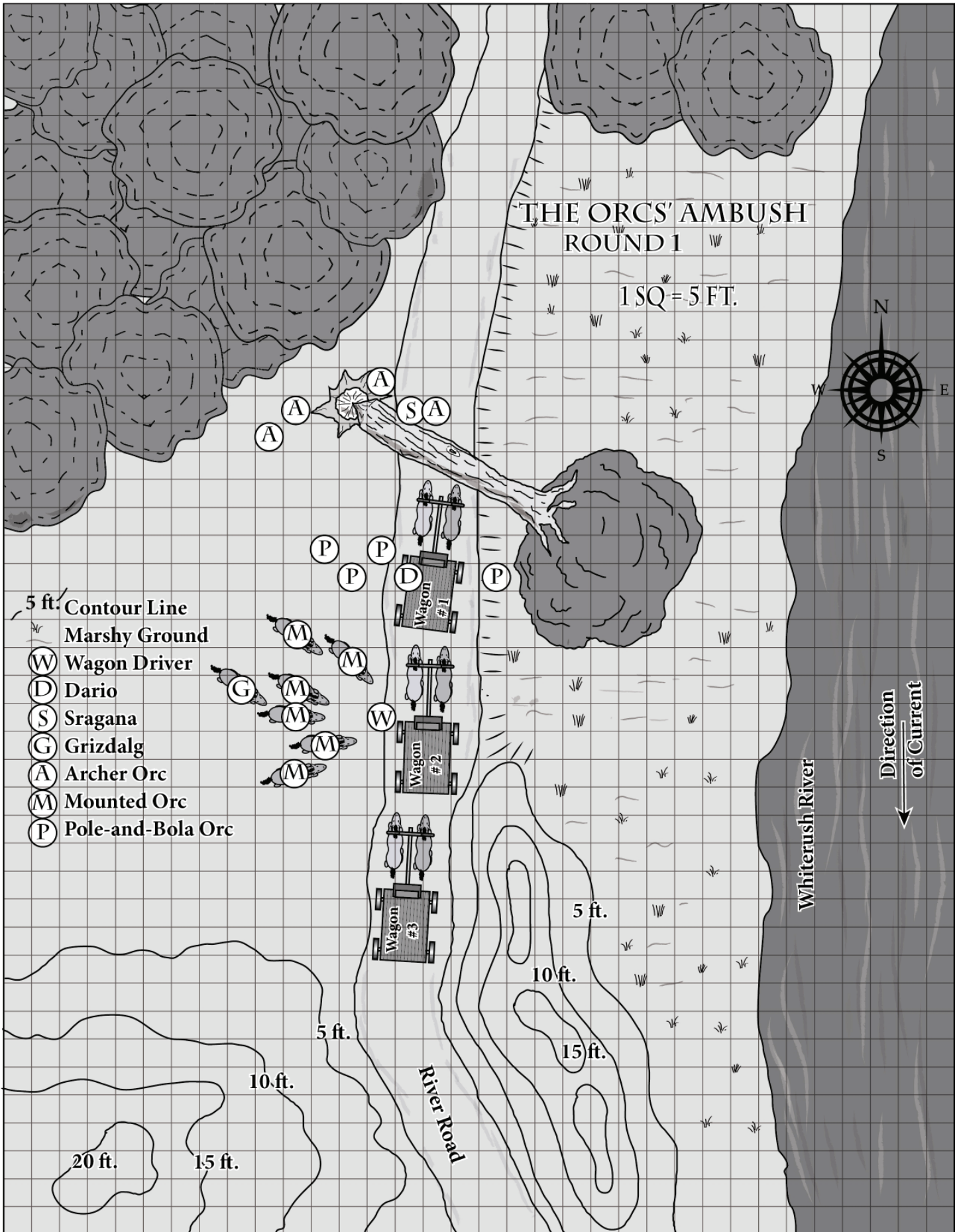
6 Mounted Greenskin Orcs: HD 3; hp 12; AC 5 [14]; Atk club (1d6); Save 16; Move 12; CL/XP 2/30; Special: Climb 86; Hear 3 in 6; Hide 15; Silent 25.. *The Tome of Horrors Complete* 420 Pouch with 2d20 gp

7 Forest Mules: HD 2; hp 13; AC 7 [12]; Atk none; Save 16; Move 18; CL/XP 1/15; Special: None.

4 Pole-and-Bola Greenskin Orcs: HD 3; hp 12; AC 5 [14]; Atk club (1d6) or bola (1d4); Save 16; Move 12; CL/XP 2/30; Special: Climb 86; Hear 3 in 6; Hide 15; Silent 25.. *The Tome of Horrors Complete* 420 Pouch with 2d20 gp, 2 bolas, 10-ft. pole

4 Greenskin Orc Archers: HD 2; hp 5; AC 5 [14]; Atk 1 short bow (1d6) or 1 club (1d6); Save 16; Move 12; CL/XP 2/30; Special: Climb 86; Hear 3 in 6; Hide 15; Silent 25. *The Tome of Horrors Complete* 420 Pouch with 10 gp

CHAPTER II: THE CARAVAN AMBUSH



CHAPTER II: THE CARAVAN AMBUSH



Grizdalg Bolefist, Greenskin Orc Berserker: HD 7+2; hp 37; AC 5 [14]; Atk +1 *two-handed club* (1d10+2); Save 9; Move 12; CL/XP 9/1,100; Special: berserking.
+1 *two-handed club*

Posture:

Initial—"Vengeance for Sragana! You have dishonored my blood!"

Later—"Drink companions! Eat with us! It is good to know that not all humans are curs that spit upon their own kith and kin!"

Sragana, Half-orc* (Rgr8): HD 9; hp 40; AC 5 [14]; Atk +1 *scimitar* (1d8+1) or *longbow* (1d6); Save 7; Move 12; CL/XP 9/1,100; Special: tracking, alertness, +8 damage vs. giants and goblins, scholar of healing magic.

+2 *leather armor*, +1 *scimitar*, *cloak of elvenkind*

*A rare exception to the normal human restriction.

Posture:

Initial—"Lower your weapons...no need for anyone to die here." Or: "You serve the Quinns? You soil your honor. Surrender or feel my wrath."

Later—"My gratitude to you. It may be all I own, but I give it freely."

Broslos, Sragana's Trained Mountain Lion: HD 3+2; hp 15; AC 6 [13]; Atk 2 *claws* (1d4), 1 *bite* (1d8); Save 14; Move 18 (12 climb); CL/XP 3/60; Special: none. *The Tome of Horrors Complete* 634

Tactics: This encounter is broken into a round by round account of the NPCs' actions, as well as their reactions to the PCs.

Surprise Round: During the surprise round, as the tree tumbles to the ground (alerting any PCs inside the wagons), 4 pole-and-bola orcs charge from the woods. This first group of orcs jam their poles into the lead wagon's spokes. Simultaneously, Sragana and her four orc archers—the second group—loose a volley of arrows from the cover of the trees (they

are making subdual attacks, so only half of the damage is lethal due to the arrow tips being blunted).

Round 1: Following the surprise round a third group of 6 orcs, mounted and led by Sragana's half-brother, Grizdalg Bolefist, ride to the second wagon in the caravan and sling grappling hooks at it. This third group of mounted orcs held their action, so they enter at the top of the initiative order. As the mounted orcs ride and strike, the first group of pole-wielding orcs whip their bolas at the fleeing caravan drivers. Sragana and her archers unleash another volley of arrows (once again for subdual damage).

Sragana's ambush begins to twist out of control when the drivers flee into danger. A bola trips the second driver and knocks her unconscious, exactly 5 feet west of the second wagon. The first driver just winds up in the wrong place at the wrong time, caught between battling foes.

Captain Dario Maldrigant brutally cuts down the first driver then moves to engage the pole-and-bola orcs. It takes all of round 1 for a character to open the wagon's hold from the inside; so, at the end of the round, all three wagons' back doors pop open, although no one emerges yet.

Round 2: The plan continues when the mounted orcs back their horses and teeter the hooked second wagon up onto two wheels (at the top of round 3 the wagon may crash over, spill its contents, and crush any unfortunates lying beneath it—see below). Meanwhile, the pole-and-bola orcs step up and engage any lingering resistance with their clubs (making subdual attack), while Sragana's archers cover them with another (subdual) volley.

The Quinns are not having any of it: 4 henchman and 1 man-at-arms exit the first wagon and attempt to join Captain Maldrigant, engaging the pole-and-bola orcs; 3 henchman and 1 man-at-arms exit the second wagon, moving north to support their captain, but the man-at-arms assaults the mounted orcs; and the last 2 henchmen exit the third wagon to also attack the mounted orcs.

If the PCs rode in a wagon, they also emerge from the third wagon in this round. Read or paraphrase the following:

You emerge into hot dust and chaos, greeted by the din of furious battle. A flight of arrows bounces off the wagon beside you. Directly ahead, mule-mounted orcs have hooked ropes to a wagon and pulled it sideways onto two wheels to tip it over. A motionless wagon driver lies imperiled in the wagon's swaying shadow, the huge freight hauler ready to crush her at any moment. At the front of the caravan, Quinn's retainers battle orcs armed with clubs and bolas, while beyond them Captain Maldrigant slashes his flaming blade at a cloaked figure behind a fallen tree. Another driver's corpse smokes and bleeds at Maldrigant's heels from a great smoldering gash in his torso.

