

SHL5-01

A Dirty Little Job

A One-Round D&D LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.0

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The Shield Lands have survived much. Now, as the plague known as the Black Breath sweeps the nation, Adventurers are sent on a quest to find a cure. The first leg of their journey brings them to Bright Sentry where they must seek out an old friend and enlist her aid. An adventure for parties of APL 2-6.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at jeff@shieldlands.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

For the last few years, the Shield Lands has fought hard to reclaim their homelands from the Occupation by Iuz. However, after some all too sweet gains, Iuz struck back! Torkeep, South Keep, Gensal and Bright Sentry were all attacked. Gensal actually fell in the initial assault. And then, with the Iuzian army poised to strike to the heart of the Shield Lands, the Iuzians withdrew...

Meanwhile, a virulent plague, known as the Black Breath of Iuz, is sweeping through the Shield Lands. Only Paladins and some Monks seem immune to its effects. Weakened soldiers find it hard to fight and consequently raids on caravans are increasing. Weakened mages and clerics find it difficult to cast spells and consequently divine and arcane solutions seem unlikely...

Adventure Summary

The Shield Lands has been through a lot. The Lady Katarina died and was returned. The Shield Mages were lost and now are found. Gensal has been overrun, and Torkeep and South Keep have been besieged. Admunfort is now contested land (Yeah!) but Bright Sentry has been invaded (boo!).

Our tale begins in Bright Sentry. The party, made up of soldiers and pathfinders, are made aware of the sickening and spreading nature of the black breath of Iuz. Bright Sentry was besieged by Iuzian pirate forces when the Admiral took the fleet stationed here and assaulted Admunfort. The fighting was intense but victory went to the Shield Lands. However, the nervous residents here are now afraid of a new invasion: that of the plague!

Anyone, except paladins and members of the Open Spirit (read monks) are subject to its debilitating effects. Suspicion that the monks, who were formerly under the leadership of Markuth, may have been behind this plague, has belittled their progress of doing good deeds.

The party is sent to Bright Sentry to ask Lineene the Bear to go to Critwall to assist in finding a cure to the plague. Upon landing on the island, the party finds the town has barricaded itself away from "strangers" in an attempt to keep out the plague. The party is turned away from the town. They must seek the Bear on their own.

Traveling to her last known location, they discover her hut has been destroyed. The party must track her

down to her new cave, facing raids by goblinoids and worse. There they learn she is attempting a veiling of the island, using ancient magics, similar to what wards Ringland. The party must convince her to abandon isolationism and join the fight against the Old One's curse.

Preparation for Play

The Black Breath of Iuz: Various characters in the Shield Lands may have the Black Breath of Iuz. It is a nasty virus that seems to be magical in nature. Players should have campaign documentation that explains the details more completely. Non-player characters may have their reaction to infected characters spelled out in the adventure. If not, their reaction will vary from fear and loathing to pity and everything in between. At the end of the adventure, if there are any party members who have this disease, the other party members might catch it! Characters immune to disease are also immune to this disease. Characters must make a Fortitude Save DC 12 to avoid catching the disease.

In this adventure, there is a possible encounter with an NPC, Trys. There are two versions of Trys listed in the adventure: Trysta and Trystim. To determine which NPC is in this adventure, randomly select a player character. If the character is male, then use the female Trysta. If the character is female, then use the male Trystim.

Introduction – The Black Watch

NOTE: Player's Handout One, attached, is a summary of the general state of the Shield Lands. The DM may either hand this out to players to review, or use it for reference for discussions with NPCs, Gather Information Checks, and the like.

Let the players introduce themselves. They may assume they are on a mission to Bright Sentry for the Shield Lands: either as a Pathfinder or a member of the Standing Army. Independent and visiting characters may have been asked to perform this mission because they are believed to NOT be infected with the plague.

Read or Paraphrase the following:

Waves hit the bow of the Wavester, a cargo ship-now-transport in service to the Shield Lands. It's captain, a sturdy half-orc named Thurgo Greatblade, certainly knows the Nyr Dyv and his ship. Each wave is met for

the least resistance and the sails seem to catch every bit of wind.

You and your companions were asked to go to Bright Sentry to seek the aid of Lineene the Bear. She is a retired adventurer who is skilled in the healing powers of nature. These skills are sorely needed by the Shield Lands. Only a few months ago, a virulent plague began sweeping through the Shield Lands. Known as the Black Breath of Iuz, it is nearly impossible to cure once contracted and wracks the body, mind and soul of its victims.

The race for the cure has been headed up by the Arcanist's Society. However, even these learned mages have found nothing in their research that can give them any answers. Desperate, and pushed by the Council of Lords for a solution, the Arcanists have suggested consulting with Lineene while they continue their efforts.

Unfortunately, magical attempts both arcane and divine to contact this learned sage have failed. Thus, it was determined to send you and your companions on this journey.

As the shout comes down from the sailors that you are approaching the island, word also comes that friendly ships are also approaching...

The *Wavester* is a good sized cargo ship, a bit faster than one might expect. It is about 120 ft. long and 40 ft across. In addition to the party, it crews 20 sailors and Captain Greatblade. The current cargo is building supplies: wood, nails, hammers, saws, that sort of thing.

SPECIAL NOTE: IF ANY PLAYER HAS THE BLACK BREATH OF IUZ. The sailors will be suspicious of that player and will avoid that character as much as possible, except for the half-orcs in the crew, who just don't seem to care (The rumor, as incorrect as it is, is that Iuz would not have created a plague that would hurt orcs).

APL All (EL –)

☛ **Captain Greatblade:** Male half-orc Ftr4.

☛ **Crew (20):** Various races War1.

Greatblade is a likeable, but very gruff sort. He should be seen as competent and very happy to be in service to the Shield Lands. He does not mind the fact that, as a half-orc, many hate him. He has the respect of his crew and his superiors and that is sufficient for him. What he does NOT tell the party is that one of the crew is his son, Sango Greatblade.

The crew itself should also be seen as competent. They like the way Greatblade runs a tight ship and are dedicated to seeing Iuz destroyed.

Tactics: Greatblade and his crew, if forced to fight for some reason, do so to overwhelm any captives. If they are evil, they will not hesitate to run them through with their rapiers or even toss them overboard. Non-evil types they will try to overwhelm with numbers (grapple) and then throw in the storage bay for the authorities.

Treasure: A cargo bay filled with building supplies. Also, the crew is all armed with daggers and rapiers, as well as leather shirts (leather armor). There are light and heavy crossbows in the armory located in the hold of the ship.

Development: The crew and the captain are quite likable. Successfully 'chatting it up' with them is simple enough. However, to gain any real information, either a successful diplomacy or Gather Information check is required (DC 20 or 15, respectfully). Note: with a DC 20 Diplomacy check, the party will also change the attitude of the crew from "friendly to helpful".

Things to learn:

- 1) The plague has not affected paladins or members of the Open Spirit.
- 2) The town of Bright Sentry is, for all practical purposes, run by Lord Natan Enerick, a devotee of Pholtus.
- 3) Lineene the Bear is a witch who commands the very forces of nature!
- 4) You have to be careful around here or you will get attacked by Koa Toans...
- 5) *The Vile Word* is an Iuzian warship under the command of Captain Irontusk, a horrible pirate!

Approaching from larboard (port or left), is a small warship, the "*Godsbreath*". It flies the flags of Bright Sentry and the Shield Lands. As it approaches, it will come along side of the *Wavester* and its captain, Kineesha (a middle aged Flan woman with dark hair and dusky skin) will demand to speak to the captain of the *Wavester*.

