

GEOI-II

A PRESSING MATTER

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

Version 1

by Scott Spencer

The Grand Duchy's treasury is nearly empty, and the plates to mint new coins were lost when Geoff fell to the giants. A pound of gold in coins is worth more than a pound of bullion. "Those plates must be retrieved," says High Chancellor Colwyn. "The future of the army depends on it." He points on a map to where the mint once stood, and your heart sinks. An adventure for characters level 1-8.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

DM'S BACKGROUND AND ADVENTURE SUMMARY

The besieged country of Geoff is poor. The treasury if almost empty and the last of the minted coins, from before the invasion are almost depleted. In order to continue with the reclamation of Geoff more coins are needed. High Chancellor Colwyn and Grand Duke Owen assemble a party of adventures to infiltrate into Gorna and retrieve the plates from the original printing presses.

Once inside the city the party will have a number of challenges to overcome depending on the route they take. If they go overland they will meet many patrols. If they go through the sewers they will encounter various subterranean monsters. Having braved the challenges thrown at them, the party must negotiate with the leader of the slave community, a burly half-orc named Barag, to achieve their goals. With his help, the players can find

the mint again with the choice of going overland or through the sewers.

Going through the streets of Gorna will lead to encounters with ettins and ogres. Going underground will lead to a boxing match with the orc champion Skull Splitter, and an encounter with Bhob, an intelligent and quite lonely gibbering mouther.

Both paths will lead to the mint and the plates. Inside the mint, the players must deal with a pack of giant wolf spiders that have staked out their territory. In addition to the minting plates, here is where the players will find the bulk of their treasure. Including the skeleton of a fallen Griffon Guard. They will be able to salvage his armor, a masterwork bow and arrows, as well as a very special ring.

Once some or all of the plates have been successfully retrieved, the players must make it out of Gorna alive, facing more patrols of vile creatures.

If the players survive they will be brought before High Chancellor Colwyn. He will praise them, and reward them. If the ring is mention he will immediately bring them before Grand Duke Owen who will ask, not order, for the ring to be returned. (The ring is a powerful protective item that works only for those initiated into the Griffon Guard. It also binds the Guard to the Grand Duke.) If the players give up the ring they get a boon, if they don't they incur the disfavor of the Grand Duke. If the players try to sell the ring, they will find that it is worthless, as no merchant will give them anything for it: other than the advice to take it to the Grand Duke.

Before you get started have anyone with the Intuit Direction make a check (DC 15). This will represent how oriented they will be in the sewers for the course of the adventure.

Also there is the strong possibility that at some point the monsters in the city will discover the player's presence and sound the alarm. If that happens the players have 1d4+1 hours to accomplish their mission and get out of the city. Once the time limit is up, the denizens of Gorna become organized (sort of) and start actively searching for them. They will encounter double-size patrols on a 1 in 3 chance. Until that happens however anytime they meet a patrol, the monster will not consider them a threat, and try to bully the players first. The monsters will not go off to sound the alarm until ¾ of their number is dead. After all, humans have not fought back for the past 8 years.

Introduction

Note: Otto was first introduced in the module Cat and Mouse. If the players have played that module then he will be far friendlier to them.

The light provided by the small campfire was dim; it barely pierced the complete blackness of the cave. Water drips down the back of your cloak and finds it way to your skin; you huddle closer to the fire grateful for it's light and warmth. As you stare into the flickering flame you recall the meeting with High Chancellor Colwyn.

You were hustled into his offices, without having to wait, a sign of how important this mission is, and he smiled at you, the High Chancellor never smiles. He stood and tossed some Gyrlic coins on the table. "Look closely at these coins my friends, you are not likely to see many of them again. The royal treasury is empty, and we have lost the ability to mint more coin; and coin is desperately needed if we are going to retake our homeland."

"There is a light of hope, however, and that is where you come in. We want, no we need you, Gyruff needs you, to infiltrate the Gorna and bring out any minting plates that are still there. I have made arrangements with the gnomish resistance to provide a guide to get you into Gorna, his name is Otto and he awaits you. You will need to retrieve 10 plates. Each press has two: a top and a bottom. There are five presses in all, one for each coin type."

"In return for your assistance you may keep anything that you find in the ruins, and I will sever all prior claims of ownership."

With a few hours of preparation, you were sent on your way. The days of travel were hard and tedious but not overly dangerous. Soon you found yourself in the Stark Mounds overlooking the ruined city of Gorna.

At this point, allow any players who do not want to go onto this adventure to back out.

Your guide, a gnome named Otto, begins packing an ornately carved pipe and speaking. "When the resistance told me I had to get you to Gorna alive, I thought we was all goners. But I guess the Brenin and the High Chancellor knew what they were about when you were picked to retrieve those printing plates from the Mint in Gorna. Now I know that yer askin' yourselves, how in the blue blazes are we supposed to find the mint in all that rubble. The answer is I don't know. I can tell you that the mint was on the northeast side of the city and that the building was highly fortified. Yer best bet would be to enlist the help of the slave community. If anyone can find it in the ruins of Gorna, they can.

As soon as you are ready to go I will take you to the entrance to the sewers. So get yer rest, say yer prayers, and get yer learnin in cause soon you enter Gorna." Iffin you are having second thoughts about entering that wreched hive, you are welcome to stay here with me and await the others, no one will think less of you for it.

If any player wants to back out, that is the end of the module for them. Otherwise, Otto leads the players down a small opening in the hillside out of view of Gorna.