The captain's cloaked enemy yowls. Her voice cuts across the battle like a forest cat's, "Grizdalg! Belay the tople! Save that woman!" In response, the mounted orcs tear madly at the ropes tied between their saddles and the wagon. More of Quinn's henchmen and a man-at-arms seize the opportunity to slash at orcs and mules alike. The massive wagon teeters dangerously on its two narrow wheels.

As they drink in the madness, a Wisdom check notes the orc's arrow tips have been blunted and the driver beneath the toppling wagon is wounded but alive. Likewise anyone making a successful Intelligence check notices the dead driver behind Maldrigant was slain with a sword—and none of the orcs carry blades.

The mounted orcs need the rest of the round to remove their ropes. If more than 3 of the mounted orcs are killed in round 2, then the wagon topples and crushes the fallen caravan woman. If enough mounted orcs survive until the end of round 2, they release the ropes and the wagon falls back to its original position. Either way, resolving the wagon's motion is the last event of round 2.

CHAPTER II: THE CARAVAN AMBUSH



Round 3: At the top of the round Sragana cries out, “You who work for Quinns?! You are murderers and dogs!” If the PCs decide something is amiss, they may turn on the Quinn retainers or even step back from the melee. If the PCs do not turn on Quinn’s folk, then the orcs immediately flee into the woods at a full run. Maldrigant and his men do not follow.

During round 3, a successful Wisdom check detects three attackers winging in above from the direction of the sun: two winged mounts carrying riders and a man-sized winged creature. These arrive at the start of round 5 (see “Developments” below). If no one else notices the aerial threat, then either Grizdalg Bolefist or Sragana spots them at the end of round 3 and calls a retreat if they have not already done so. This retreat begins at the top of round 4, and the orcs bring the party with them if the PCs switched sides during the fight. If the PCs did not switch sides, Grizdalg covers the other orcs’ retreat, heroically risking death.

Development: At the start of the 5th round since the ambush began, **2 hippogriffs** (carrying **2 men-at-arms** each) and an armored batfolk (a **sabosan**) land and report to Captain Dario (if he is alive). If Dario is dead then the sabosan, Skeech, assumes control the operation.

If the PCs did not switch sides, either Dario or the sabosan eye the dark forest warily and explain that the Quinn employees lack woodcraft. They offer to pay the PCs double their initial fee for immediately tracking the fleeing orcs to their lair and eliminating them once and for all.

If the PCs did join the orcs’ efforts against the villainous Quinns see Chapter III for more details. If the PCs switched sides but refused to retreat, Skeech and the hippogriff-riding men-at-arms join the battle with the adventurers.

When the battle has ended, proceed to Chapter III.

4 Quinn’s Men-At-Arms: HD 3; hp 13; AC 5[14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

2 Hippogriffs: HD 3+3; hp 27; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Save 14; Move 18/24 (flying); CL/XP 4/120; Special: None.

Skeech, Batfolk Skirmisher: HD 7; hp 31; AC 1 [18]; Atk 2 short swords (1d6+1), bite (1d6+2); Save 9; Move 12 (15 flying); CL/XP 9/1,100; Special: blood drain (1d4 with bite), fell shriek (save or deaf), Hide 80, Silent 85.

Chapter III:

Sragana's Treetop Fort

The PCs reach Sragana's hideout either by tracking the orc band or as allies. Sragana's treetop fort nestles inside a concealed crater lake, sunk down from the forest floor and surrounded by sheer 30-foot cliffs. The lake holds three small islands, each dotted with trees. Sragana's hideout consists of wooden platforms built within the trees and connected—*island to island*—by rope and plank bridges. Some platforms are concealed by foliage, others are not. The bridges and platforms are suspended 20 feet above the lake and islands.

The fort ends in a tree at the northwest shore of the lake. A lone rope bridge connects the trees to a small cave set in the cliff face, 20 feet above the water level. A concealed fissure in the cave ceiling serves as an emergency exit (Area T15). Sragana and her orcs enter their fort by sliding down a 50 foot cable strung from the forest above (Area T3) to the first treetop platform (Area T5). If the PCs are friendly with the orcs, they enter via this cable. If, on the other hand, the PCs are hostile when they reach the fort, Sragana cuts the entrance cable and tries to negotiate from the cover of the fort rather than fight. If the PCs insist on attacking the hideout, then the orcs respond with lethal force, giving up on using blunted arrows and subdual attack attempts. They attempt to get the PCs to split up and chase them throughout the fort so they can maneuver the PCs into ambushes and detrimental positions.

The small lake is the deteriorated remains of ancient caldera and is hundred so f feet deep. It also the home of a chuul. This creature is usually content to ignore its treetop neighbors and hunt the watery bowels of this extinct volcano, preying on eyeless fish and other freakish fare deep below the surface; however, the drip of fresh, hot blood draws it to the surface. Once blood hits the water, the chuul rises 2 rounds later and circles relentlessly. It tries to eat anyone who falls in the lake or stands within 5 feet of shore once blood has been shed.

Chuul: HD 7+4; hp 35; AC -1[20]; Atk 2 claws (2d6) and 1 bite (paralysis); Save 9; Move 12 (9 swimming); CL/XP 9/1,100; Special: Bite causes paralysis.

The Daga Clan

The treetop fort houses the Daga Clan of greenskin orcs, descended from Grizdalg's and Sragana's great grandfather, Daga Broken-Tusk. These orcs were forest raiders from a much larger tribe for many years until a terrible battle against the dwarves Ker-Axtar 60 years ago. The forest tribes were defeated and dispersed, most disappearing deep into the wilds far from civilization and their bloodthirsty foes. Daga Broken-Tusk (so named for the dwarven hammer that shattered many of the teeth) led his own family into the wilds along the border of sparsely inhabited human lands. There they maintained their own existence as far as possible from other settlements, content to hunt the inner forest. When the knight Bredus Greaves was granted the lands along the Whiterush River, and the village of the same name was founded, the Daga Clan was cautious and watchful. A few raids were staged, but Lord Greaves and his battle-hardened men-at-arms proved to be formidable adversaries. Attacks by orcs were met by equally bloody reprisals from armored human warriors, but Lord Greaves and his men were also war weary and did not pursue the same vengeful campaign of extermination as so often develops between human and orc enclaves. Instead, over time an uneasy truce developed. The humans of Whiterush stayed out of the deep forest for the most part and the orcs of the Daga Clan avoided the roads and farmsteads. Though relations were hardly "friendly", they were at

least peaceable, and it was no unheard of for greenskin orcs to enter Whiterush on occasion for trading. Isolated raids and reprisals still occasionally occurred, enough so to keep both groups wary of one another, but nothing that ever escalated to a larger scale of bloodshed.

Such the situation has stood until Brant Greaves and Sragana of the Daga fell in love. Then that has been further interrupted by the late manipulations of Zolin Quinn and his daughter that has brought the Daga Clan to the point of desperation to not only defend their family and the child Sragana carries but also their very existence from the much more warlike Quinns.

The Daga Clan consists of 43 greenskin orcs: 22 male and female warriors (this number includes those that took part in the ambush, and casualties should be subtracted accordingly), 7 noncombatant males and females (many of them old or infirm), and 12 noncombatant children. They are led mutually by Grizdalg Bolefist and his half-sister Sragana the Fair. Grizdalg is ostensibly their war leader, but Sragana actually commands more of their allegiance through her quiet strength and wisdom. The two, however, get along well and come to consensus on most clan matters.

A roster of the combatant tribe members are as follows:

8 Greenskin Orc Archers: HD 2; hp 5; AC 5 [14]; Atk 1 short bow (1d6) or 1 club (1d6); Save 16; Move 12; CL/XP 2/30; Special: Climb 86; Hear 3 in 6; Hide 15; Silent 25. *The Tome of Horrors Complete* 420
Pouch with 10 gp

6 Mounted Greenskin Orcs: HD 3; hp 12; AC 5 [14]; Atk club (1d6); Save 16; Move 12; CL/XP 2/30; Special: Climb 86; Hear 3 in 6; Hide 15; Silent 25. *The Tome of Horrors Complete* 420
Pouch with 2d20 gp