Captain Greatblade will leave his post at the wheel and approach the edge of the ship. There the two captains will 'chat'. Basically, Kineesha will be polite and explain the following:

- 1) All of Bright Sentry is under "the Black Watch". In other words, no visitors are allowed in until they have gone through a customs check at a newly constructed port just outside of town.

- 2) The Town is very suspicious of anyone coming into town as they have yet to suffer the effects of the plague (and intend on keeping it that way!).
- 3) Typically, all ships are searched and the crews quarantined for 48 hours while they are checked for signs of plague.
- 4) Visitors are free to disembark and visit the island area, although there is not much to see.
- 5) ENTRY TO BRIGHT SENTRY WITHOUT AN OFFICIAL PASS IS PUNISHIBLE BY DEATH!

Greatblade will groan but acquiesce. The *Wavester* will sail to the south side of Bright Sentry and dock at the new port. On the way in, the party can see a number of fishing vessels to the north: local citizens going about their business of trying to survive.

APL All (EL -)

☛ **Captain Kineesha:** Female Ftr2/Rog2.

☛ **Crew (20):** Various races War1.

Encounter One – The South Port

The south port area is built in a cove area. Each 'arm' of the cove is made from a rocky promontory stretching out about 800 yards. There are 5 other ships anchored off shore. Anyone with ranks in Profession: Sailor or Survival would be able to tell the cove is protected from the worst any average storm could dish out.

The players are rowed to shore, along with a dozen of the sailors, one of which is the captain. On the shore there is a hastily constructed "shanty town" of six buildings. Depending on the time available for play, the party can role-play going to each building for clues. Alternatively, they can simply make a Gather Information check for each location listed, with a DC 15 necessary to uncover the listed information and rumors. The sailors will encourage the party to check in with the harbor master before doing anything else.

SPECIAL NOTE: IF ANY PLAYER HAS THE BLACK BREATH OF IUZ (contracted in "May the Axe Grow Great") they may NEVER get a pass. Further, if detected, they suffer an inherent -10 on ALL social interaction charisma checks and skills and will NOT be allowed in the various merchant buildings.

A final note on Pholtites: It is VERY EASY to run these religious types as complete jerks. Avoid this. They are

respectful enough, even when they refer to a non-Pholtite as a “heretic” or “walking the darkness”. Further, any clerics or paladins of Pholtus (or similar classes) will be given an incredible level of respect (deep bowing, bending of knees, calling them Most Illuminated Father or Mother, that sort of thing).

- 1) The Harbormaster. This building contains all the information on the ships in the harbor. A dozen guards are here at any given time. They have access to two rowboats. The harbormaster is a Pholtite named Zinder Brightflame. She is a red-haired hag of a woman who seems to have some sort of eye problem as she is always squinting. She appears to be busier than she actually is.

INFORMATION:

- a. Lineene is a well known heretic (non-pholtite). She helped save Bright Sentry by commanding the very elements to fight off the goblins!
- b. Lineene has a hut about 2 miles down the beach, on the other side of the promontory.
- c. Any party member who played SHLInto4-04 “With Thanks” will be told to go straight to the Church of Pholtus (see below) in order to get an expedited pass (as they had rescued a few of local citizens during the goblin raid and are therefore “trustworthy”). Please note, however, that Bright Sentry itself is not part of this adventure and such excursions are best suited for a Dungeon Master using this adventure in a ‘home play’ as opposed to at a convention.
- d. Any players who are not carrying the disease will be told they must register with the Church of Pholtus, then wait a full 48 hours before receiving an exam for purity.
- e. She is absolutely resolute and completely immune to bribery. All charisma skills used on her suffer a -4 circumstance modifier and she is so resolute in her duties that she has a +2 circumstance modifier versus all enchantment spells and spell like abilities.
- f. There are still goblins, and worse, in the area!
- g. There is a sign on the wall: Goblin Heads 6 gp each!

- 2) The Grinning Goblin. This one-level inn is more of a flop house. It has one main bar area and the food is VERY simple. There is a massive second room with common cots available. Outside is a sign “Pig roast tonight!” It can sleep 20 at a time. The staff says the owner is looking at ‘building on’. The owner is a grubby ex-sailor named Morty of mixed blood. They actually don’t have any pig – the sign is old. They do have a pretty lousy stew and weak beer. This flop house is a VERY rough and tumble establishment. Anyone who paid more than adventurer’s standard for upkeep will have a -2 penalty on all social interaction (charisma based) skill checks and will (condescendingly) be referred to as “m’lord” or “m’lady”.

INFORMATION:

- a. Nobody here knows where Lineene can be found.
 - b. The Pholtites are jerks.
 - c. Lord Natan Enerick is staying in Bright Sentry and will not visit Critwall because he is afraid of the plague.
 - d. There are still goblins, and worse, in the area!
 - e. It is rumored that devils are flying in to the island’s jungle area.
- 3) Open Spirit Meeting Hall. This wood building is 20 ft by 20 ft. It has very little furniture inside including a couple of cots. There are food and medical supplies stacked neatly in the room. The main person running this is a Suel-mixed human named Shadswen. Shadswen’s mission is to provide relief to the survivors of the goblin invasion, but the citizens of the town will not let him in because they say the Open Spirit caused the plague. He distributes the food and medicine to those citizens desperate enough to come out of the city walls for assistance.

INFORMATION:

- a. The citizens of Bright Sentry were decimated during the fighting.
- b. About 65% of the citizens survived the invasion.
- c. Members of the Open Spirit are now hated on the island because for some reason they are resistant to the plague (it’s because most members are monks!).
- d. There are still goblins, and worse, in the area!

- e. Some of the locals have seen strange, dark flying creatures circling the outer forest area.
- 4) General Store. This building has anything in the general equipment section of the Players Handbook table 7-8 that costs 99 gp or less. The exception is Alchemist's Fire. He has completely sold out! However the prices are exorbitant (+50% over book prices). However, the proprietor, Melvilium, a very slick Flan male of medium age, did come across a trinket or two when beach combing after the invasion. At APL 2 and 4, party members can buy a *brooch of shielding*, and at APL 6 can also buy a *ring of counterspells*.
 - 5) Church of Pholtus. This is more of a one room building than an actual church. It is circular and built of stone. It is run by an intense looking woman. She is about 5 and ½ feet tall, and has short blond hair. She is wearing simple robes and carries a simple looking oak quarterstaff. Tucked in her waist band is a metal holy symbol: a full moon with a crescent moon over the top (Religion or Intelligence check DC 10 reveals it to be that of Pholtus). Her name is Filna the Illuminated. Her hands show horrible signs of scarring. In fact, she is a member of the ultra-zealous *flambis morti* – a local sect of the Pholtite religion. She believes in ritual purification through fire (and in fact plunges her hands into open flames each day!) (See Appendix B or the Shield Lands Metaregional Book for more information on this cult). She should be played as being very friendly to the party, but unflinching that anyone not a Pholtite will ultimately die (“does not the fire burn away the plague?”). Note: She first appeared in SHLIntro03-01 Final Respects.
- INFORMATION:
- a. The plague is clearly a curse the gods have allowed to occur to punish the sinful.
 - b. The Open Spirit does good work, but since it was founded by Markuth, a well known felon, and a fugitive from justice, how trustworthy can it be?
 - c. Lord Enerick is doing the best he can for his charges, the citizens of Bright Sentry.
 - d. There are still goblins, and worse, in the area! But, those who are resolute in their faith have nothing to fear...
- e. Players who were heroes of the goblin invasion (they participated in SHLIntro04-04 “With Thanks”) will be given an initial exam (checking of the gums, staring in the character's eyes, asking them to recite the names of 4 good and holy gods, etc). Upon success, their name will be registered and they will be given a badge of purity to wear (replacements are not given so players are encouraged not to lose one!). Other characters are asked to register. If, 48 hours from now, they still appear disease free, they will also be given a badge of purity (See Badges of Purity, below).
 - f. She will recommend the Grinning Goblin for a place to sleep and eat and the general store for supplies.
- 6) The Town Walls. Bright Sentry has been walled in. It is manned by guards (war level 1) day and night. The wall is a 20 ft. tall wooden palisade that looks new. There is a very large sign (5 ft tall) on the wall near the gate that says: “No admittance without a pass. Trespassers will be killed.” It is signed by Lord Natan Enerick.