"Just step on through an you will be in a safe location poised to enter the city. You can go through the sewers under the central part of the city. Or you can go overland through the city itself. Each has its own set of dangers. If you choose the sewers head for the nearest cistern. Iffin you go over land just exit through the gate. Whichever route you take make sure you are not observed. Then, head north and you should find the minting area it was sealed off from below by metal doors. Inside is the mint."

"I will wait at the campsite for three days. Com back to this spot and I'll open the doorway. If you are not back by then I will have to assume you are dead and return to

Hochoch and report failure. I wish you luck and may you Garl Glittergold walk with you."

ENCOUNTER 1: INTO THE FIRE

"You step through the portal of shimmering light and into Gorna itself. The first thing that greets you is the fetid smell of decomposing waste, stagnant water, an odor that you cannot quite place. You look around seeing the inside of the hovel. Looking through windows, masked by illusion you see Gorna in all of its horror. Buildings reduced to rubble, bodies staked out and half eaten, stagnant water and feces an less unpleasant things lie in puddles to be carefully avoided. 10 feet past the door is the ruined cistern that Otto spoke of. To the north is the maw to hell itself, the ruined streets of Gorna. There is nothing moving in the streets.

If the characters take the cistern a successful Climb check (DC 12) is needed before they go on to Encounter 2a. If they take the streets hide checks are frequently in order. Use Encounter 2b.

Encounter 2a: The Low Road

You drop down the cistern with a splash, allowing your senses to adjust. The air is foul and dank the darkness is complete with the exception of the small beady red eyes staring out at you from the darkness.

There is no ambient light. Once the party gets some sort of light source read the following.

As you light the torch, rats, insects, and other things scurry back into the darkness. The tunnel you are in is 18 hands wide by 18 hands high. Various mold and slime coat the walls and make the footing very slippery.

If running or charging players must make a Reflex saving throw (DC 12).

Looking behind you all you see is a large pile of debris; upon further examination you are able to pass your hands thorough it. The tunnel continues on disappearing in the darkness.

You follow the tunnel until it widens out into room. Looking around you see tunnels leading to the left, right, and straight ahead, as well as the tunnel behind you.

These side tunnels are 5 feet by 5 feet. Have the players make a Spot check (DC 15) if they succeed read the following:

As you are examining the room you find, a crude carving of a clenched fist etched into the wall beside the passage that is straight ahead.

No matter which tunnel they take all roads lead to the Gelatinous Cube. If they take one of the side tunnels they

will note a definite downward grade, as they get closer to the second junction room.

As you follow this latest tunnel something is not quite right. This sense of uneasiness continues the farther down the passage you go. Finally it dawns on you, the rats and insects that have been your constant companions so far are missing. Ahead of you there is a shimmering light.

Have the players make a Spot check (DC 15) to see the gelatinous cube(s) moving toward them. When the cube gets within 10 feet it will lash out with pseudo pods and attack. If the players fail to spot the cube(s) then they are caught by surprise.

APL 2 (EL 3)

➤ **Gelatinous Cube** (1): hp 58; see *Monster Manual* page 45.

APL 4 (EL 5)

➤ **Gelatinous Cube** (2): hp 58 each; see *Monster Manual* page 45.

APL 6 (EL 7)

➤ **Gelatinous Cube, advanced 14 HD** (1): CR 7; Gargantuan Ooze; HD 14d10+104; hp 174; Init -5; Spd 15 ft.; AC 6 (touch 2, flat-footed 6); Atk +10 melee (1d8+6 and 1d8 acid, slam); SA Engulf, paralysis, acid; SQ Blindsight, transparent, electricity immunity, ooze; Face/Reach 15 ft. by 15 ft./15 ft.; AL N; Fort +10, Ref -1, Will -1; Str 18, Dex 1, Con 23, Int -, Wis 1, Chr 1.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered grappled and trapped within its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 18), or be paralyzed for 3d6 rounds. The cube can automatically engulf paralyzed opponents.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube walk and walk into it are automatically engulfed.

APL 8 (EL 9)

➤ **Gelatinous Cube, advanced 14 HD** (2): hp 174 each; see above.

Development: If the party is successful or evaded the cube read the following:

You continue down the tunnel to what appears to be another junction room. You follow the tunnel until it widens out into a room. Looking around you see tunnels leading to the left, right, and straight ahead, as well as the tunnel behind you.

As you are examining the room you find, a crude carving of a clenched fist etched into the wall beside the passage that is to the left.

The tunnels to the east and north are blocked by rubble much farther up the tunnels. Describe to tunnel to the north as being slightly windy. The rubble here is loose and can be moved with a successful Strength check (DC 15) and about 2 hours of work. This will clear a ramp leading up to Encounter 3

Encounter 2b: The High Road

Looking back over your shoulder at the safe house, all that is there is just another pile of rubble. Before you is the city of Gorma. It's wide streets cluttered in rubble; it's homes shattered, the few remaining souls enslaved to grow food for the invaders.

Have the players attempt Spot checks (DC 12) to catch movement out of the corner of their eye. There is of course nothing there.

As you continue on, skirting from rubble pile to ruin, trying to stay quiet and out of sight you see the occasional Bugbear or Ogre. Once you have to take cover as a hill giant stomps through the ruins apparently having a conversation with itself.

Have players attempt Hide and Move Silent checks to build tension. Have them hide and scatter away from a few patrols before the bugbear patrol below. These patrols will not spot the PCs.

On the last patrol before encounter three have the bugbear patrol make a Spot check against the lowest PC Hide check. If the PC is spotted the patrol will attack. If he is not they will continue on.

APL 2 (EL 3)

➤ **Bugbears** (2): hp 16 each; see *Monster Manual* page 27.