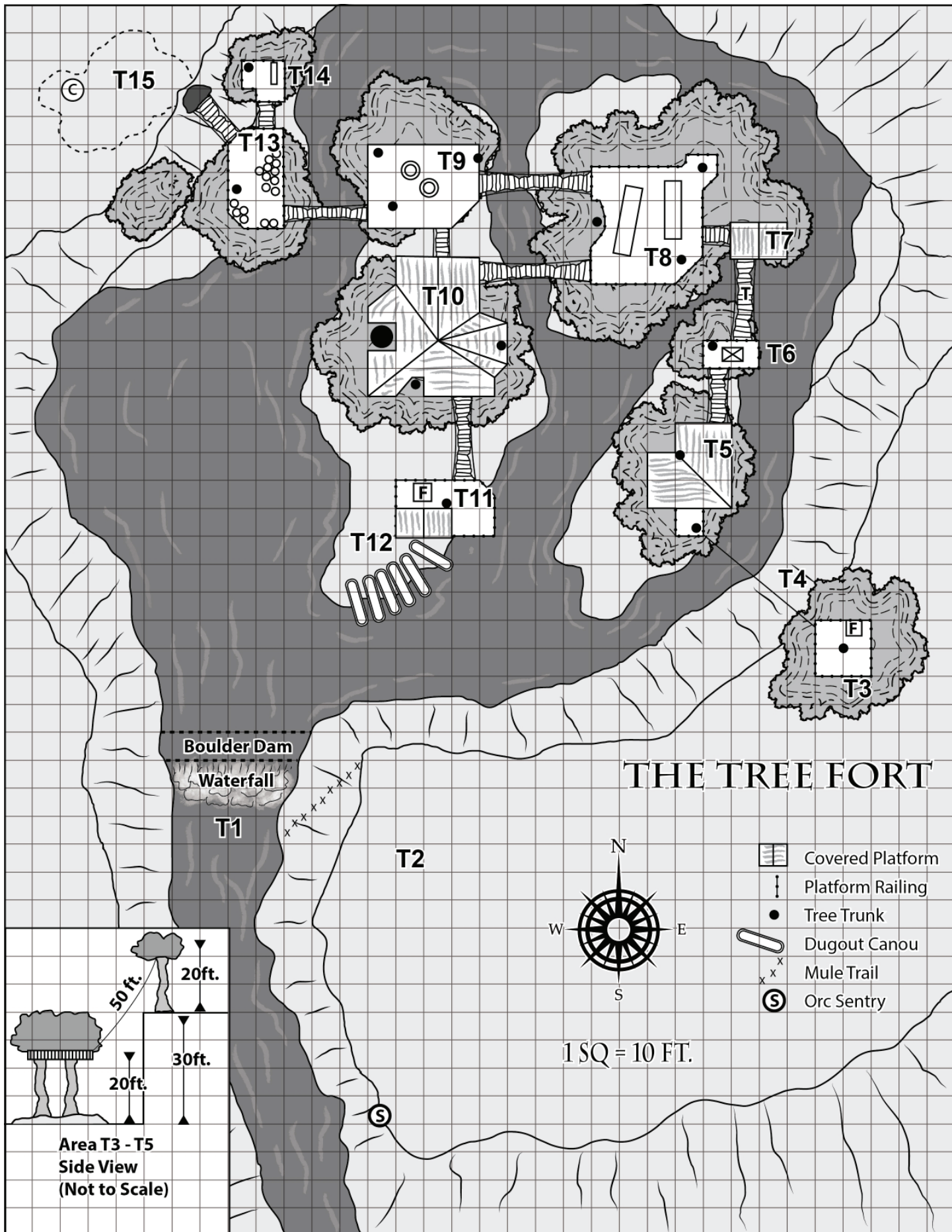
8 Pole-and-Bola Greenskin Orcs: HD 3; hp 12; AC 5 [14]; Atk club (1d6) or bola (1d4); Save 16; Move 12; CL/XP 2/30; Special: Climb 86; Hear 3 in 6; Hide 15; Silent 25. Pouch with 2d20 gp, 2 bolas, 10-ft. pole. *The Tome of Horrors Complete* 420

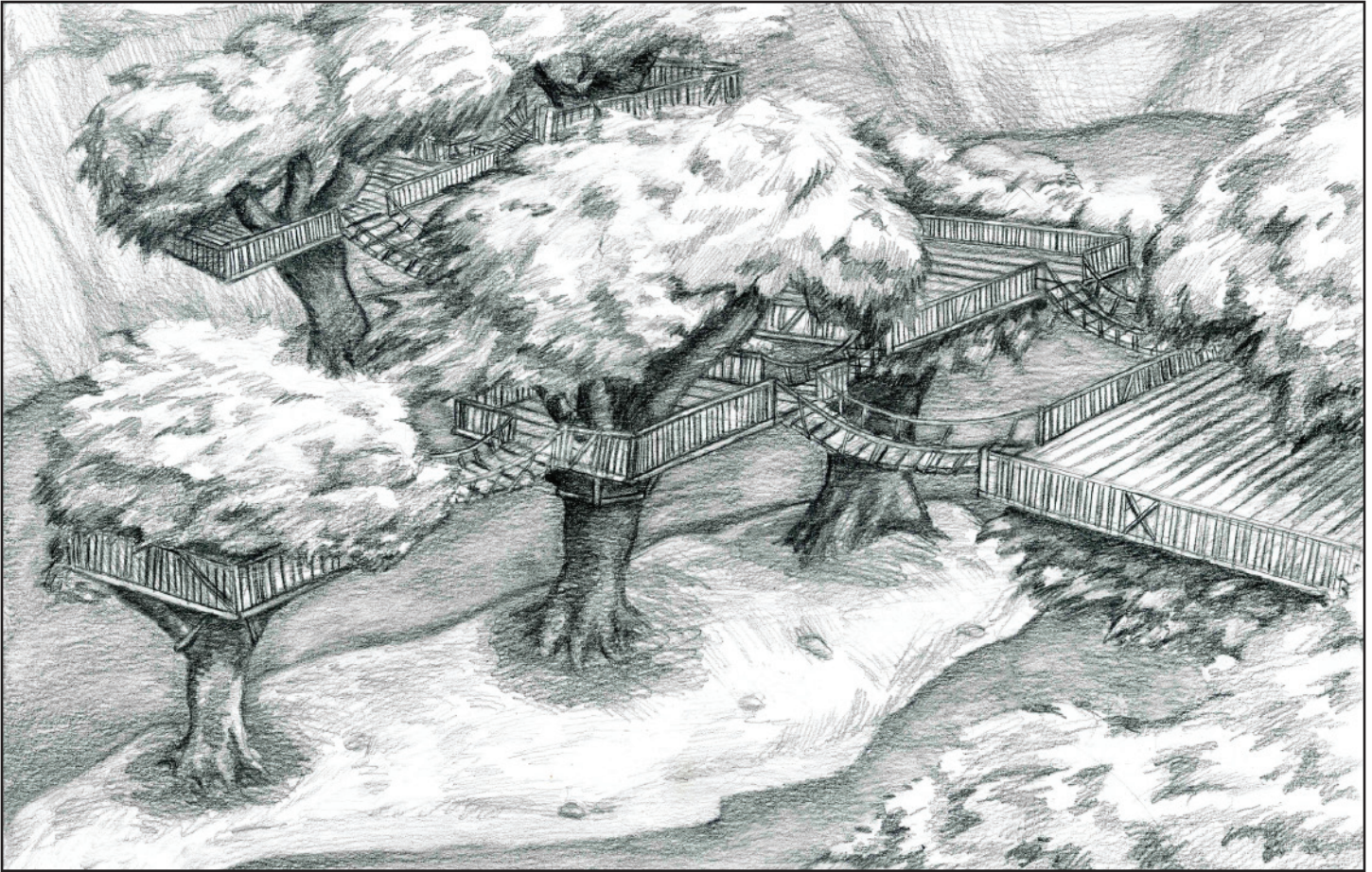
Grizdalg Bolefist, Greenskin Orc Berserker: HD 7+2; hp 37; AC 5 [14]; Atk +1 two-handed club (1d10+2); Save 9; Move 12; CL/XP 9/1,100; Special: berserking.
+1 two-handed club

Sragana, Half-orc* (Rgr8): HD 9; hp 40; AC 5 [14]; Atk +1 scimitar (1d8+1) or longbow (1d6); Save 7; Move 12; CL/XP 9/1,100; Special: tracking, alertness, +8 damage vs. giants and goblins, scholar of healing magic.
+2 leather armor, +1 scimitar, cloak of elvenkind
*A rare exception to the normal human restriction.

Posture:
Initial—"Lower your weapons...no need for anyone to die here." Or: "You serve the Quinns? You soil your honor. Surrender or feel my wrath."
Later—"My gratitude to you. It may be all I own, but I give it freely."

Brols, Sragana's Trained Mountain Lion: HD 3+2; hp 15; AC 6 [13]; Atk 2 claws (1d4), 1 bite (1d8); Save 14; Move 18 (12 climb); CL/XP 3/60; Special: none. *The Tome of Horrors Complete* 634





The Tree Fort

Whether following the orcs and accompanying them, the PCs find that their trail soon takes to a shallow tributary stream of the Whiterush to hide their trail and leads directly to Area T1 described below.

T1. The Ravine Approach

The stream runs through reeds and marsh, the ground to each side creeping steadily higher. To the north, the stream dips sharply into a ravine sandwiched between 30-foot cliffs. Dense patches of marsh reeds sprout from the cliff tops, and a symphony of bird calls echoes through the swamp.

The ravine ends, blocked by a waterfall sheeting from above over a 15-foot stack of boulders. To the left and right, the ravine walls continue another 15 feet past the top of the falls. The boulders are a dam and prevent the lake from flooding the ravine. Anyone attempting to climb the wall suffers a –25% penalty on their Climb skill from the combination of slippery rocks and falling water. A successful check to find secret doors reveals subtle mule trail for the orc's sure-footed beasts that climbs the eastern wall of the ravine.

Creature: A hidden **greenskin orc archer** sentry hunkers down in the reeds atop the eastern cliff. As soon as the PCs pass by—or if they spot him—the sentry runs to Area T2 and sounds the alarm. Three rounds later, the last orc crosses to Area T5 and cuts the cable leading back to Area T3.

T2. Field of Reeds

Thick sheaves of waist high reeds stretch in all directions, restricting movement. To the northeast, the clear blue sky profiles a single tree rising above the cattails.

If the sentry from Area T1 has fled to Area T3, a Wisdom check reveals motion in the treetop. Another Wisdom check identifies the 'motion' as orcs vanishing below the horizon on a cable.