Badges of Purity. At any given time during the day, there will be 2d20+10 commoners milling about the area. About 2/3rds of them will have a white skull on a silver circle pinned to their clothes. Dangling from it is a parchment, perhaps 4 to 8 inches long. Looking at these more closely will reveal the person's name, and verification of purity. These are day passes given out in town by the church of Pholtus.

Players interested in getting a pass (legally) will have to see the harbormaster and the Church of Pholtus. Unfortunately, until they have spent 48 hours in the shanty town, they will not be given a pass.

Further, there will be Pholtite saying plastered on random corners of buildings, hanging from shop walls, etc. Such phrases include “Burn the Heretic”, “May the light brighten”, “My child is illuminated”, “Even the blind may see with the bright light of Pholtus”, and “Oh mighty Pholtus deliver us from darkness”.

Encounter Two – Enter the Child

At some point during the party's wanderings, the gates to Bright Sentry will open. Depending on where the party

is, read or paraphrase the following, keeping in mind that Earl Simen Sharn will bump into the party (thus if they are in the Open Spirit, they may not see him exit Bright Sentry):

The guards at the wall, as if hearing a command, step forward and lower their weapons in a defensive manner. With a mighty creak, the doors to Bright Sentry open. A troop of five soldiers, dressed in both the livery of the Shield Lands, as well as wearing purity badges of Pholtus, march out of the town.

In their midst is a young boy, looking very embarrassed. He looks tall (4' 5") for his age, which is somewhere between 10 and 14. Traveling with him is a man, perhaps 20 years of age, wearing both the holy symbol of Heironeous as well as a purity badge.

The boy is Simen Sharn (technically Earl Simen Sharn). He is 13 years old and has a sheaf of thick black hair. His olive skin sets off his quick dark eyes and his smile is very earnest. He is dressed modestly (shirt, vest, pants, sturdy boots) but well (everything is of excellent quality – Appraise Check 15 will reveal at least 4x the normal costs). From his side hangs a short sword with an ivory grip. He does not openly wear any holy symbol, or a purity symbol, although he does wear a medallion on a gold chain, the medallion being of the sun with six golden rays coming from it).

The man is Egder Walworth, a distant cousin of Lady Katarina. His wheat-blond hair and clear blue eyes are classic Walworth. He is clearly a relative of the lady. He has classic good looks, although he is a bit on the thin side. He actually carries the title of knight. He is dressed in a fashion similar to Simen, although of lower quality. He has, strapped to his belt, a none-too-subtle and very 'this means business' battle axe. His Heironean holy symbol is of highest quality.

☞ **Simen Sharn:** Male human aristocrat/1

☞ **Egder Walworth:** Male human pal/4

Simen has the following personality quirks:

- 1) Not shy. He is very gregarious and enjoys meeting new people.
- 2) While understanding his birth makes him 'noble', he looks for the inner strength in others.
- 3) A feeling of trapped by birth. He cannot play with other children nor can he go on adventures. He will truly admire any adventurers/soldiers he encounters.
- 4) He understands his place. He IS the future of Bright Sentry. Upon his 16th birthday he becomes the Earl. He knows this makes him the "better" of

nearly everyone else, but instead of being spoiled by it, comes off as needing to find good people to surround himself with for "when the time comes".

5) REALLY likes Egder Walworth. This is one of the 'good people' he intends on surrounding himself with...

Egder comes off as the following:

- 1) He has the Walworth gift of Charisma (16). He is very likeable and comes off as genuine, not forced, in his desire to help where he can.
- 2) He is an up-and-coming paladin in the Church of Heironeous.
- 3) He has nothing but respect for Lady Katarina.

Simen will find the party if they do not find them. He has a perceptive mind and can discern the party's inherent quality compared to the commoner. It is common for him to come out of the town to visit, although it REALLY irritates his uncle, Lord Natan Enerik (perhaps, in part, this is why he does it). He does not believe any purity seal will protect him from the plague, nor does he think the plague will ever cross the waters. In this sense he still has that feeling of immortality that all youth seem to possess. If a player has the plague, he will not meet with them but will be willing to meet with those who do not.

Simen just wants to meet adventurers.

- 1) He will be admiring of their freedom and respectful.
- 2) He asks them their business on Bright Sentry.
- 3) He asks if they are here to help fight the goblins.
- 4) He has been told there are goblin war parties still in the forests outside of town (although its been a week since anyone saw one). He does say there is a bounty, to be collected on goblin heads, still in effect at the gate. (It is 6 gp per head).
- 5) If pressed (Diplomacy check DC 15) after being asked about his uncle, he will reveal the following:
 - a. His Uncle calls himself "Lord" when technically he is only a regent.
 - b. His Uncle comes off as loving, but Simen is not convinced. Just a feeling he cannot shake.
 - c. He is still saddened by the deaths from a couple of years ago (In SHLo3-02 Patron of Bright Sentry). Essentially a doppelganger cult tried to assassinate members of his family, including his uncle, in the name of Heironeous.

- d. On his 14th birthday, he is legally entitled to sit in on Council meeting if his Uncle finds him fit, although he does not get to vote or rule or stuff until he is 16.
- e. If the party makes a Diplomacy Check DC 20, he will add, in a very hushed voice, and only AFTER making sure Egder and the guards are otherwise occupied, he is suspicious that his Uncle may not want him to become 16, because then the Uncle gets to stay on as Lord...

Simen does not want anything else. He is just out to meet folks and get some air outside of Bright Sentry. He cannot give out passes or help the party out at this time.

At some point the players should be interested in setting off to find Lineene: Proceed to Encounter Four.

Encounter Three – In Search of the Bear

The party can leave the shanty-town and head east. The weather is overcast, humid and cool. To the north is heavy forest. Knowledge Local or Knowledge Geography DC 15 (or if anyone asked in town as it is common knowledge for the island) will reveal that much of the island (known as Scraghome Island because of the sea trolls that live in the swamps) is rocky and mountainous with a vast region of low-lying swamps to the interior and east.

Travel to where Lineene is supposed to live is about a two miles on the other side of the rocky ridge wall. The beach area is fairly rocky with some stretches of smooth sand. The forest occasionally stretches out to the Nyr Dyv cutting off visibility every 100 yards or so. Because of the tricky terrain, it can take about an hour or so to make it to Lineene's.

As the party travels, make sure to advise them of various forest noises. Various bird sounds, cracking of branches, and rustling leaves are not uncommon, and the shores of the Nyr Dyv give off a constant "splash splash splash". If the party wants to travel through the forest, the time necessary to get to Lineene's will increase to almost three hours because it is especially dense. However, traveling through the forest might allow them to surprise the ambushers, below:

APL 2 (EL 1)

👉 **Goblins (3):** hp 5 each; see *Monster Manual* page 133.