APL 4 (EL 5)

➤ **Bugbears** (4): hp 16 each; see *Monster Manual* page 27.

APL 6 (EL 7):

➤ **Bugbears** (4): hp 16 each; see *Monster Manual* page 27.

➤ **Bugbear Sergeant (1):** Male bugbear, Ftr3; CR 5; Medium-size humanoid (goblinoid); HD 3d8+3d10+6; hp 34; Init +1; Spd 30 ft.; AC 20 (touch 11 flat-footed 20); Atk +9 melee (1d8+3, morning star), or +6 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4 Hide +6 Listen +6 Move Silent +6 Spot +4,

Feats: Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (morning star),

Possessions: Breastplate, morning star, 3 javelins, small wooden shield.

APL 8 (EL 9)

➤ **Bugbears (4):** hp 16 each; see *Monster Manual* page 27.

➤ **Bugbear Sergeant (1):** hp 34; see above.

➤ **Bugbear Cleric (1):** male bugbear Clr5; CR 7; Medium-size humanoid (goblinoid); HD 8d8+8; hp 44; Init +1; Speed 30 ft.; AC 20 (touch 11, flat-footed 19), Attacks +4 melee (1d8, morning star) or +5 ranged (1d6, javelin); SA Rebuke undead, spells; SQ Darkvision 60 ft., spontaneous cast of inflict spells; AL CE; SV Fort +6, Ref +5, Will +5; Str 10, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +4, Concentration +12, Disguise +6, Hide +6, Listen +9, Move Silent +6, Spot +7; Alertness, Combat Casting, Power Attack, Weapon Focus (morning star).

Possessions: Breastplate, morning star, 3 javelins, small wooden shield.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level) 0—cure minor wounds (x3), detect magic, mending; 1st—change self*, cure light wounds (x2), obscuring mist, protection from chaos; 2nd—cure moderate wounds, hold person (x2), spiritual weapon*; 3rd—dispel magic, magic vestment*, searing light.

* Domain spell; *Deity:* Hruggek. *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), War (free Weapon Focus [morning star] feat).

Encounter 3: Bath House

The path from the sewers (or the city) leads up to the surface (or to a public square) and through the rubble of ruined buildings. Careful scouting shows that the path emerges near the slave pens. An abandoned building is very close and the dawn is a few minutes away. You can already hear guttural orders being barked by the overseers of the slave pens. The occasional scream reverberates across the city as someone does not move fast enough.

The bathhouse is 40 feet off the path. It is 30 feet by 30 feet by 8 feet there are two broken windows per side and a door on the east side falling off of its hinges. The bathhouse is 120 feet from the palisade entrance to the slave quarters.

If the players take refuge in the bathhouse read the following. If they try to enter the slave pen, go to Encounter 7: Patrol.

The inside of the abandoned building reeks of mold and decay. It smells like someone died in here; in all likelihood someone did. Inside you see rotting furs thrown in to the dried up pool in the center of the house. A quick search reveals nothing else. All in all, a great place to lay low for a while. Observing the slave pens you see the hundreds of slave; men, women, children young and old, are herded out to the fields outside of Gorna, by bugbears, orcs and goblins riding wolves. Occasionally a patrol sweeps by but they pay no attention to the bathhouse.

If the players want to try to infiltrate during the day, they will find that the slave pens are virtually deserted, with the exception of the frequent patrols. If they wait until dark, read the following.

You wait until day turns to night, observing and resting, conserving your strength. At dusk the slaves are returned to their pens, a ragtag parade that is being driven by monsters. The slaves return to their homes and the monsters move off after hanging two old men from the palisade the surrounds the encampment. Shortly after that, a squad of 5 large, hairy humanoids [bugbears] comes in and takes up a position halfway between the bathhouse and the entrance to the slave pens. They look around for a moment, sniff the air, and promptly settle down and start gambling and passing some sort of bottle that looks like it was fashioned out of human bone. Several arguments break out amongst them as you sit and observe.

The bugbears are really not here on patrol they were simply looking for some orcs to beat upon. Baring that, they are hunkering down and are rolling the bones. The party has two choices here. They can try to sneak past the guards, or attack and hope they do not sound the alarm.

If the party chooses to sneak past the bugbears have them make hide and moves silently checks. Bugbears are not paying attention and are drinking so have a -5 penalty to their spot roll. If attacked, the Bugbears will sober up in a hurry.

APL 2 (EL 3)

➤ **Bugbears (2):** hp 16 each; see *Monster Manual* page 27.

APL 4 (EL 5)

➤ **Bugbears (4):** hp 16 each; see *Monster Manual* page 27.

APL 6 (EL 7):

➤ **Bugbears (4):** hp 16 each; see *Monster Manual* page 27.

➤ **Bugbear Sergeant (1):** Male bugbear, Ftr3; CR 5; Medium-size humanoid (goblinoid); HD 3d8+3d10+6; hp 34; Init +1; Spd 30 ft.; AC 20 (touch 11 flat-footed 20); Atk +9 melee (1d8+3, morning star), or +6 ranged (1d6+3,

javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4 Hide +6 Listen +6 Move Silent +6 Spot +4,

Feats: Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (morning star),

Possessions: Breastplate, morning star, 3 javelins, small wooden shield.

APL 8 (EL 9)

➔ **Bugbears** (4): hp 16 each; see *Monster Manual* page 27.

➔ **Bugbear Sergeant** (1): hp 34; see above.