T3. Lookout Station

The orcs tether their **7 mules** at the base of this tree, where a crude trough has been built to hold rainwater, and the cattails provide forage for the beats. Someone hammered a ladder into the back of this tree. It climbs 20 feet to a trapdoor in the floor of a wooden platform.

7 Forest Mules: HD 2; hp 13; AC 7[12]; Atk none; Save 16; Move 18; CL/XP 1/15; Special: None.

T4. The Cable and the Pulley

This treetop perch stands at the lip of a huge crater. From the ground beneath this tree, the caldera of an extinct volcano plunges 30 feet down to a small lake. Islands dot the lake, and trees grow in clumps on the islands. A log platform crowns each treetop. Rope bridges hang between platforms, crossing islands and open water.

Nearby, a wooden rack holds seven pulleys with handles. Provided the cable has not been cut, anyone who makes a successful Strength check may hold onto a pulley and glide 50 feet down to Area T5. If this frightens

CHAPTER III: SRAGANA'S TREETOP FORT

the PCs, they can attach a "safety rope" from their waists to the cable, but the orcs will make fun of them if they do. Ascending the thick cable by pulley requires a strength check. Attempting to Climb back up the rope to the platform requires a strength check (the orcs usually exit at Area T15 and just walk around the crater).

T5. Warriors' Platform

This foliage-shadowed and irregularly shaped wooden platform is the gateway to the rest of the tree fort. Weapons racks line the walls and a wooden roof rises 7 feet overhead, largely masked by the surrounding foliage. The unmated warriors of the clan dwell on this platform. Normally there are **3 greenskin orc archers** (who share the sentry duty at Area T2), **2 mounted greenskin orcs**, and **3 pole-and bola greenskin orcs** residing here. Their primary duty is the defense of the entrance to the tree fort. They fight to the death to prevent intruders from gaining a foothold here.

Rope and Plank Bridges

The rope and plank bridges connecting the platforms of the treetop fort are strong and easy to cross. Two guide ropes hold up each bridge. There are no railings. Cutting a rope swiftly transforms a stable walkway into a deathtrap. If one rope is cut, the bridge tilts madly to the side, and anyone on it must make a Dexterity check or slip, followed by a saving throw to hang onto some piece of the tilted bridge. Characters who make their Dexterity check remain standing (at an angle) and require no save to grab onto something. Whether standing or hanging, the characters must succeed at a Strength check to pull themselves at half movement across the damaged and swaying bridge. A failure to make this last check only means the character cannot move that round, not that he slips or falls.

If both ropes are cut the bridge falls, and anyone on it must make a saving throw to grab hold or they instantly plummet to the ground (or water) below. Anyone holding onto the bridge within 20 feet of a platform takes 1d4 falling damage, as the bridge slams into the side of the tree and must succeed on a half Strength check to maintain their hold, or they are flung off by the impact. Climbing up the bridge or climbing back up the tree requires a Strength check, however, climbing along the underside of a platform to reach its edge requires a half Strength check. Falling from a bridge deals 2d6 damage on an island or 1d6 into water.

T6. Trapped Platform

This platform is open to the sky and serves as a stepping stone into the rest of the complex. A long rope and plank bridge stretches across open water to the north. The platform conceals a trapdoor that activates when anyone steps on it, dropping them 20 feet to the island below for 2d6 damage if they fail a saving throw. Only if all PCs specifically avoid crossing the center of the platform can the trap be avoided.

The long bridge to the north holds a trap of false planks at the midway point of its length. Anyone stepping on these planks must make a saving throw or fall through into the water 20 feet below for 1d6 damage and attracts the attention of the chuul, which comes to investigate in 1d4 rounds. If the trap is detected, it can be avoided by simply stepping over the 3-foot gap of false planks.

T7. Guard Platform

Rustic wooden shelves line the northern and western walls of this small covered platform. Rustling leaves dim the sunlight, but it is still easy to spot the wooden plates and cutlery and hogshead of ale in the shadows. A net suspended from the center of the platforms wooden ceiling holds a

haunch of boar, a bag of onions, several ripe tubers, and 4 sausages. There are always **2 greenskin orc archers** keeping watch here out openings in the walls.

T8. Feast Hall

On this 40-foot by 40-foot wooden platform, the orcs take their meals. Completely open to the sky, two large trestle tables, each with more than twenty wooden stools dominate its center. In addition to the short bridge running east, two long bridges stretch across open water to the west.

T9. Open Kitchen

A layer of cut shale lines the floor, metal shields cover the walls, and two cauldrons bubble slowly over large brass firepots at the center of this platform. A greenish stew is on the boil, giving off a toothsome smell. Long rope and plank bridges run over open water to the east and west, and a short bridge extends south to the next platform.

This is where Jaralgra cooks meals. The stew is a spicy mix of wild greens and swamp rat. During the day there are always **1d3 noncombatant adult greenskin orcs** and **1d3 children** occupying this platform in addition to Jaralgra.

T10. Common Platform

Reed cushions fill the corners of this long, irregular, roofed platform. The thick foliage all around casts gently waving shadows across every surface. Rough tables hold hand-carved wooden dice and other games. A line of mugs hangs on hooks stuck in the west wall, and a five-tube hookah sits idle beside a corked ale cask in the southeast corner. Two long bridges leave this area, one over open water to the east and one over land to the south. A hip-high wooden gate blocks the bridge to the south.

The rest of the tribe (other than Sragana) occupies this platform communally. The wooden gate is closed by not locked.

T11. Sragana's Sleeping Quarters

A reed mat lies in the covered corner of Sragana's otherwise empty sleeping quarters. The **half-orc ranger** lives a spartan life beneath a thick canopy of leaves. A 5-foot trapdoor lies in the northwest corner. The trapdoor is closed but not locked, and a rope tied to its underside leads down to the island below and Area T12.

T12. Canoes

Six long, dugout canoes, their sides carved with orc warrior faces and forest animals, are beached here.

The canoes are large and require at least four people to launch and row and can hold up to eight. Any fewer crew simply fails to control the direction of the canoe, which will float randomly until caught by a current. A detect secret doors check reveals a rusty chain trailing into the water. Pulling on the chain with a successful Strength check yanks out the keystone boulder holding up the dam at Area T1. One round after the boulders collapse, the current sucks the canoes (manned or not) out onto the lake. Next round, the canoes and the chuul (if it surfaced and patrols the lake) hurtle past the former waterfall and into the ravine. If the chuul is swept into the ravine with the PCs and the orcs, it attempts to board the canoe with the most PCs in it.

The ravine eventually leads into the Whiterush a mile upstream from town.

T13. Larder

Barrels of vegetables, fruits, grains, and smoked meats clog this foliage-shrouded platform. A long wooden bridge stretches across open water to the east, and another bridge crosses a short gap to the north. A third bridge stretches northwest into a small, a cave in the side of the crater wall.

T14. The Jakes

A long narrow slot has been cut in the floor of this open air platform. A foul odor wafts up through the stained opening.

There is nothing of particular interest here.

T15. Storage Cave

This warm, dark cave smells, not unpleasantly, of both forest and strong musk. Reed bedding dominates the center of the area, but crates, trunks and strongboxes consume its outer edges. Most of the crates bear the distinctive red 'Q' of the Quinns.

Here the orcs store the loot they take from Zolin Quinn's caravans. Toward the northwest edge of the cave, a ladder climbs up the wall to a trapdoor in the ceiling. The trapdoor opens onto the plateau above, northwest of the crater lake. Earth and moss obscure the top side of the door, and anyone looking for a secret entrance from outside must succeed at a find secret doors check.

Treasure: Scattered about the shattered crates and boxes are 20 diamonds worth 250gp each, 550 pp, 1,200 gp, 4,000sp, bundles of raw silk worth 10,000 gp total, a dozen pink silk taffeta dresses worth 2,400 gp, bulk spices worth 6,000 gp, copper ingots worth 2,000 gp, and assorted other bulky trade goods worth a total of 1,000 gp. This hoard is of considerable value, but will require a great deal of labor to transport. This was Jacklyn's dowry.

Event 6: Meeting the Clan

This event occurs if the PCs manage to establish peaceful relations with the orcs. If so, the orcs warily welcome them into home to learn more about them and determine if they may be of help in their current troubles with Zolin Quinn and his henchmen. Though the orcs are by their nature evil, this clan has enjoyed a few generations of relative peace living on the borders of a human settlement. Though they still enjoy battle and elfslaying as much as the next orc, they do not do so wantonly, content to practice their warrior arts on hunting and occasional raids. They are not as chaotic as is typical for their kind and place a high value on allies and blood relations. Only Sragana's restraining hand has thus far kept them from seeking a blood price against the town of Whiterush for the dishonor that it has heaped upon her.

If the PCs make common cause with them, one or more of the following orcs will be intrigued by these new allies and make cautious overtures of friendship until they either prove themselves as true allies or show themselves to be false (which will result in bloody reprisals). There are other orcs in the band, but these are the only ones who might take a personal interest in the PCs other than Sragana and Grizdalg. If the PCs befriend at least one of these orcs, Sragana (who has been sizing them up all along) will relent and tell the PCs of her former relationship with Brant Greaves and the fact that it is his baby that she carries.