APL 4 (EL 2)

👉 **Goblins (6):** hp 5 each; see *Monster Manual* page 133.

APL 6 (EL 3)

👉 **Goblins (6):** hp 5 each; see *Monster Manual* page 133.

👉 **Goblin Shaman (1):** Male goblin clr 1, hp 9; see Appendix A.

Tactics: The goblins are waiting inside the forest at about the 600 yard mark. They will wait there, hiding (Spot Check equals DC 19 as they took 10 and have cover) and moving silently (Listen Check equals DC 19 +2 for each 20 feet the party is away from the goblins as they took 10 and there is lots of forest/shore background noise). They will wait until the party is about 60 to 40 feet away, then charge out of the forest, throwing their javelins. If there is a shaman, he will use his spells to support his troops.

Treasure:

APL 2 Goblin heads – 3gp.

APL 4 Goblin heads – 6gp

APL 6 Goblin heads – 7gp

Even though they have some goblin weaponry, it is of poor quality and it is not wanted in town.

Development:

This combat is not supposed to be overly challenging, but rash parties may use up some resources on this combat. Still, a few lucky goblins may severely injure or kill a party member. The goblins are tattooed (Knowledge Local DC 15 to know it is a mercenary tattoo) and the goblin shaman, if present, will have a wood holy symbol to Maglubiyet, the goblin god of chaos, evil and trickery.

The goblins can be easily tracked (Survival Check DC 15) back to their campsite. It is apparent they have been here for the last few months, probably harassing travelers and living off the forest critters.

After the defeat of the goblins, read or paraphrase the following:

You are able to continue your journey with no further interruptions. Breaking through the forest wall, you can see where Lineene has set up her home. Or had...

The clearing is about 300 ft. across. The Nyr Dyv splashes on the smooth beach sand while the forest forms a natural set of barriers on each side of the clearing. Above it all, inland, is the peak of Skrag-bone Mountain.

A wooden hut, fifteen feet on a side, stands on four wood pillars, about 20 feet off the ground. There appears no way to reach it. The hut has a single door facing the waters of the Nyr Dyv and a single window set into the center of each of the other three walls.

Save for the waves hitting the beach and the sound of the forest, the beach itself is silent. Looking around, there is no sign of Lineene.

The party can search the area. Without the use of any special skill, they can discern the area has a lot of footprints on it, all of which seem to be smaller booted footprints. A player with Track can make a Search check (DC 20) to reveal the small foot prints are perhaps 2 days old, at best (given the fact they do not exist below the high-water mark) and under them is a single set of larger (normal human sized) foot prints leading into the forest. If the search check was 25 or higher, the player will determine the footprints are female.

The hut itself can be reached by any means the party can come up with, noting that the hut is designed to discourage the average climber (there is no wall beneath the door, the doors and windows are closed, etc.). Inside the hut is a coiled rope ladder as well as simple living components (a small cot, a chest of well-worn clothes and sewing gear, cooking equipment – but no stove, a desk with writing equipment, a number of books illustrating local flora and fauna, and a watercolor set (paints, brush, etc.). A Search check DC 20 will reveal in the papers notes dealing with Lineene's exploration of the animals and plants living on Skrag-bone Mountain. The notes suggest she camps up there for weeks at a time to do her studies.

Encounter Four – Bear Tracks

The party should feel free to explore Lineene's Hut. It is important that the party is given the impression that Lineene may be back at any time. Thus, they should rest for the night (if for no other reason than to re-select some spells). If for some reason they decide to press on, they will actually encounter the goblins listed below at their camp, possibly surprising them.

Just after dawn the next day the goblins will attack. If there are party members sleeping, the encounter is late enough that casters should have had a full eight hours sleep. Anyone sleeping has a 50% chance of being awake

at the start of this encounter. Awake party members can make Listen checks against DC 20 or Spot Checks against DC 20. Successful checks will reveal movement in the forest coming towards the campsite. Goblins will rush out of the forest to attack. It will be difficult to surprise the goblins as they are a raiding party. They don't know if there will be anyone here or not but they have found humans here before (Lineene). These are not the same band of goblins who previously captured Lineene three days prior (although they know of her capture).

APL 2 (EL 1)

👉 **Goblins (1):** hp 5 each; see *Monster Manual* page 133.

APL 4 (EL 2)

👉 **Goblins (3):** hp 5 each; see *Monster Manual* page 133.

APL 6 (EL 3)

👉 **Goblins (3):** hp 5 each; see *Monster Manual* page 133.

👉 **Goblin Warrior (1):** Male goblin war 3, hp 21; see Appendix A.

Tactics: The goblins will come charging out of the forest. They will be under the orders of their leader (It is one of the random goblins at APLs 2 and 4. It is the goblin fighter at APL 6.) They will fight cohesively, attacking just one or two characters until that character drops, then move to the next. If the leader is taken out, they will act less unified, randomly (within reason) selecting their targets.

The goblin's morningstars and javelins are poisoned with sassone leaf residue (See DMG pg 297).

Sassone Leaf Residue: Type = Contact, DC 16. Initial damage = 2d12 hp. Secondary damage = 1d6 Con. At APL 2 and 4, the poison was watered down a bit. At APL 2 the initial damage is only 2d4 and at APL 4 the initial damage is only 2d8.

Treasure:

If tracked to their lair (see below), the party can also find some doses of sassone leaf residue. Also at APL 2 there will be two dead goblins found along the trail (killed by Lineene) and at APL 6 there will be three dead goblins found along the trail (killed by Lineene)

APL 2 Goblin heads – 3gp, Sassone leaf residue – 50 gp.

APL 4 Goblin heads – 6gp, Sassone leaf residue – 100 gp.

APL 6 Goblin heads – 7gp, Sassone leaf residue – 150 gp.

Even though they have some goblin weaponry, it is of poor quality and it is not wanted in town.

Development:

This combat is not supposed to be overly challenging, but the addition of poison may be difficult for some parties. The goblins are tattooed similar to the first group (Knowledge Local DC 15 to know it is a mercenary tattoo) and the goblin fighter, if present, will have an especially nasty tattoo that reveals him to be a follower of Maglubiyet, the goblin god of chaos, evil and trickery.

The goblins can be easily tracked (Survival Check DC 15) back to their campsite. By the appearance of the campsite (describe it as little more than a cleared out section of forest floor, with some old raggedy blankets thrown about) it does not look like this was a permanent residence. A Search Check DC 20 will reveal a few odd looking leaves. The leaves are dark green in the center, fading out to a sickly purple on the edges, and seem to be clumped three to a sprig. Craft (Alchemy), Knowledge Nature, Profession (Herbalist) or Survival checks, DC 20 each, will reveal these to be Sassone leaves. There are enough here for ½ per APL (So 1 at APL 2, 2 at APL 4, etc.). Players could crush the leaves for use, but doing so will remove the leaves from the treasure.

There is also a scrap of animal hide (squirrel). On it, in crude handwriting, in orc, is the words “Yoo keep hut watched. Mebbe grabz annuder humie. We waten fer da bozz ordrz on wot ta do wit der humie grabbed alreddee.” (See Player Handout #2)

Please note there are oodles of forest trails, all of which will run the party in circles. Due to the heavy undergrowth, humidity, and rapid plant growth, any practical ability to track beyond this camp is negated.

Once the goblins are defeated, (and their camp hopefully looted by the players) the party should decide to head back to the village.

Encounter Five – Kissed Chances

The following encounter is either with Trysta or Trystim (Trys). It takes place about halfway between the ports and Lineene's. It occurs as the party passes through one of the line of trees.