➔ **Bugbear Cleric** (1): male bugbear Clr5; CR 7; Medium-size humanoid (goblinoid); HD 8d8+8; hp 44; Init +1; Speed 30 ft.; AC 20 (touch 11, flat-footed 19), Attacks +4 melee (1d8, morning star) or +5 ranged (1d6, javelin); SA Rebuke undead, spells; SQ Darkvision 60 ft., spontaneous cast of inflict spells; AL CE; SV Fort +6, Ref +5, Will +5; Str 10, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +4, Concentration +12, Disguise +6, Hide +6, Listen +9, Move Silent +6, Spot +7; Alertness, Combat Casting, Power Attack, Weapon Focus (morning star).

Possessions: Breastplate, morning star, 3 javelins, small wooden shield.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level) 0—cure minor wounds (x3), detect magic, mending; 1st—change self*, cure light wounds (x2), obscuring mist, protection from chaos; 2nd—cure moderate wounds, hold person (x2), spiritual weapon*; 3rd—dispel magic, magic vestment*, searing light.

* Domain spell; Deity: Hruggek. Domains: Trickery (Bluff, Disguise, and Hide are class skills), War (free Weapon Focus [morning star] feat).

Note: The bugbears are gambling with 50 sp all told.

ENCOUNTER 4: SLAVES OF GORNA

As you move through the palisade and into the slave pens, the true evil of Gorna is revealed. Hovels are built of rubble and debris, weak shimmering light comes from under the doors. Frightened weary eyes peer out at you from behind tattered curtains. The smell of offal and decomposing bodies is strong. An air of hopelessness pervades the compound.

From the shadows between two shattered buildings, comes a hoarse croaking voice. "If you wish to live come with me, we must hide you before the wolves smell you. Rest easy, I am a friend."

If the party questions her she tells them that she will take them somewhere safe and then bring someone to help. She does not offer her name nor ask any questions of the party. Knowledge is a dangerous thing when you are a slave.

If the party is hostile towards her she informs them in a very cold voice that it would be better for everyone if the guards take them it means extra food and better treatment.

You twist and turn going deeper and deeper into the slave quarters until you are not quite sure where you are. Finally, you reach a small looking hovel and your guide leads you inside.

Inside she lights a stub of a candle and quickly places a shield over it; providing just enough light to see by but not be seen from the outside. She offers you water from a pitted rusty helmet, quite obvious left over from the fall of Gorna and some moldy crusts of bread. This is obviously a feast for her. "Now you nice people stay her and be quiet. We will go get our leader. He should be able to help you."

If the players decide to trust her, read the following, if they decide to leave there is a 50-50 chance they will run into another patrol. If this happens run Encounter 6 again.

A few moments later, the old woman returns leading a shaggy half orc of middle years. He is carrying a bone axe. She introduces him as Barag. He looks you over for a minute, and then speaks. "It is clear you are not from Gorna. My only question is why should we help you?"

Let the players give their reasons, however Barag is only interested in two things survival and the betterment of his people, patriotism, money and loyalty to Geoff or the Grand Duke have no meaning to him.

Once again the orc speaks, "Ok here is da deal, I show you the way to da mint but you must take some of us with you on your way out. Ten will be leaving. More than that and da overseers will be suspicious. Most of them will be women and children two will be spies that were sent in early after the fall and got trapped here."

The players can do three things here they can agree to Barag's terms. They can negotiate; Barag has a Diplomacy of +8. Barag does not go lower than 6 people. Lastly, the players also can try to force the information from Barag. He does not fight but grudgingly give the info about the mint up. However, the PCs choose to get the information, Barag tells them the following:

Da mint huh? Well I gotta tell you dat is in Ettin turf. I will show you if ya want but yer gonna die. On de other hand, you could go through da sewers but I don't know da way down der. It is to da north and east though. Come on, I'll show you how you get to da sewer entrance between patrols or I can give ya a map of the streets.

If the PCs decide to go overland, Barag quickly sketches out a quick map with possible patrol locations.

If the players want go over land, then go to Encounter 5a. If they go underground go to Encounter 5b.

Encounter 5a: Once more into the Breach

You are lead down twisty ruins that look all alike. You stop frequently to scout ahead and make sure the ways is clear, consulting the crude map as you go. On more than one occasion, your heart leaps into your throats as you hear multiple large feet pounding through the ruins towards you. Suddenly, you hear massive footsteps make the debris at your feet jump. It sounds like it is getting closer.

As you wait with baited breath, you see a huge 2-headed monstrosity striding down the alley, a club in either hand. You prey to whatever god you hold dear that he does not see you. He is apparently arguing with himself about which came first the chicken or the egg.

Because he is arguing with himself, on APL 2 he gets a -5 penalty to his Spot check to notice the PCs. At higher APLs he is so used to arguing with himself, his chances to notice what is around him are not diminished. If he does notice the PCs he will attack.

APL 2 AND 4 (EL 5)

➤ **Ettin** (1): hp 65 (APL 2: 40); see *Monster Manual* page 89.

APL 6 (EL 7)

➤ **Ettin** (2): hp 65 each; see *Monster Manual* page 89.

APL 8 (EL 9)

Male ettin, Ftr4 (1): CR 9; Large giant; HD 10d8+4d10+28; hp 82; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); Atk +17/+12 melee (1d10+8, greatclub) and +17/+12 melee (1d10 +8, greatclub); SA Superior two-weapon fighting; SQ Darkvision 60 ft.; Face/Reach 5ft by 5ft/10ft; AL CE; SV Fort +13, Ref +3, Will +4; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +10 Search +0 Spot +10; Alertness, Cleave, Improved Initiative, Power Attack; Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: Two greatclubs.