Nagtug: A short, squat, one-tusked noncombatant orc, Nagtug is the runt of the litter. An accident maimed his right leg in his youth. Nagtug is the best wood carver in Grizdalg's band, and the others revere the stunted orc as an artist, though he thinks of carving as just a pastime he enjoys. If the PC can carve he is greatly impressed and praises their creations as

far greater than his own. If they cannot carve he offers to teach them, and gives them one of his best carvings—a rearing stag (worth 10 gp for its artistic value).

Jaralgra: The resident cook, Jaralgra is a big noncombatant orcess with massive hands and huge hips. Her greatest love is the appreciative belch of someone enjoying her culinary masterpieces. She has just perfected a wild greens stew and pulls aside a PC (a handsome male if possible) and insists they try it in Area T9. The stew is superb, though Jaralgra won't reveal the mystery ingredient (swamp rat) unless pressed with a Charisma check (–5 if asked by a handsome male PC). If a handsome male PC praises her cooking, she takes an immediate liking to him, frequently blushing and whispering among her female friends. Later Grizdalg announces that among his people “praising a wench's cooking is a binding offer of marriage.” Grizdalg waits for the PC's reaction and then the whole orc band breaks into laughter as Grizdalg smirks, “Just joking...pink skins make such easy marks; but you should have seen your face!” Jaralgra is outraged and punches Grizdalg, which causes gales of laughter among the tribe that even Jaralgra eventually joins.

Jamjut and Margro: These two identical twin archers pretend to not be related, and when a PC invariably mistakes one for the other (Wisdom check each time to tell them apart) they feign insult: “What? We all look alike to you?!” Then they laugh, reveal their secret, and offer to play cards. On the Common Platform (Area T10) the twins teach willing PCs their favorite card games for betting pots of no more than 2 gp per hand, asking all sorts of questions about life as an adventurer while they play. They attempt to cheat like crazy and win every hand (Wisdom check to catch them) but take being caught good naturedly and will return any ill-gotten winnings if caught red-handed.

Targ: The 12-year-old son of Jaralgra (whose father was killed in a raid years before) wears armor made from his mother's pots and pans and totes a wooden sword (carved for him by Nagtug). As a baby, his mother lied to the boy, telling him a dragon killed his father, because she feared he would seek futile vengeance against any humans he met. Now the boy trains daily to slay dragons and proudly proclaims his puissance to the most warlike PC in the party. He offers to help the PC train for a career in “dragon slaying” and shows them his skills.

Event 7: Quinn's Minions Attack

The after the PCs meet the orcs (giving them time to recover from the ambush the day before), Skeech and his forces attack. If the PCs fail to make common cause with the orcs, then Skeech and his attack group should instead arrive in the midst of any battle that. One round before the attack, any PC in a section of Sragana's fort that is open to the sky makes a Wisdom check and may spot the hippogriffs diving down. If they fail the check, combat starts with a surprise round. As the Quinns attack, Skeech shouts one of the following phrases, alerting the PCs that they have been double crossed.

If the PCs have peaceably joined the orcs:

“You led us right to them, fools! We just scried your oath blood!”

OR

If the PCs are currently battling the orcs:

“The boss says kill them all boys—the orcs and the outsiders! Why pay what you can just kill?”

Creatures: Skeech leads 4 hippogriffs and attacks by air: one hippogriff carries 2 men-at-arms; one carries Dario Maldrigant (unless he was slain in Chapter II, in which case it also carries 2 men-at-arms); and the remaining two carry a large “assault basket” between them, filled with 8 henchmen. Assuming they have not already done so, the orcs

CHAPTER III: SRAGANA'S TREETOP FORT

scatter for their weapons when the attackers show up, as do Sragana and Grizdalg (if he still lives).

Skeech, Baffolk Skirmisher: HD 7; hp 31; AC 1 [18]; Atk 2 short swords (1d6+1), bite (1d6+2); Save 9; Move 12 (15 flying); CL/XP 9/1,100; Special: blood drain (1d4 with bite), fell shriek (save or deaf), Hide 80, Silent 85.

4 Hippogriffs: HD 3+3; hp 27; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Save 14; Move 18/24 (flying); CL/XP 4/120; Special: None.

2 or 4 Quinn's Men-At-Arms: HD 3; hp 13; AC 5[14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

Captain Dario Maldigrant (Ftr6): HD 6; hp 40; AC 1 [18]; Atk +1 flaming long sword (1d8+2); Save 8; Move 12; CL/XP 7/600; Special: None.

+1 flaming long sword, +1 shield, pouch with 20 gp

8 Quinn's Henchmen: HD 1; hp 4; AC 7 [12]; Atk short sword (1d6); Save 17; Move 12; CL/XP 1/15; Special: None.

Pouch with 10 sp

Tactics: This enormous battle could prove daunting for any GM, and might drag down a session's pacing. Instead of running every orc and henchman NPC, consider using them to lend color and a chaotic feel to the battle. Allow the henchmen to occupy the orcs—simply narrate their wild struggle—and punctuate things with formal combat rounds whenever the PCs wish to intervene. For example, they may spot Targ cornered by 2 henchmen or one of the twins might take an arrow meant for a PC, dropping below 0 hit points. Meanwhile, Skeech, Dario, the men-at-arms, and the hippogriffs target Sragana, Grizdalg, and the PCs.

In the surprise round (or the first round if there is no surprise round), two hippogriffs set the basket of henchmen directly onto one of the orcs' dining table in Area T8. A third hippogriff carrying men-at-arms lands on the roof of Area T10, the fourth disembarks its passengers (Dario or additional men-at-arms) in the foliage above Area T11, and Skeech attacks anyone crossing in the open on a rope-and-plank bridge.

The henchmen leap from the basket and engage the scattered orcs. The men-at-arms atop Area T10 fire their heavy crossbows at anyone they see. Dario lights his sword and begins attempting to set fire to the treetop. The hippogriffs guard their riders, attacking anyone threatening them, except the ones carrying the assault basket, who instead head to Area T11 to support Dario or the men-at-arms there. From there on out, the men-at-arms, Dario, the hippogriffs, and Skeech focus their attacks on Sragana, Grizdalg, and the PCs.

The chuul rises to just below the surface of the lake as soon as it detects blood in the water and waits to ambush anyone who falls into the water or wanders within 5 feet of the shore.

Development: If the PCs routed the Quinn force, they may have the opportunity to interrogate Dario, Skeech, or any of the men-at-arms or henchmen. A successful Charisma check convinces prisoners to spill the beans concerning Zolin's plan to murder the Greaves and seize Whiterush for their own (see the third paragraph of the Adventure Background). If they do not do so, the orcs will interrogate a wounded henchman that they managed to capture. If the orcs are forced to flee, they will pull the chain to release the dam and escape in the canoes (see Area T12) arriving at the Whiterush in an hour down a flooded tributary just north of town.

Chapter IV:

Wedding on the Water

The PCs arrive back in Whiterush too late to halt *Chance's Heart* before it leaves with the wedding party, and they catch only a glimpse of the garish paddlewheel barge in the evening light as it turns a bend in the river a hundred yards downstream from the docks. The PCs must rush to board the ship before the Quinns hatch their plot and murder their in-laws. If the PCs are in bad shape or you deem that they could use the help and they have established friendly relations with the Daga Clan orcs, then they can convince Sragana, Grizdlag, and up to 4 additional orcs to accompany them in a raid upon the paddleboat.

Chance's Heart

As the PCs pursue the paddleboat read or paraphrase the following.

Gilt in gold paint and carnival colors, the gambling barge *Chance's Heart* is over 110 feet long, and three stories high. A gaudy purple and gold pilothouse caps its fore end, and a giant red paddlewheel juts from its aft. A long, black flag marked with the red Quinn "Q" streams from the observation deck atop the second story. Rosy-red and white nuptial streamers and floral bouquets stretch from the railings of the topmost observation deck down to the railings of the first floor.

The paddleboat moves slowly but has a good head start. An Intelligence check by the PCs notes that the boat has turned down the wrong fork of the Whiterush, a fork that leads to the treacherous Whiterush Falls.

The PCs will need a Strength check in order to row their canoe up alongside. Once alongside the *Chance's Heart*, a Strength check takes them over the railing into Area Q1. Alternately, the PCs may attempt to grab the paddle wheel and ride it up and into Area Q6, but doing so requires a Dexterity check, or the wheel bats the character away, inflicting 2d6 bludgeoning damage. Anyone going into the water alongside the boat needs a Strength check to catch up to it again.

Q1. Main Deck

Wood railings painted red outline the deck. Sun rods in small fixtures carved like cherubs shine every 20 feet along the railings to give the wedding party light.

Creatures: Eight Quinn henchmen patrol the deck on the lookout for anyone who might interfere with their master's plan. In addition, a dozen or more guests mill about, drinking in the breath-taking view of the river banks at dusk.

8 Quinn's Henchmen: HD 1; hp 4; AC 7 [12]; Atk short sword (1d6); Save 17; Move 12; CL/XP 1/15; Special: None.
Pouch with 10 sp

Tactics: The henchmen sound an alarm as soon as they detect intruders and then attack. They are not keeping a good lookout upstream, so the PCs will likely be able to reach the boat and attempt to board it before they are noticed. If any PCs stand within 5 feet of the railings at this point, several

henchmen attempt to bull rush them off.

Q2. Grand Saloon

A large mahogany bar and seven leather upholstered barstools consume most of the space in this room. Shelving behind the bar displays numerous bottles of expensive liquor.