Trys should be run as competent. Trys is interested in discovering if there is a potential new love in this party

of adventurers but will not just fall “head over heels”, at least in an obvious manner.

Trys is a sorcerer from the Far East (Trys most recently spent time honing his/her skills in Eastfair in the Great Kingdom of Northern Aerdy). However, Trys does not like to reveal any of his/her background, at least at this time. Characters who are able to use skills or magic to learn more about Trys' background will only get that Trys is Blakunish, a sorcerer, is exploring the area (but is being paid by an unrevealed employer for anything learned), and is, genuinely, interested in a member of the party.

If the party member Trys is interested in is overly rude, or just uninterested, then Trys will move on to another suitable (opposite sex) member of the party, etc. If there are no other suitable candidates, then Trys will politely take his/her leave. Can Trys be influenced by a DIFFERENT character with diplomacy? Technically yes, but Trys is driven more by what is inside a player rather than mere words.

Read or paraphrase the following (for Trysta or Trystim):

***Trysta:** As your party heads back to the harbor, you pass through yet another line of trees stretching from the forest to the sea. Ahead of you, about 30 feet, is a young woman. She is dressed in black, from her pointed wide-brimmed hat, down to her thigh-high leather boots. Her olive skin and dark hair set off her equally dark eyes. She is holding a broom, upside down, and using the handle to stir through the sand. A black cat sits nearby, lazily licking at a paw. The woman looks up at you and gives you a bright smile. “Well hello there...”*

***Trystim:** As your party heads back to the harbor, you pass through yet another line of trees stretching from the forest to the sea. Ahead of you, about 30 feet, is a young man. He is dressed in black, from his pointed wide-brimmed hat, down to his sturdy leather boots. His olive skin and dark hair set off his equally dark eyes. He is holding a quarterstaff which he is using to stir through the sand. A black cat sits nearby, on a hand woven carpet, lazily licking at a paw. The man looks up at you and gives you a warm smile. “Well hello there...”*

Trys tries not to focus on a character's negative aspects (I.e. low ability scores) but focus on anything positive the character exhibits. Think of this a bit as an intangible connection between Trys and the randomly chosen character. Trys will try to introduce himself/herself to the chosen character first. Then she/he will ask for that character's assistance.

Trys lost one of his/her bracers (it is a +2 bracers) when flying over the island. Trys will embarrassedly reveal he/she was adjusting it when it snapped off and fell on to the beach, just around this area. The broom and carpet are both of the flying variety.

The bracer is easily enough found: it requires a Search Check, DC 19, or use of *detect magic* spell. If the party does not return it, it will do them no good without its mate (which Trys still wears). Also lost in the sand, is a bottle. It must have been washed ashore. It requires a Search Check of DC 24 (or a detect magic) to uncover and is a *potion of protection from arrows 10/magic*.

If the character Trys is currently interested in helps search for the bracer, then Trys will complement that character in some relevant manner. If the character won't help search, Trys will complement the character's independence.

Here are some example words Trys might use to compliment someone based on their prowess in a particular area (or the DM can make up their own):

- Strength: able, athletic, determined, powerful
- Dexterity: agile, deft, handy, quick, sly
- Constitution: experienced, hardy, rugged, tough
- Intelligence: bright, clever, insightful, quick,
- Wisdom: caring, intuitive, perceptive, wise
- Charisma: assertive, confident, determined, self assured
- Fighter-ish: decisive, skilled, hunter
- Wizard-ish: brother/sister of the arts, mysterious, star-touched, fate-maker
- Cleric-ish: leader, oracle, gods-blessed, old soul
- Rogue-ish: mysterious, dangerous, sly, clever

Trys will not reveal why Trys is on the island except to say that he/she is just a humble traveler, off to see the sights that Oerth has to offer. He/she will reveal he/she is from the east but will not be more specific. After the bracer is found, Trys will thank the party, especially the person he/she is interested in, and say "I hope to see you around!" With that, Trys will get back on the broom/carpet, with the cat perched nearby, and blow the interested person a kiss. Then, without looking back, will fly off, heading down the island away from the port. The character lucky enough to flirt with Trys will get "A Kiss from Trys" on the Adventure Record.

If a party member has flying, etc. and really wants to follow Trys, Trys will drink a potion of invisibility and

then a potion of non-detection. If this still does not work, then Trys will drink a potion of water breathing and fly straight into the Nyr Dyv. If all of this does not get rid of the party member, that character gets to follow Trys back to the mainland of the Shield Lands to a campfire and gets "Hatred of Trys". See the Adventure Record.

➤ **Trysta:** Female human ?*

➤ **Trystim:** Male human ?*

*Not revealed at this time. See future Shield Lands adventures for more information.

Treasure: *potion of protection from arrows 10/magic* – 25 gp.

Encounter Six –

A Dirty Little Job

The party will eventually make it back to the harbor area. As they break through the last forested area, they will see smoke rising up from the other side of the rocky promontory. When they cross the rocks, read or paraphrase the following to them:

It is clear that another attack has taken place. Many of the buildings have suffered battle damage, and a few (the tavern and the harbormaster's) are smoldering. Bodies lie everywhere, both of the locals and goblins.

The City guard is organized both on the walls, as well as in the field. They have set up two regiments of crossbowmen facing the forest. They are supported by a few clerics of Pholtus.

The commoners, merchants, and sailors look as if they gave as well as they got, but unfortunately, they got it bad. Bodies are everywhere. Captain Greatblade sits crosslegged on the sand, cradling one of his fallen half-orc sailors in his lap. As he sees you, he looks up and sobbing says "He were me little boy, me only lad he was..."

You also see Egder, lying near the tavern. There is no sign of Simen.

The party can do what they want to help the suffering. Of all the named NPCs mentioned, only the above are wounded. Greatblade is severely wounded, and in fact has suffered a severe blow to his legs, shattering one of them. Egder is near death, having been hit by multiple javelins. For purposes of this adventure, clerical healing will save their life but not bring them to fighting fitness.

The goblins attacked about two hours ago. There was a horde of them led by an ogre of some skill. The battle was ferocious, but eventually the goblins were killed when the city guard rallied from the walls. Fortunately, Simen was NOT here when the goblins attacked, but was safely within the walls.

Both Captain Greatblade and Egder speak goblin. Also, a few of the patrons of the Grinning Goblin are fluent in the tongue. The party can discover by talking to any of these witnesses that the goblins kept saying "Find the boy" and "Grab the boy" and "Boss wants the boy" (and things like that).

The guards will all be VERY reluctant to go into the forest without specific orders. However, charismatic characters might be able to convince them to go (Diplomacy Check DC 25). If convinced, then 1D6 soldiers will go with the party. They are presumed to have a 12 for each of their abilities, are commoners with the toughness feat and carry a light crossbow, a short sword, and wear leather armor. They have 10 hit points each.

Players can talk to any of the locals. They will reveal there were about fifty goblins and a massive ogre that invaded the harbor area. Of these, maybe a dozen or so remain (Counting the bodies will reveal 38 dead goblins). It is presumed for purposes of this encounter that the party will be moving while it is still daylight. Adjust the encounters accordingly if the party for some reason is traveling by night. When the party is ready to enter the forest, read or paraphrase the following:

There is no doubt that even the worst of trackers could follow the trail left by the goblins. Sunlight forcing itself through the leaves reveals hacked and trampled foliage, bloody foot prints, and discarded war gear. These are only a few of the various signs of the war-band's passage.