Once you get past the ettin, you continue to follow the map to the place marked mint. A tremendous noise is heard the closer you get. As you peer into the darkness you see a large ruined square, lit by several bonfires. There are nine ettins engaged in a fierce debate with each other.

As you listen you realize that there is the egg faction; shouting that the egg came first. A large male strides forward and clubs the speaker, bellowing even louder "Grat is wrong the CHICKEN came first. From there it develops into a general melee. You do notice that their fighting has collapsed part off the sewer system leaving an opening that looks like it runs right under the mint.

If the players make for the opening have them make Hide and Move Silently checks, but the ettins are too busy fighting one another to notice them. However, if the

players attack the ettins then they are noticed and attacked.

Either choice leads to Encounter 6, as the fissure is the only way into the mint.

ALL APLS (EL 14)

➤ **Ettin** (9): hp 65 each; see *Monster Manual* page 89.

ENCOUNTER 5B: BOXING DAY

Eventually, Barag's map leads you to an old cistern, long since dried up.

Have everyone attempt a Climb check to scale down the inside of the well (DC 15) If they do not make it they fall 15 feet taking 1d6 points of subdual damage.

You land in a deep room, that was apparently were all the rainwater runs off and collects. The walls are covered with a green glowing fungus that serves nicely as a light source. In the North wall, appears to be a hole that has been chipped out of the stone that makes up this room. The closer you get to hole the worse it smells, this is definatly the entrance to the sewers. You climb in and head north. This section of the sewer is much bigger; the passage in 10' wide by 10' high. Rats and mold are almost non-existent. You follow the passage noting that there are sconces in the walls for torches and walkways on the sides. Up ahead is what looks to be a gate.

The gate is rusted shut it will take a Strength check (DC 25) to open.

The gate opens with a great squealing of rusted metal and you enter the next part of the tunnel.

As you wander through the muck, you begin to wonder if you are ever getting out of the sewers. After about half an hour of slogging you realize you are heading deeper into the earth. Finally, you see a faint glow up ahead. Getting closer, you see a natural cavern with torches mounted into the wall. At the center of the cavern is a roped off ring of some kind. Along the southeast wall is a passage that appears to be leading up.

The cavern is 45 feet in diameter with a ceiling height of 30 feet. The passage to the surface is wide enough for three orcs to walk abreast. The boxing ring itself is 20 feet by 20 feet.

Allow the players to back out and explore their other options before springing the orcs on them. However, if the players commit to going up the ramp then the orcs will descend.

As you enter the room, you hear loud guttural voices coming from down the east passage.

The language is orc. If anyone understands orc, the text is something to effect of "Zar, I cant wait to see that Skullspliter again"

Find out what the players are doing and have them roll a Dexterity check. The lowest check is automatically spotted by the orcs. They will address him in broken common.

“Youse De Outland Champ?”

If the party attacks, then they will face 40 orcs armed with greataxes and spears with scale mail. If they answer in the negative, the orcs will become hostile and attack unless they can be talked down. If the players run at this point the orcs sound the alarm and give chase. It is up to you whether they get out alive, but either way the mission is a failure.

If the players answer in the affirmative read the following:

Youse look a little puny to mes. Good ting I puts me gold on Skullsplitter. Takes yor armor off an’ puts yer weapons here. [pointing to a spot on the ground.] *Gets you in da ring an’ warm up or summtng. Skullspliter be wit you in a minute. Youse know da rulz.*

If the player gets into the ring read da following. If the player balks the orcs become decidedly hostile.

One you get into the ring, the orcs gather around and start chanting... ‘spliter, spliter’ a minute later a huge hulking figure lumbers out. Dressed only in a loincloth, the creature looks vaguely like that half ogre has been wandering around Hochoch. Your worst fears are confirmed as he lumbers toward you and enters the ring. Somewhere a bell rings and the orcs cheer.

APL 2 (EL 3)

➤ **Skull Splitter:** male ogre Bbn1; CR 3; Large giant; HD 4d8+1d12+15; hp 48; Init +1; Spd 40 ft.; AC 13 (touch 10, flat-footed 13); Atk +9 melee (1d4+4 subdual, fist); SA Rage; SQ Fast movement; Face/Reach 5 ft. by 5 ft; 10 ft.; AL N; SV Fort +8, Ref +1, Will +1; Str 20, Dex 13, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +5, Listen +3, Spot +3; Improved Initiative, Improved Unarmed Strike.

Rage (Ex): 1/day—hp 58; AC 11 (touch 8, flat-footed 11); Atk +11 melee (1d4+6 subdual, fist); SV Fort +10, Will +3; Str 24; Con 20; Climb +7; rage for 8 rounds then fatigued.

APL 4 (EL 5)

➤ **Skull Splitter:** male ogre Bbn3; CR 5; Large giant; HD 4d8+3d12+21; hp 66; Init +1; Spd 40 ft.; AC 13 (touch 10, flat-footed 13); Atk +11/+6 melee (1d4+4 subdual, fist); SA Rage; SQ Fast movement, uncanny dodge; Face/Reach 5 ft. by 5 ft; 10 ft.; AL N; SV Fort +9, Ref +1, Will +2; Str 20, Dex 13, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +6, Listen +4, Spot +4; Dodge, Improved Initiative, Improved Unarmed Strike.

Rage (Ex): 1/day—hp 80; AC 11 (touch 8, flat-footed 11); Atk +13/+8 melee (1d4+6 subdual, fist); SV Fort +11, Will +4; Str 24; Con 20; Climb +8; rage for 8 rounds then fatigued.