Creatures: Six men-at-arms booze it up here, laughing at those "stupid adventurers" and Zolin's hilarious double-cross. Knowing all the high-priced booze will be destroyed when the boat hurtles over the falls, these men-at-arms see it as their civic duty to guzzle as much as possible. All stagger about, three sheets to the wind and are -2 on attack and damage rolls due to their inebriation. If the PCs triggered the alarm in Area Q1, they rush to Area Q3 to retrieve their swords then stumble onto the deck. Otherwise the PCs can catch them here unarmed if they are lucky.

6 Quinn's Men-At-Arms: HD 3; hp 13; AC 5[14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

Tactics: The men-at-arms are stunned to see the PCs, believing Skeech and Dario left them dead in the woods. The PCs gain surprise automatically unless they heard the alarm. This proves particularly bad for the men-at-arms, as they relax unarmed. Unless alerted by battle in Q1, the men-at-arms snatch up bottles to wield as improvised weapons (1d4 damage).

Treasure: Most of the liquor is high quality (20 bottles worth 1d4 x 10 gp each). One dragon-blood infused bottle bears the label "Great Green Godsblood" and is worth 400 gp, while a fine Astalanzier wine marked "Worthittull Red" is worth 200 gp.

Q3. Crew Quarters

This unremarkable area contains a few bunks and lockboxes, as well as haphazardly hung wet long johns and damp socks. The men-at-arms carousing in Area Q2 stowed their sword belts (and swords) here.

Q4. Galley

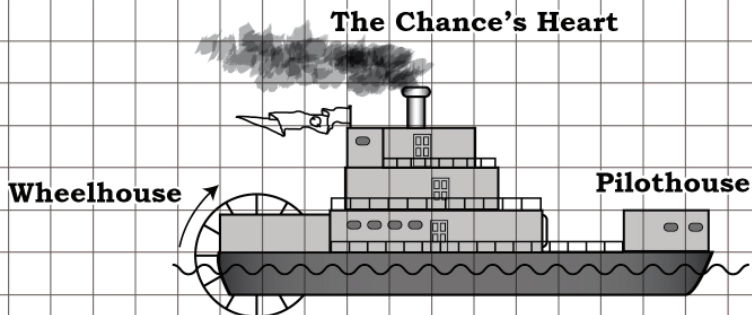
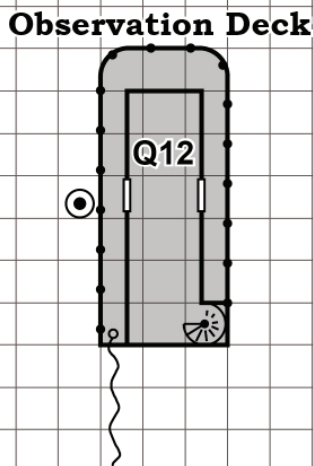
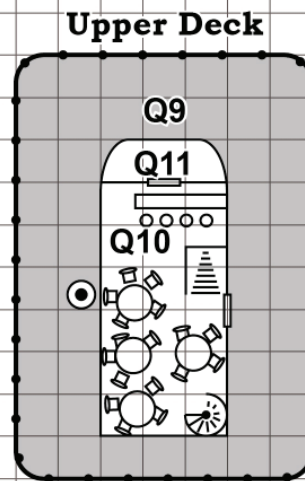
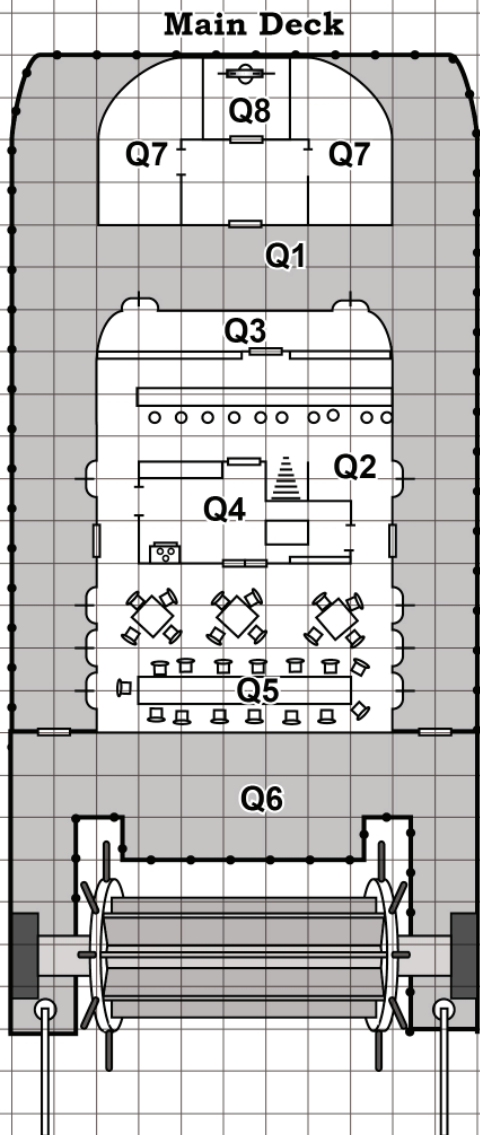
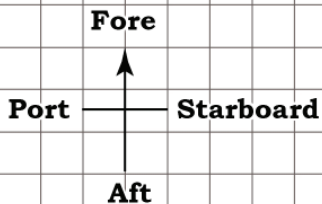
This cramped chamber is crowded with shelves, worktops for food preparation, and a large cast iron griddle and oven that feeds its exhaust to the boat's smokestack. There are 8 noncombatant servitors that constantly move in and out of here, taking orders and delivering viands. They cover here if any fights break out.

Q5. Dining Salon

Several fine oak tables and plush padded chairs grace this porthole-studded room. Gathered guests devour rich sausages, roast venison, and exotic fruits shipped in specifically for this grandiose affaire. Many of the guests invited by Zolin include the more gullible nobles and merchants of Hawkmoon who sat idly by while he was forced out of his city. They have

THE CHANCE'S HEART

1 SQ - 5 FT.



CHAPTER IV: WEDDING ON THE WATER

no idea that accepting Zolin's invitation (offered with a "water under the bridge" sentiment) is equivalent to signing their own death warrants. If the PCs cultivated personal relationships with any NPCs in Whiterush (Kitty Beadbuilder, Ordok Vosto, the Coopers, etc) be sure they attend too, as, after the PCs defeat the Quinns (or the villains escape), their presence will ratchet up the tension surrounding the fate of *Chance's Heart*. These guests are all noncombatants and cower under tables or flee in a panic if fighting starts near them.

Treasure: The wedding gifts stand here, including several fine beaded necklaces (10 gp total), a fox fur cloak (120 gp), fine silverware (300 gp), six large barrels of wine (10 gp each), a bizarre cross between a fishing harpoon and a giant crossbow (2100 gp as an oddity), and other goodies of little value.

Q6. Wheelhouse

An enormous red paddle wheel, whirling with great force, dominates the back of this large, enclosed area. The stench of giant sweat and rotten food assaults the senses. The din of churning water drowns out any other sound and makes communication difficult. PCs must make a Wisdom check to understand each other's speech, unless they stand in adjacent squares. Turning the paddlewheel requires a one-half Strength check each round. Large creatures can make a normal Strength check.

Creatures: One of Quinn's less-savory servants powers the *Chance's Heart* paddle wheel. Morlgag, a towering **ettin** won by Quinn in a card game, has lived his whole life as a slave. One of his heads occasionally ponders freedom but is always shouted down by its brutish double. Morlgag is delighted to take a break from the tedium of cranking the paddlewheel for a quick round of "squash the stupid little peoples!"

Morlgag, Ettin: HD 8+2; hp 38; AC 4 [15]; Atk 2 warhammers (2d8); Save 8; Move 12; CL/XP 9/1,100; Special: hurl boulders (2d8).

Posture:

Initial—"Mr. Quinn says we kill-kill everyone!" and, at the same time from the other head, "Shhhhh, stupid, that's a secret!"