Following the fleeing goblins, one can only hope they lead you to the missing Lineene the Bear. Finding Lineene has certainly turned into one dirty little job.

Presuming the party learned about the commands being barked in goblin during the raid, continue with the following:

How disturbing the attack by goblins appeared to be timed so perfectly as to apparently try and catch the young master away from the safety of the walls of Bright Sentry. Thank the gods Simen Sharn was safe behind the walls! Perhaps there is something to the reports of the goblins being led by a mysterious, dark power...

The party will find themselves traveling about an hour out of town. The path varies from 10 to 15 feet in width and is rough to travel. At any given time there are small rocks, busted tree limbs and nasty roots slowing travel. The party can move at three-quarter speed. Depending on when the party is moving (day or night, for example).

After traveling for about an hour, the party will encounter a trap the goblins had prepared over the last few weeks to guard their camp. It is a spiked pit trap set into the forest floor and covered with leaves and branches.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6 fall); multiple targets (first target in each of two adjacent 5' squares); pit spikes, (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

Depending on how the party is traveling (at a dead run, for example), this trap might be especially deadly. Further, there are a number of strings with junk (busted morningstars, leaky copper pots, that sort of thing) on them about half-way down the trap. If the trap is set off, the goblins will be warned visitors are approaching (See encounter six, below).

Encounter Seven –

The Final Foes (part 1)

The party will, about 40 yards after the pit trap, approach a clearing in the forest. Advise them the path is starting to gently rise. They can try to sneak in, if they want to. The clearing is about 45 feet across. There is a campfire in the middle and numerous 'nests' of cut leaves and grass the goblins have used for beds. Strewn about the campsite are a number of animal carcasses. Treat the entire area as severely obstructed (1/2 movement, -5 on tumble checks, no cover or concealment bonuses).

On the far side of the camp will be a break in the forest wall. It is difficult to see from this side of the camp (Spot check DC 15 for a casual glance). Arranged in a semi-circular fashion on the far side of the forest, just inside the tree cover, are the goblin defenders. At APL 2 and 4, one of the goblins carries a *javelin of lightning*. At APL 6, it is carried by the Goblin Warchief.

APL 2 (EL 4)

☛ **Goblins (12):** hp 5 each; see *Monster Manual* page 133.

APL 4 (EL 6)

➤ **Goblins (9):** hp 5 each; see *Monster Manual* page 133.

➤ **Dire Wolves (2):** hp 45 each; see *Monster Manual* page 65.

APL 6 (EL 8)

➤ **Goblins (12):** hp 5 each; see *Monster Manual* page 133.

➤ **Dire Wolves (3):** hp 45 each; see *Monster Manual* page 65.

➤ **Goblin Warchief (1):** Male goblin fr 7, hp 56. See Appendix.

Tactics: The goblins will use the cover to their advantage, if possible, throwing javelins at players as they cross the open area. When the players get close, the goblins will charge as best they can. The dire wolves are vicious and trained to attack anyone not a part of the goblin's war party. If the goblin Warchief is present, he will direct the attacks at 1 or 2 characters only.

A special note on the *javelin of lightning*. At APL 2, depending on the party make up, be given at least one round's notice this is going to be used against them. Have the goblins chattering excitedly for a round as one of the goblins un-wraps the javelin from yellowed waxy hide. Avoid using it on a group of APL 2 party members, and just target one unlucky member (although if a few of the city watch can be hit along with a party member, so much the better!). At APL 4 and 6, the goblins can still chatter excitedly as the javelin is unwrapped, but the goblin will use it on the same round it is unwrapped, trying to catch as many party members as possible in its line of fire. The intent is for there to be one javelin used on the party and one for them to find on the body of one of the goblins. So, if one is used in combat, there will be one more on one of the goblin's bodies. If none are used, then there is still only one javelin available.

Treasure:

APL 2 Goblin heads – 12 gp, *javelin of lightning* – 125 gp.

APL 4 Goblin heads – 9 gp, gem encrusted helmet – 162 gp, I – 125 gp.

APL 6 Goblin heads – 13 gp, *helm of ogre power* – 333 gp, *javelin of lightning* – 125 gp.

Development: If any of the goblins are captured or *speak with dead* is used, it will turn out they are merely mercenaries hired to bolster the Old One's presence on the Nyr Dyv. They will reveal they heard a voice from the

forest telling them when to attack, but beyond that they know nothing.

Encounter Eight –

The Final Foes (part 2)

Once the goblins are defeated, the party can move out to follow the trail to its conclusion. Adjust the following based on the APL to reflect the correct sort of monsters being encountered:

The forest path widens and clears out. You can hear the sound of running water. Turning a bend you see Lineene, bound with ropes. She is RIGHT next to a cliff's edge. You can see that immediately behind her is a waterfall pounding down to unknown depths while next to her is an abomination – a cruel looking ogre. With a flick of his foot, he kicks Lineene over the edge as he draws his weapon to attack you.

(At APL 4) Next to him stands a pair of body guards, ready to defend him with their lives.

(At APL 6) As he does so, you hear him snarl in some arcane tongue.

APL 2 (EL 4)

➤ **Ogre (1):** hp 29; see *Monster Manual* page 199.

APL 4 (EL 6)

➤ **Ogres (3):** hp 39, 29, 29; see *Monster Manual* page 199.

APL 6 (EL 8)

➤ **Ogre Mage (1):** hp 37; see *Monster Manual* page 200.

At all APLs, one of the ogres is wearing a *ring of protection +1* and should have its armor class adjusted appropriately.

Tactics: At all APLs the ogres will, on their turn, move at least five feet away from the edge of the cliff. Each ogre will pick a target and try to concentrate their attacks on that particular victim, then move on to the next. The ogre mage will not hesitate to use its cone of cold or invisibility spells to attack the party. However, it is fairly arrogant for an ogre mage and will not use its gaseous form unless it starts its turn at less than 5 hit points.

Treasure:

APL All: *ring of protection +1* - 167.

Development: If any of the monsters are captured or *Speak with Dead* is used, it will turn out they are merely mercenaries hired to bolster the Old One's presence on the Nyr Dyv. They will reveal they heard a voice from the forest telling them when to attack, but beyond that they know nothing. The biggest ogre will have a wooden unholy symbol of Hextor in its possession. If captured alive, or *Speak with Dead* is used, it will reveal it was mixed in with some maps (long since burned) of the island given to it by 'da boss'.

Upon killing the ogres, the party can look over the edge of the cliff (they may find a way to do so during the encounter...). There they will find an unconscious Lineene, dangling from her ropes. The ropes have caught themselves on a tree limb sticking out from the cliff face 10 feet from the cliff's edge. What a lucky (and unique) set of events!

The party can, with little danger, retrieve Lineene, the simplest method being to lower someone on a properly secured rope and then bringing the lady back up. The fall is 30 feet to the rough waters and rocks below (3d6 damage) and would require a Swim Check DC 15 to get back to shore.

Notes on playing Lineene: Lineene has the appearance of an ancient woman, but full of wiry strength. She used to be an accomplished adventurer in her day, but has retired here about 6 years ago. She no longer wishes to get directly involved in anything. She has a fright-wig of a hair do ~ grey and white strands shoot everywhere from her head and many cover her dark piercing eyes. Her skin is leathery and sun-tanned and her movements, even for someone so ancient, are quick and precise. She dresses in plain leathers and cottons and her clothes look quite old and patched (and re-patched and re-patched...). She is not afraid of anyone with the plague, but will instead be fascinated by them.