APL 6 (EL 7)

➤ **Skull Splitter:** male ogre Bbn5; CR 7; Large giant; HD 4d8+5d12+27; hp 88; Init +1; Spd 40 ft.; AC 13 (touch 10, flat-footed 13); Atk +13/+8 melee (1d4+4 subdual, fist); SA Rage; SQ Fast movement, uncanny dodge; Face/Reach 5 ft. by 5 ft; 10 ft.; AL N; SV Fort +10, Ref +2, Will +3; Str 20, Dex 13, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +7, Listen +5, Spot +5; Dodge, Improved Initiative, Improved Unarmed Strike.

Rage (Ex): 2/day—hp 96; AC 11 (touch 8, flat-footed 11); Atk +15/+10 melee (1d4+6 subdual, fist); SV Fort +12, Will +5; Str 24; Con 20; Climb +9; rage for 8 rounds then fatigued.

EL 9 (Tier 4)

➤ **Skull Splitter:** male ogre Bbn7; CR 9; Large giant; HD 4d8+7d12+37; hp 104; Init +1; Spd 40 ft.; AC 13 (touch 10, flat-footed 13); Atk +15/+10 melee (1d4+4 subdual, fist); SA Rage; SQ Fast movement, uncanny dodge; Face/Reach 5 ft. by 5 ft; 10 ft.; AL N; SV Fort +11, Ref +3, Will +4; Str 20, Dex 13, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +9, Listen +6, Spot +6; Dodge, Improved Initiative, Improved Unarmed Strike.

Rage (Ex): 2/day—hp 96; AC 11 (touch 8, flat-footed 11); Atk +17/+12 melee (1d4+6 subdual, fist); SV Fort +13, Will +6; Str 24; Con 20; Climb +10; rage for 8 rounds then fatigued.

Once the match is over read the following:

The head orc approaches you as the rest of the orcs start to head out. “Dat wuz a good fight, when your champ wakes up make him drink dis,” he says putting a cup of some noxious smelling fluid. With that he heads up the passage.

The noxious potion is really a potion of cure Mod. Wounds.

ENCOUNTER 6: BHOB

Regardless of whether the PCs got through the sewers or overland, they encounter Bhob.

If the PCs went through the sewers, read the following:

You climb the passage and enter through another gate as you walk up the tunnel. You begin to get the feeling that you are being watched. The farther up the tunnel you go the stronger the feeling gets. Then you hear something...

If the PCs went through the streets, read the following:

You creep down the streets of Gorna in the directions that Barak pointed. You have managed to slip around the patrols. But you begin to get the feeling that you are being watched. The farther down the street you go the stronger the feeling gets. Then you hear something...

Bhob is a friendly gibbering mouther. He was a pet of the sewer workers that used to work here before Gorna fell. He is beside himself with joy to see humans again. He announces himself by counting the party members, 1 dwarf, 2 elves, 4 humans, and 7 bhob people, definitely seven. Bhob loves to count. All the while he is talking he is in motion. If the party attacks, use the stats of a standard Gibbering Mouther. When they attack, Bhob recoil and ask, "friend not hurt Bhob." If they continue then he attacks. If the PCs talk with Bhob he will mumble stuff about "metal tasting water" (the sewer beneath the mint room) among other random things. If asked about the mint, he will agree to show the PCs where the mint is, if they agree to take him back to the nice humans that left. If anyone tries to intimidate him, he will leave out of fear. Run him as a cross between Rain Man and Yoda.

ALL APLS (EL 5)

➤ **Bhob the gibbering mouther:** hp 22; Int 8; see *Monster Manual* page 104.

Should Bhob die, the party will have to wander thorough the maze of sewers or through the streets of Gorna for 2d10 hours looking for the entrance to the mint.

ENCOUNTER 7: THE MINT

You follow Bhob for a good hour or more, time moves differently in the sewers. But finally you make it to a carved iron door; Bhob of course, flows under it. You can hear him still chattering on the other side. As you examine the lock on the door, luck seems to be on your side...finally. It seems that the lock to the door is rusted all the way through, a pit of poking and it falls apart.

Through the doorway is a small room with a grate for a ceiling. In side the rooms are 5 huge cauldrons each looks like it held a different sort of metal at one point. If you had to guess, this was where they reclaimed the unused metals. A ladder runs up the west wall to what looks like a trap door.

You climb the ladder and enter the mint. It takes a moment for your eyes to adjust to the stygian darkness. When they do, you realize the mammoth proportions of this room. Your torches light only a part of it. As you start exploring the room, you see a huge eight-legged form sitting in the center of an enormous web. Clustered around it are several cocoons, some man-size some larger.

The room is 80 feet by 80 feet by 40 feet. The players come up in the northeast corner. The spider web is stretched across the southeast corner.

If the web is burned, the copper press falls through the floor and the plates may break. It takes three rounds for the webbing to burn and the presses to fall through

the floor after the third round. If the presses do fall, the plates must make a Fortitude saving throw (DC 15) or shatter. Give the PCs warning that the floor is unstable and that the press is precariously hanging from the webbing.

The spider that can be seen in the middle of the room is dead. It was killed by the giant wolf spiders that are still in the room. With a successful Listen check (DC 15) the characters will hear the spider scuttling along the ceiling. The spider(s) tries to maneuver behind the party and drop down on it unwary victim. It bites and retreats allowing the venom to work.

APL 2 (EL 4)

➤ **Huge Monstrous Spider (1):** hp 55 each; See *Monster Manual* page 210.

APL 4 (EL 6)

➤ **Huge Monstrous Spider (2):** hp 55 each; See *Monster Manual* page 210.

APL 6 (EL 8)

➤ **Huge Monstrous Spider (4):** hp 55 each; See *Monster Manual* page 210.