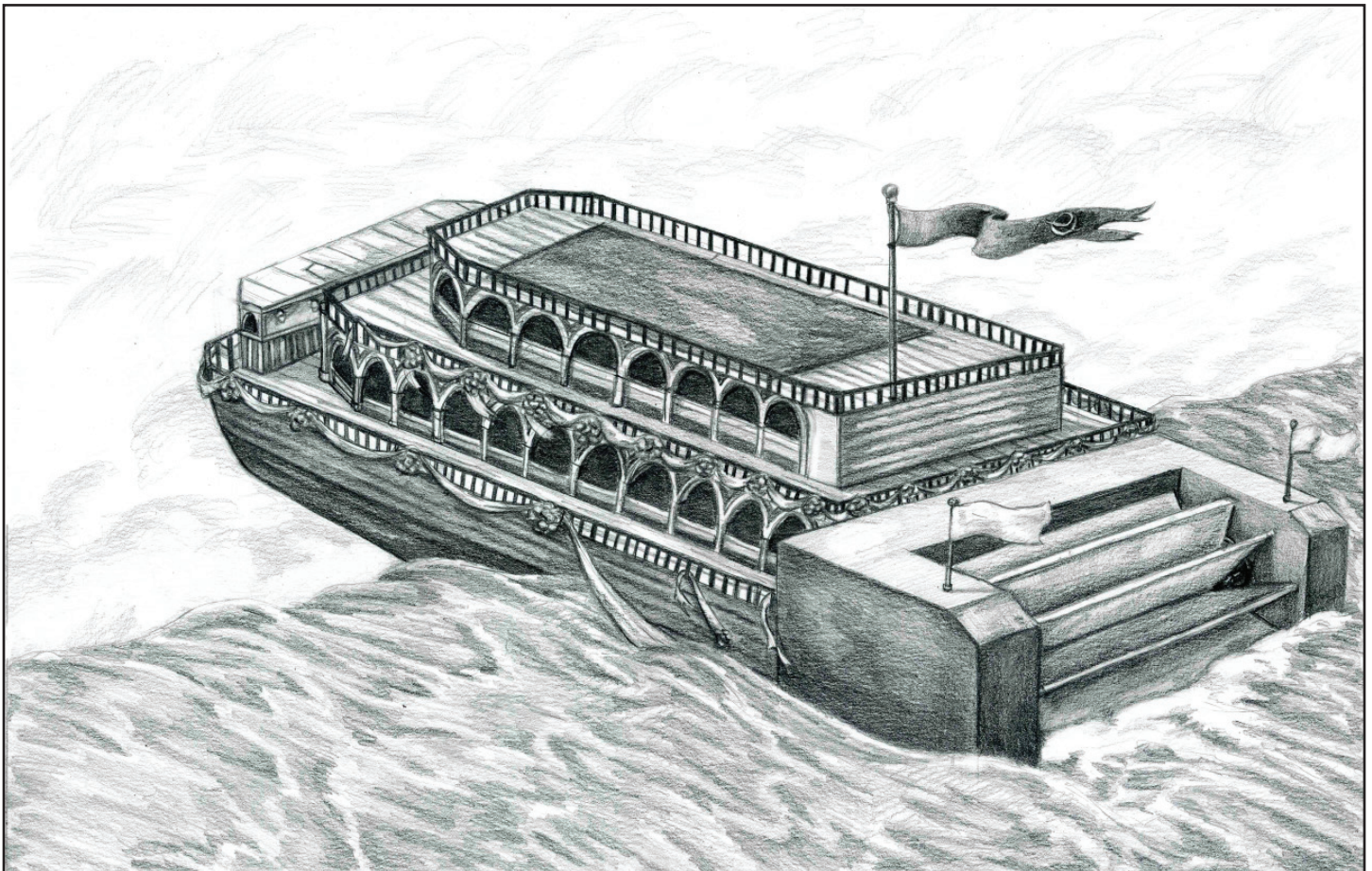
Tactics: Morlgag tries to knock PCs into the whirling paddlewheel. On anyone unfortunate enough to fall to this tactic, the wheel inflicts an additional 6d6 bludgeoning damage, smashes them underwater, and ejects them into *Chance's Heart's* wake like flotsam. A successful saving throw halves the damage and allows the PC to avoid watery expulsion. If the PC fails the save, they may still attempt a Dexterity check to cling to the paddle wheel, ride it one revolution, and jump back into the fray on the following round when their paddle rotates through the opening in the upper wall. The ettin fights until slain.

Q7. Storage and Ballast

These areas are weighted with stores and large pieces of iron to keep the paddleboat water bound; otherwise, the front of the barge would ride up into the air, weighted down in back by Morlgag and the heavy, spinning paddlewheel.

Q8. Bridge

This small chamber contains a wooden wheel that controls dual rudders beneath the boat. Quinn's minions sabotaged both wheel and rudders to direct the paddleboat down the fork of the Whiterush River that end ends in a large waterfall. After setting the ship on a course for death, they smashed the wheel to pieces and cut the rudders' pulleys. The necessary repairs to prevent this would take hours, which the PCs simply do not have.



CHAPTER IV: WEDDING ON THE WATER

Q9. Upper Deck

This area is identical to Area Q1 in its general set up and function, though there is a 10-foot drop from it to the deck below.

Creatures: Four **men-at-arms** stand vigilant here, though they keep an eye on the river banks and water ahead rather than the water around the boat, so PCs are unlikely to be noticed by them if they sneak on board. If the PCs triggered the alarm in Area Q1, the men-at-arms withdraw to Area Q10 and join Quinn in order to ambush the party.

4 Quinn's Men-At-Arms: HD 3; hp 13; AC 5[14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

Q10. Casino

Red and black felt curtains cover the walls of this spacious chamber. Card and dice tables—along with a large spinning 'dragonwheel'—fill the room. A small mahogany bar and a display of fine wines occupy the forward part of the casino. Unwilling to part with his very favorite spirits, Zolin moved most of the bottles from here to his quarters in Whiterush, leaving the display conspicuously bare.

Zolin Quinn and Lord Greaves commiserate over their children's entrance into married life with a laugh and a shared whiskey. The two fathers sit at the bar near the billiards table where Brant and Jacklyn play a flirtatious round of pool. A half dozen guests dance about the casino. Many enjoy a round of cards or dice as part of the reception revelry.

Creatures: If the party somehow managed to conceal their presence on the boat until they reach this chamber, then the description above is an accurate representation of the state of the room. In this case, the **Quinns** and **Greaves** attempt to flee to Area Q12 as soon as the PCs enter, using guests as cover and distractions. It is far more likely, however, that Zolin and his compatriots have been alerted to the PCs. In this case, the above description is a *phantasmal force* cast by Zolin. In this case the **Quinns** and **Greaves** have retreated to Area Q12, and four of the guests (they are real enough) are actually the **4 men-at-arms** from Q9 disguised by the illusion to appear as guests. These men-at-arms attempt to flank the PCs before attacking when the PCs confront the illusory **Quinns**. As in Area Q5, any actual guests are noncombatants and stay out of the fray.

4 Quinn's Men-At-Arms: HD 3; hp 13; AC 5[14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

Q11. Officer's Quarters

Refitted as the couple's wedding night bedchamber, the room's decorator added a red-curtained, four-poster bed covered in satin sheets and piled high with plush pillows.

Q12. Observation Deck

This deck offers a splendid view of the night sky and the lush countryside on either side of the river. Railings ring the deck and provide cover from attackers on shore or in Area Q8 below. A pair of House Greaves retainers lie dead upon the deck with their throats recently slashed.

Creatures: If the **Quinns** learned that the PCs boarded the ship, then they retreat here. **Breldin** and **Brant** join them, but the **Quinns** have now charmed both **Greaves** into believing they must do everything in their power to save their in-laws from "these backstabbing, orc-loving scoundrels." In addition **4 hippogriff-mounted men-at-arms** hover 200 feet above to the west ready to swoop in and rescue Zolin and Jacklyn on their signal.

4 Quinn's Men-At-Arms: HD 3; hp 13; AC 5 [14]; Atk flail (1d8) or heavy crossbow (1d6+1); Save 17; Move 12; CL/XP 1/15; Special: None.

4 Hippogriffs: HD 3+3; hp 27; AC 5 [14]; Atk 2 claws (1d6), 1 bite (1d10); Save 14; Move 18/24 (flying); CL/XP 4/120; Special: None.

Jacklyn Quinn (MU 6): HD 6; hp 15; AC 7 [12]; Atk dagger (1d4); Save 10; Move 12; CL/XP 8/400; Special: +2 saving throw against magic, spells.
Spells (4/2/2): *charm person, magic missile, shield, sleep; invisibility, mirror image; clairaudience, suggestion*
Ring of protection +1, wand of paralyzing (12 charges), fine white lace and silk brocaded wedding dress and veil (500 gp), necklace of milky white pearls (1,000 gp)

Posture:

Initial—"I am ever so delighted to meet such fine adventurers."

Or: "Daddy!!!" Or: "Grant, my darling, protect me!"

Later—"Die here! Die Now! Silt for the river. Fish to pick your bones. Rushing water to grind your remains to nothing!"

Mishria, cat familiar hp 3: Hit dice: 1d4 hit points; Armor Class: 7[12]; Attacks: 3 claw, bite, rake (1d3); Saving Throw: 18; Move 12, AL C, CL/XP A/5

Posture: *Initial*—Mishria's "MROOOOWWEEEE!" sound peculiarly similar in timbre and intonation to Jacklyn's "Daaaadddyyy!" *Later*—"Hsssss!"

Lord Breldin Greaves (Ftr5): HD 5; hp 20; AC 3 [16]; Atk+1 long sword (1d8+1); Save 10; Move 12; CL/XP 5/240; Special: None.

+1 long sword, plate mail, gold satin cloak with emerald green trim (200 gp), emerald brooch with family crest in the shape of a large hawk locked in battle with a mantichore (400 gp), emerald signet ring (200 gp), *helm of reading magic and languages*

Posture:

Initial—"Ahhh yes, the adventurers! How very exciting. You are most welcome at Whiterush, gentlemen."

Later—"My son? Marry some dirt-poor, half-orc woodscrounger?! I think not!"

Master Brant Greaves: HD 1; hp 8; AC 7 [12]; Atk long sword (1d8); Save 17; Move 12; CL/XP 3/60; Special: None.

Emerald brooch with family crest in the shape of a large hawk locked in battle with a mantichore (500 gp), silver satin cloak (150 gp)

Posture:

Initial—"Pleased to make your acquaintance, sir; hope to see you at the wedding."

Later—"Sragana, my love! I was bespelled. It's you, only you. It's always been you I love!"

Zolin Quinn (MU 8): HD 8; hp 20; AC 4 [15]; Atk dagger (1d4); Save 8; Move 12; CL/XP 8/800; Special: +2 saving throw against magic, spells.