She will thank the party profusely for her rescue and then reveal the following:

- She was here during the invasion three weeks ago. She had advised the Admiral to NOT take so many forces with him to Admundfort, but he just would not listen.
- The fighting was terrible. She did not know if the island would survive. The goblins seemed to be driven by a dark, malevolent power. Their attacks were just a little TOO organized.
- If any of the party members had assisted her in the event SHLInt04-04 "With Thanks" she will suddenly recognize them and be thoroughly embarrassed for not seeing who they were

sooner. She will thank them again for all their assistance.

- She advises that she had gone into the forest to do some research on some magical energy she recently noticed. Unfortunately, she got ambushed and captured by the monsters (there were a LOT more goblins). She has been badly mishandled at the hands of the ogres and the goblins and believes she was stew material if the party had not shown.
- She believes there is still a sizeable horde of goblins on the island, and just hopes they have not joined forces with/recruited the scraggs (Sea Trolls).
- She is planning on going back to Skrag-bone Mountain when she is feeling better. She believes there is a source of ancient power in that area that could be reactivated to shroud this island in protective magic.
- If asked about the plague, she will, reluctantly, agree to go to Critwall to see if there is anything she can do. While it, directly is not something she is familiar with, she seems to remember some tomes (that might be with the Arcanists) that could reveal more information. She will do her best.
- As a way of thanks, she will request the city of Bright Sentry to make an item recovered during the goblin raid to be made available for the party to purchase (specifically, a *wand of backbiter*).

Conclusion – Just Rewards

The players can return to town. If any city watch went with them and died, the party will still be met as heroes, but there will be a true gloom to any celebrations. Otherwise, various officials from the church of Pholtus have arrived from the safety of the city by the time the party returns. Using divine magic, they discern that the party has roused the last of the invading goblins from Scraghome Island. Anyone in the party who does not have the plague will get a purity badge.

It turns out Simen just happened to be going on one of his regular walks with Egder when the goblins attacked. Egder did his best but was overcome by the goblins (how embarrassing!). He is VERY grateful to the party for saving his life and promises to make it up to them some day.

Lineene finally arrives and says she is ready to assist the party in any way possible.

Captain Greatblade will thank the party for avenging his son's death. If there are any half-orcs in the party, he will tell them he knows of a blade just made for those of orcish blood. As a favor, he will, on their request, set sail for it and get it for them (it is an *Orc Razor*. See the Adventure Record).

Finally, Shadswen, of the Open Spirit, is grateful for the party assisting the common folk by ridding the island of goblins. The Open Spirit is willing to train any party member (for 100 gp and 1 weeks time) in Powerful Charge and Sidestep.

Read or paraphrase the following to the party:

Bright Sentry is safe, from the goblins at least. But who or what was organizing their strikes so precisely? The Shield Lands are still under siege from the effects of the Black Breath. Hopefully a cure will soon be found, no doubt some strange formula requiring great feats of heroics and perilous adventures. But that is a quest, if you are to be a part of it, for another day.

The End

Experience Point Summary

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

Encounter Three

Defeating the Goblins

APL2 30 xp

APL4 60 xp

APL6 90 xp

Encounter Four

Defeating the Goblins

APL2 30 xp

APL4 60 xp

APL6 90 xp

Encounter Six

Bypassing/disabling/defeating the trap

APL2 60 xp

APL4 60 xp

APL6 60 xp

Encounter Seven

Defeating the Goblins

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Eight

Defeating the Ogres

APL2 120 xp

APL4 180 xp

APL6 240 xp

Story Award

Objective of Saving Simen Sharn met:

APL2 45 xp

APL4 62 xp

APL6 90 xp

Discretionary roleplaying award

APL2 45 xp

APL4 63 xp

APL6 90 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Three:

APL 2: L: 3 gp

APL 4: L: 6 gp

APL 6: L: 27 gp

Encounter Four:

APL 2: L: 53 gp;

APL 4: L: 106 gp;

APL 6: L: 157 gp;

Encounter Five:

APL 2: M: *potion of protection from arrows 10/magic* - 25 gp.

APL 4: M: *potion of protection from arrows 10/magic* - 25 gp.

APL 6: M: *potion of protection from arrows 10/magic* - 25 gp.

Encounter 7:

APL 2: L: 12 gp; M: 292 gp. *javelin of lightning* - 125 gp, *ring of protection +1* - 167

APL 4: L: 171 gp; M: 292 gp. *javelin of lightning* - 125 gp, *ring of protection +1* - 167

APL 6: L: 13 gp; M: 625 gp. *javelin of lightning* - 125 gp, *ring of protection +1* - 167, *helm of ogre power* - 333 gp.

Encounter 8:

APL 2: M: 167 gp. *ring of protection +1* - 167 gp

APL 4: M: 167 gp. *ring of protection +1* - 167 gp

APL 6: M: 167 gp. *ring of protection +1* - 167 gp

Total Possible Treasure

APL 2: L: 68 gp; M: 317 gp - Total: 385 gp

APL 4: L: 283 gp; M: 317 gp - Total: 600 gp

APL 6: L: 197 gp; M: 650 gp - Total: 847 gp

Special

Note: Only one player can obtain "A Kiss from Trys", although all the players can achieve "Hatred of Trys".

A Kiss from Trys: Ah, love...

Hatred of Trys: Scorn is never pretty...

Thanks of Simen Sharn: This is one influence point with the Council of Lords.

"Kutter's Edge" (Orc Razor): Captain Greatblade will seek out this falchion for you. Cross this favor out if you are not a half-orc. Mark as "used" if you have purchased it. This *+1 falchion* has a special affinity for those of orc blood. In the hands of someone who has orc blood, it grants the wielder +2 enhancements to dexterity and constitution. It must be wielded to get this bonus. This favor does not count as access for crafting. It first appeared in Savage Species.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*, *bear's endurance*; Price 17,375 gp.

Open Spirit Training: The Open Spirit accepts you into a rigid training program. This costs you 100 gp and 1 TU. Upon completion you will now have access to the feats

Powerful Charge and Sidestep (from *Miniatures Handbook*). You must choose to undergo this training at this time and mark your decision on this AR.

A Mild Case of the Black Breath: You have a mild case of the Black Breath of Iuz, a debilitating magical disease. It requires a caster level check DC 30 to remove (with *remove disease*). During your next 3 adventures, you have a -2 to a randomly determined ability score. The ability affected is randomly chosen each time.

Wand of Backbiter. This cruel black iron wand is tipped with a splinter of jagged silver. It is covered completely with runes that are painful to look at.

Faint necromancy; CL 1st; Craft Wand, *backbiter* (from *Complete Arcane*); Price 750 gp.

Items for the Adventure Record

Item Access

APL 2 and 4:

- *Javelin of lightning* (Adventure, DMG)
- *Kutter's Edge* (Regional, see above and Savage Species)
- *Brooch of shielding* (Adventure, DMG)
- *Wand of backbiter* (Adventure, see above and CA)

APL 6 (all of APLs 2-4 plus the following):

- *Helm of ogre power* (as *gauntlets of ogre power*, except the helm takes up the headband/hat slot) (Adventure, DMG)
- *Ring of counterspells* (Adventure, DMG)

Appendix One – APL 6

Encounter Three

Goblin Shaman: Male goblin cleric 1, follower of Maglubiyet; CR 1; small humanoid (goblinoid); HD 1d8+1 (cleric) hp 9; Init +5; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 leather armor, +1 small shield); BAB/Grp: +0/+0; Atk: +0 melee (morningstar 1d6) or +1 ranged (javelin 1d4); Full Atk: +0 melee (morningstar 1d6) or +1 ranged (javelin 1d4); AL NE; SV Fort +4, Ref +2, Will +4; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4. Improved Initiative.