APL 8 (EL 10)

➤ **Huge Monstrous Spider (8):** hp 55 each; See *Monster Manual* page 210.

Having defeated the spiders, you continue your search of the room. Along the east wall you see 4 presses upon closer inspection you identify them as the presses for the copper, silver, electrum and platinum coins.

The copper and electrum plates come out without a problem. The plate for the silver press is jammed into the vise. It will take a Strength check (DC 25) to loosen it enough to remove. The platinum press is ready to fall apart it will take a Dexterity check (DC 17) to remove the plates without damage.

The gold press is missing (it is up caught in the webbing of the floor). A Search check (DC 15) will allow the players to spot a very large square "body" hanging from one of the support beams near the web. A Climb check (DC 15) allows the PCs to reach the press.

Also, the PCs find a small quantity of metal scattered around the room for each press. The bullion is about 500 gp in value, but it weighs approximately 100 lbs.

The party also finds a skeleton propped up by the door in the south corner. It is dressed in the tattered uniform of the Griffin Guard. Under the uniform is a finely crafted suit of chain mail. By his side is a rotting quiver containing five well-made arrows with green and silver fletching; as well as, a ebony short bow. On the finger of the skeleton is the ring of the Griffin Guard.

A successful Knowledge (local) check (DC 15) let the players know that these rings are high prized by Grand Duke Owen. They are given to his elite Griffin Guard

Once the PCs have found all the plates and have investigated the room thoroughly, they are free to leave. Let the PCs go without further difficulty. Feel free to have them make Hide and Move Silently checks as per Encounter 2b to see if they have any further encounters. Eventually, they return to the spot where they first entered Gorna. If it has been less than three days, Otto opens the gate and lets the PCs step back into the hidden cave.

Conclusion

You made it out of Gorna alive and somehow managed to find your way back to Otto within the three days. One thing is for sure; you do not want to go back anytime soon. Upon returning to Hochoch, Otto advises that you get cleaned up as he will conduct you to High Chancellor Colwyn in 2 hours.

Allow the players to make any preparations they wish at this stage. When they are ready, Otto takes the PCs back to the Stark Mounds where they are teleported back to Caer Dwr Gwyldy in Hochoch.

You are seen immediately and do not have to wait, which in and of itself is a miracle. As you enter he rises from his desk addressing you as he does so. "You have returned from Gorna alive. I have to admit I am surprised. Were you able to recover the plates?"

If the party answers in the affirmative, read part A. If they did not recover the plates or only some of the plates read part B.

A. *The high Chancellor reverently takes the plates from you and carefully deposits them in a silk lined drawer in his desk. "You have done well, the His Radiance will be pleased. Do you have anything else to report?"*

If the players mention the Griffin Guard ring, read part C. If not read part D.

B. *As you offer your excuses to the High Chancellor he will sigh, "I suppose we will have to send someone more competent back. Do you have anything noteworthy to tell me? If not leave what you have with the guard on the way out."*

If the players mention the Griffin Guard ring, read part C. If not read part D.

C. *At the mention of the ring, the High Chancellor's head snaps up and his eyes widen. He quickly summons a page, which runs out at top speed. Looking at you he says, "I am sure that His Radiance will want to meet with you. Prepare yourselves."*

A few moments later His Radiance, Owen the Brenin strides in, closely followed by his guard. "Colwyn, is what you say true?" The Chancellor gestures to you. Owen turns to you.

"Did you truly recover a ring of a Griffon Guard?" he asks. "I would ask that you return it to me."

The ring is the property of the Grand Duke. However, Colwyn did promise to sever all claims of prior ownership. While Owen would like the ring returned to him, if the PCs want to keep it, Colwyn informs Owen of the promise. Owen abides by the bargain struck by his chancellor and does not forcefully take it from the PCs. Instead, he asks them to return it out of their good judgment.

If the players give back the ring, read the following. If they keep it, read part E.

As you drop the ring into his outstretched palm, he clenches it in a fist and clasps it to his heart. "In the name of Gyruff I thank you. You have done well and earned my favor." With that he turns and strides from the room, pausing a moment before exiting. He turns to you again, "incidentally, what did you do with the remains of this brave warrior?" [Allow the players to answer] The Grand Duke nods and turn and strides from the room.

The End

D. *Chancellor Colwyn looks at you as if you suddenly grew horns. "You are still here? Well, go on, you are dismissed! He sits down goes back to work.*

The End

E. *The duke looks at you sadly. "One day you will find that some things are not worth the price that must be paid." With that he turns and strides from the room.*

The PCs will not be able to sell the ring. In fact, the merchant will strongly recommend that the PC return it to the Grand Duke. For more info on the Griffon Guard ring see appendix 3.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter Two

2a) Defeating the Cube

75 xp

Or
2b) Defeating the Bugbears 75 xp

Encounter Three

Defeating Bugbears 75 xp

Encounter Five

5a) Defeating the Ettin 75 xp

Or

5b) Defeating Skullsplitter 75 xp

Or

5b) Defeating ALL the Orcs & 'Splitter 50 xp

Encounter Six

Befriending Bhob 75xp

Or

Defeating Bhob 50xp

Encounter Seven

Defeating Spiders 50 xp

Retrieving all 5 sets of plates 25 xp

Conclusion

Honoring agreement with Bhob 25 xp
(only if one was made)