Spells (4/3/3/2): *charm person, detect magic, magic missile, sleep; ESP, mirror image, phantasmal force; hold person, lightning bolt, suggestion; charm monster, confusion*
Bracers of defense (AC 4 [15]), fine fox fur cloak (100 gp), red silk jacket with gold inlaid unicorn design (175 gp), high hard dinosaur leather boots (250 gp), black cotton breeches, diamond cuff-links (200 gp), pouch with two dozen fire opals (50 gp each) and 50 sp

Posture:

Initial—"I am honored to meet such a brave band of heroes. Without your selfless toil, merchants such as myself would find our labors spoilt by bandit curs, the like of these which now infest our verdant woods."

Later—“Whiterush is mine! You shall perish on this death-trap along with my tiresome in-laws!”

Tactics: Jacklyn’s once-beautiful white wedding dress is stained and matted with the blood of Brant and Breldin’s bodyguards. She used her wand of *paralyzing* on them before slashing their throats, explaining to Brant and his father that the retainers were traitors. Thoroughly enchanted they agreed, even thanking Jacklyn for rooting out the treachery. Jacklyn brings her wand to bear on anyone who comes upstairs. She also cries out to Brant in feigned dismay, and the lordling eagerly places himself between the party and his blushing bride.

Lord Breldin urges Zolin to “stand back” as he draws his longsword and attacks. Zolin first attempts a *charm monster* on a fighter in the party, and then barrages the rest with *lightning bolt*, *confusion*, and *magic missile*. If encountered here, the Quinns have already bolstered themselves with the spell *mirror image*.

Furthermore the countdown for Event 8 (below) begins the moment the PCs reach this deck. See that event for further details.

Development: The PCs arrive right after Zolin has signaled the hippogriff-riding men-at-arms shadowing *Chance’s Heart*. The party has 2 rounds before the hippogriffs swoop down and snatch up Zolin and Jacklyn. If the party disables the hippogriffs winging in or poses a dire threat prior to their arrival, Zolin uses the *dimension door* on his sword to take his daughter and himself to the river bank. Any surviving Quinn retainers leap overboard and attempt to swim for shore 100 feet away (requiring Strength checks).

Event 8: Low Overhang

After Zolin and Jacklyn escape (or if they are defeated) any remaining hippogriff riders continue to attack the party, but a greater threat looms. The branch of the river down which *Chance’s Heart* now careens has become fast rapids and is unsafe for a boat her size. Ahead, a craggy rock overhang jutting from the eastern bank threatens to smash the entire upper deck of *Chance’s Heart* clean off. Five rounds after the PCs reach Area Q12, the upper deck slams into the overhang, which obliterates it. Describe the pitching of the boat upon the frothing water, and every round starting from the first give the PCs a Wisdom check to notice the approaching danger. When *Chance’s Heart* strikes the overhang, read or paraphrase the following:

The rapids surge downriver, fueling *Chance’s Heart’s* breakneck speed. Suddenly the screeching sound of rock scraping on metal and the sharp snap of timbers rises above the din of the rapids. A stony overhang where the shores have come closer together sweeps thick oaken planks and steel railings aside with a whipping crunch. The impact tears loose the entire upper deck of the boat. A jumbled shower of glass shards, broken crockery, and upholstered furniture crashes down on the aft wheelhouse before skittering into the river. The Quinn flag floats upright on a bit of the observation deck’s planking for a few moments before swirling beneath the white water.

Anyone on the upper deck or observation deck (Areas Q9–12 must make a saving throw or suffer 8d6 points of damage when the overhang demolishes the area. Making the save halves the damage and allows the targets to land on the main deck. If anyone fails the save they may opt to take only half damage by leaping into the river with the rest of the flotsam. Alternately, they may choose to take the full damage and smash against the aft wheelhouse like a grape—but remain onboard. Being swept overboard requires a half Strength check to make it back to the boat in the ever-swifter current. The banks, though only 30 feet away, are rocky embankments at this point and require a Strength check to ascend.

Event 9: Over the Falls; or How to Escape a Watery Death

After battling the Quinns, the PCs take stock of their situation. A Wisdom check alerts them to the thundering of a large waterfall somewhere ahead. In 10 rounds *Chance’s Heart* hurtles over the Whiterush Falls, plunges 80 feet, and smashes to splinters in the raging foam below. The party has 10 rounds to evacuate the river barge’s innocent guests and take themselves and the Greaves (if they live) to safety.

Anyone attempting to swim clear must wrestle with the rapids. It requires a half Strength check to reach shore 30 feet away. Failing the check results in the swimmer taking 1d6 points of slashing damage from rocks while traveling 1 round closer to the falls.

The PCs possess numerous options for saving both the 30-odd guests and the Greaves. They might fire the fishing harpoon crossbow into a tree on the forested bank (AC 15), grab the rope, and tie it off to anchor the boat with a Strength check. For every round the rope holds, up to 10 party goers may use lengths of streamers or cloth to slide down the harpoon cable to the bank. The rope will only hold for 1d4+1 rounds before it snaps. If someone takes additional ropes over to tie off as well, this can be extended by an additional 1d4+1 rounds per rope.

Alternately, an Intelligence check spots a bottleneck in the river near the edge of the falls. PCs who succeed on a half Intelligence check (or just come up with it on their own) realize that destroying half the paddlewheel and then turning the crank to get the other half going again (see Area Q6) will cause the boat to turn lengthwise and wedge in the bottleneck a mere 50 feet from the waterfall. Once crammed into the bottleneck, the PCs have 2 rounds to get everyone off the stern or bow before the barge is tipped over by the current and dislodged, sending the shattered *Chance’s Heart* plunging to her destruction over the falls.

When *Chance’s Heart* goes over the falls, anyone still onboard or within 15 feet of the falling boat takes 15d6 damage (no save) from the fall and the crushing debris.

Event 10: Tying the Knot

If the PCs rescue the Greaves from certain death and save Whiterush from Zolin’s sinister plot, their job is not over. Fortunately for the party, Jacklyn’s *charm person* was due for a recast, and Brant snaps out of his spell with the sunrise. Unfortunately for the party, Lord Breldin Greaves (charmed or not) refuses to allow his son to marry “some penniless, half-orc forest vagabond!”

If the PCs play matchmaker they must succeed on a one-half Charisma check to convince Breldin to bless the marriage. Give them a –1 bonus on the check if they successfully saved most of the passengers on *Chance’s Heart*. Add another –1 bonus if they are willing to give Lord Breldin the credit for their rescue. Grant an additional –2 bonus on the check if they suggest Sragana use the dowry pilfered from the Quinns as her own (see Area T15). If the party succeeds, Sragana and Brant, filled with joy and gratitude, beseech the PCs to stay for the wedding, perhaps even asking one PC to serve as the best man or as maid of honor.

Concluding the Adventure

Hooks for further adventures abound after the events of *Scorned*. If either Zolin or Jacklyn escaped justice, they rally their organization and swear terrible oaths of vengeance on the citizens of Whiterush, the party, or both.

Additionally, poor treatment of the orc band by the PCs might spawn further conflicts between orcs and other humans in the region. For example, the band's fairly peaceful attitude toward Whiterush may be irrevocably altered if the party assaulted their hideout, or allowed the Quinn attack force to murder Sragana. As a result, survivors of the band, now seething with malice, might seek out their nearby brethren and raise an army of raging, bloodthirsty orcs bent on returning to Whiterush and burning the town to the ground. Conversely if the PCs save the day, they earn the respect and gratitude of the Greaves, Grizdalg's orcs, and the Whiterush townsfolk.

Story Awards

While defeating foes plays an important part in *Scorned*, unraveling Zolin's scheme and reestablishing peaceful relations between Whiterush and the orcs of the forest remains as important as felling enemies. Consider awarding the PCs the following story-based experience points for this adventure:

Sragana survives the adventure	100 XP
Brant survives the adventure	100 XP
Brelidin survives the adventure	50 XP
Brant and Sragana get married	100 XP
Brelidin blesses Brant and Sragana's marriage:	150 XP
No more than 5 orcs killed:	100 XP
No more than 10 orcs killed:	50 XP
Grizdalg survives the adventure:	50 XP

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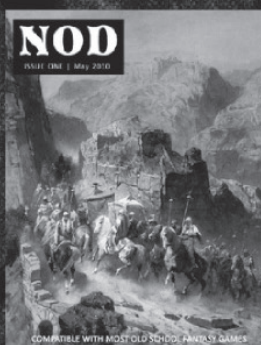
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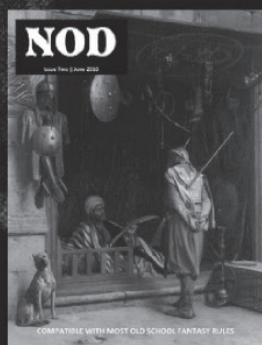
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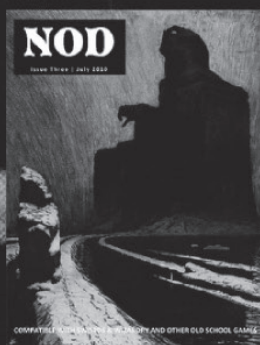
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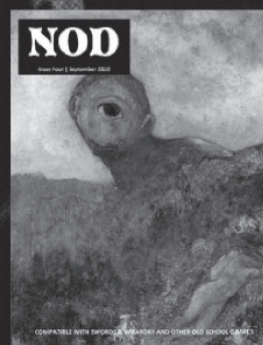
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