Spells Prepared (Chaos and Evil domain. Chaos and Evil spells are cast at one level higher): (3/2+1; base DC = 11 + spell level): 0—[*detect magic, guidancex2*]; 1st—[*bane, doom, protection from good**]. *= domain spell.

Possessions: leather armor, small wooden shield, morningstar, javelins.

Physical Description: Squat yet ferocious, this cleric is unafraid of death.

Encounter Four

Goblin Fighter: Male goblin warrior 3; CR 1; small humanoid (goblinoid); HD 3d8+3 (fighter) hp 21; Init +1; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 studded leather armor, +1 small shield); BAB/Grp: +3/+4; Atk: +6 melee (morningstar 1d6+1) or +6 ranged (javelin 1d4+1); Full Atk: +6 melee (morningstar 1d6+1) or +6 ranged (javelin 1d4+1); AL NE; SV Fort +4, Ref +3, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +5, Jump +7. Power attack, Weapon Focus (morningstar).

Possessions: studded leather armor, small wooden shield, morningstar*, javelins*. *Poisoned. See the description in the encounter.

Physical Description: Vile and self assured, this goblin would rather die than be taken alive.

Encounter Six

Goblin Warchief: Male goblin warrior 7; CR 5; small humanoid (goblinoid); HD 7d8+14 (fighter) hp 56; Init +2; Spd 30 ft.; AC 18* (17 without dodge), touch 14,

flat-footed 14 (+1 size, +2 Dex, +3 studded leather armor, +1 small shield, *+1 dodge); BAB/Grp: +7/+2/+10; Atk: +11/+6 melee (morningstar 1d6+5) or +11 ranged (javelin 1d4+3); Full Atk: +11/+6 melee (morningstar 1d6+5) or +11 ranged (javelin 1d4+3); AL NE; SV Fort +7, Ref +4, Will +2 Str 14 (16)*, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

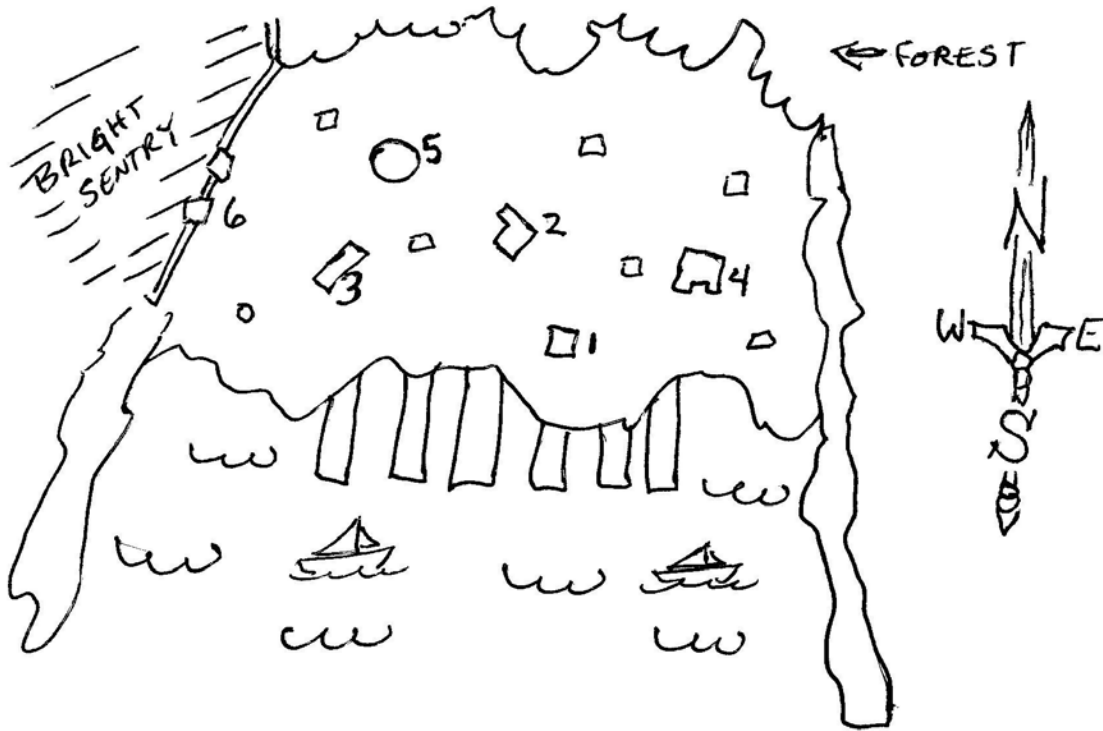
Skills and Feats: Intimidate +1, Jump +12 (+13*), Tumble +7. Power attack, Weapon Focus (morningstar), Weapon Focus Javelin.

Possessions: *helm of ogre power**, *javelin of lightning*, studded leather armor, small wooden shield, morningstar, javelins.

Physical Description: This one is bigger than all the other goblins. He looks, well, smarter somehow...

Appendix or Judge Aid

BRIGHT SENTRY ~
THE SOUTH PORT



ENCOUNTER
SEVEN



ENCOUNTER
EIGHT



Appendix or Judge Aid

Player Handout #1

A short review of the current state of the Shield Land.

The Shield Lands is currently at war with the forces of Iuz, also known as the Old One. Run by the so-called “Council of Lords”, the Shield Lands have been rebuilding its nation after nearly being completely destroyed approximately 15 years ago. However, over the last year, all that was built was nearly destroyed.

The leader of the Shield Lands, Lady Katarina Walworth, was attacked and her very soul was stolen from her. During her absence, the Council of Lords fell upon each other: loyalists (those supporting Lord Franz Torkeep) felt that it was crucial to empower the citizenry and make sure the Shield Lands were well armed. Traditionalists (those supporting Lord Natan Enerick) believe that it is crucial to establish the noble’s power base first, allowing strength of arms to be more easily governed. Both refused to budge.

Then, as civil war was about to ignite, the Lady’s soul was returned. Stronger than ever, she unified the council just in time. Iuz had chosen that moment to attack! South Keep, Gensal, and Torkeep each were besieged and at the battle of Torkeep, the vile warlock Waquonis was vanquished. Such a victory was saddened by the loss of Gensal. The Iuzian army that attacked Gensal continued to march on the capital, Critwall, when suddenly and mysteriously it stopped its advance and retreated. Gensal was quickly retaken and fortified, but it truly is more of a no man’s land than an outpost.

Meanwhile, the Admiral of Bright Sentry (on Scraghome Island) decided to invade Admundfort, the former capital of the Shield Lands (and still under enemy control). The invasion might have worked had he more soldiers. As it was, he left Bright Sentry wide open for invasion by Iuzian pirates. A note on Bright Sentry: Simen Sharn is destined to be on the Council of Lords. However, his Uncle, Natan Enerick, is currently filling in for him until he is old enough to take his place.

Against all of this are rumors of a demoness in the region, a black-hearted beast who lives only to trick, torment and deceive the good men and women of the Shield Lands. Finally, there is the plague. The Black Breath of Iuz came in with the invasions and it has left a hideous scar. Only certain members of the churches and the strange organization known as the Open Spirit are immune...

Player Handout #2

A scrap of animal hide (squirrel) on which, written in orc in crude handwriting is:

Yoo keep hut watched.

Mebbe grabz annuder humie.

We waten fer da bozz ordrz on wot ta do wit der humie grabbed alreddee.