Total experience for objectives 450 xp

Discretionary role-playing award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character

must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 10

- 400 gp in various coins (100 lbs)
- Mighty composite short bow [+2] bonus (225gp; +2 Mighty Comp. Short bow; Medium; Tradable; Uncommon; 2lbs) This is a blue lacquered mighty short bow (composite) it has the emblem of the Griffin Guard emblazoned on it.
- 5 masterwork arrows (35gp; master crafted arrows; Medium; Tradable; Uncommon; .65lbs)
- Masterwork chainmail (300gp; Master crafted Chain mail; Medium; Tradable; uncommon; 40lbs) Silver, Armor check penalties at -1

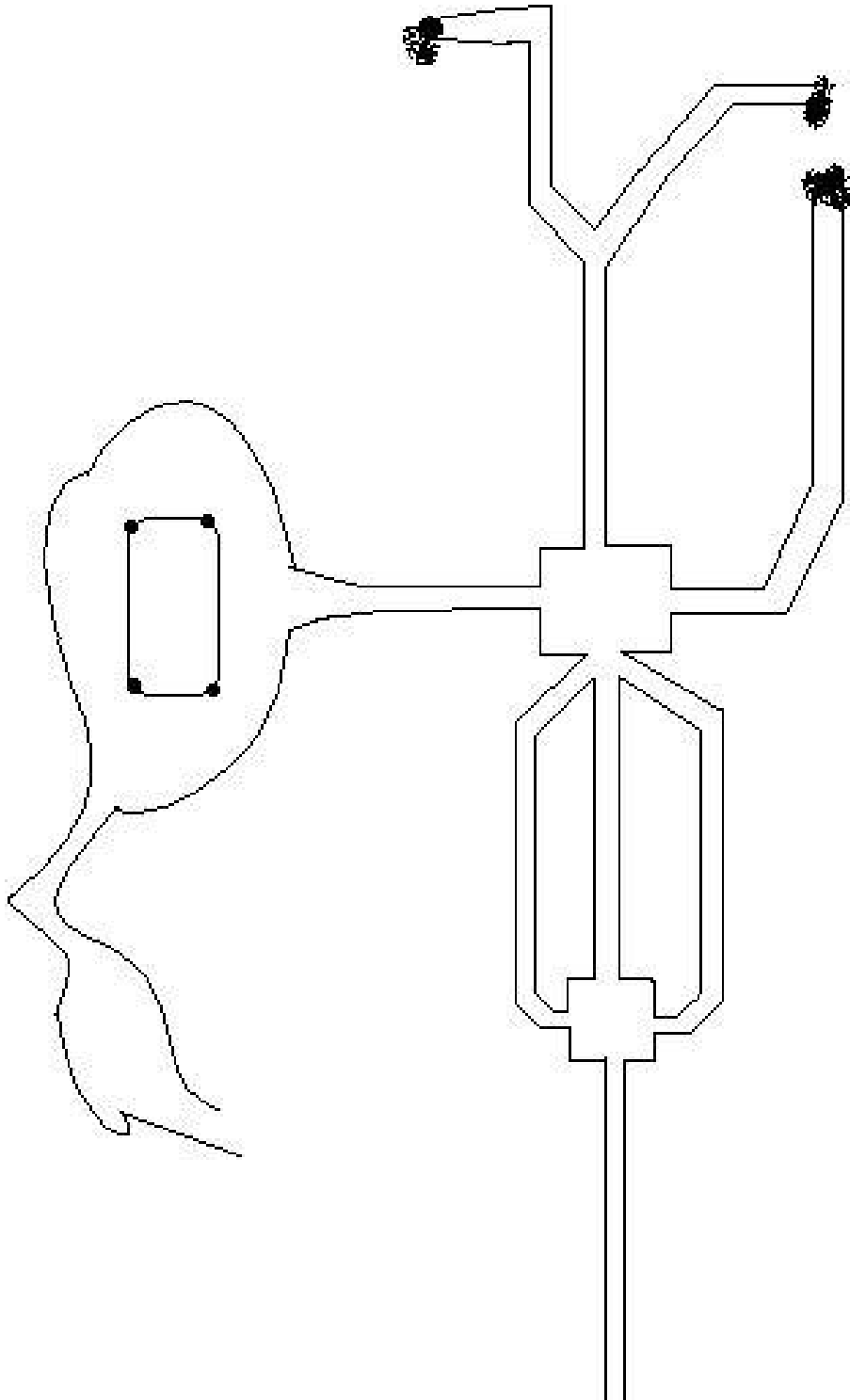
Conclusion

- Influence with High Chancellor Colwyn (Gp N.A.; Size: N.A.; non tradable; rare; weight N.A.)
- Influence with Grand Duke Owen for returning the Griffin Guard Ring (Gp: invaluable; Size N.A.; NON tradable; rare; Weight N.A.)
 - or
- Censure of Grand Duke Owen for keeping the Griffin Guard Ring (Gp: invaluable; Size N.A.; NON tradable; rare; Weight N.A.). Even if the PC named on this certificate returns the ring later they will still retain the Duke's Censure. In this case it will only take one influence point with the Duke to get rid of the censure instead of three.
- Griffon Guard Ring – The ring of a Griffon Guard is the mark of the bond between Brenin and Guardsman. The ring is silver decorated with elaborate knotwork. The top of the ring is pure jade with the Brenin's personal sigil etched in platinum. No Gyrin merchant, legal or otherwise, will buy the ring. So it is worthless to anyone but a sworn Guardsman. Furthermore, since the rings are so few, they are famous, and merchants outside of Geoff will hesitate to trade for it. Should anyone wearing the ring who is not a sworn Griffon Guard, meet an actual member of the Griffon Guard, the Guardsman will make every effort to get the ring back. If the wearer refuses, at the very least that person will be

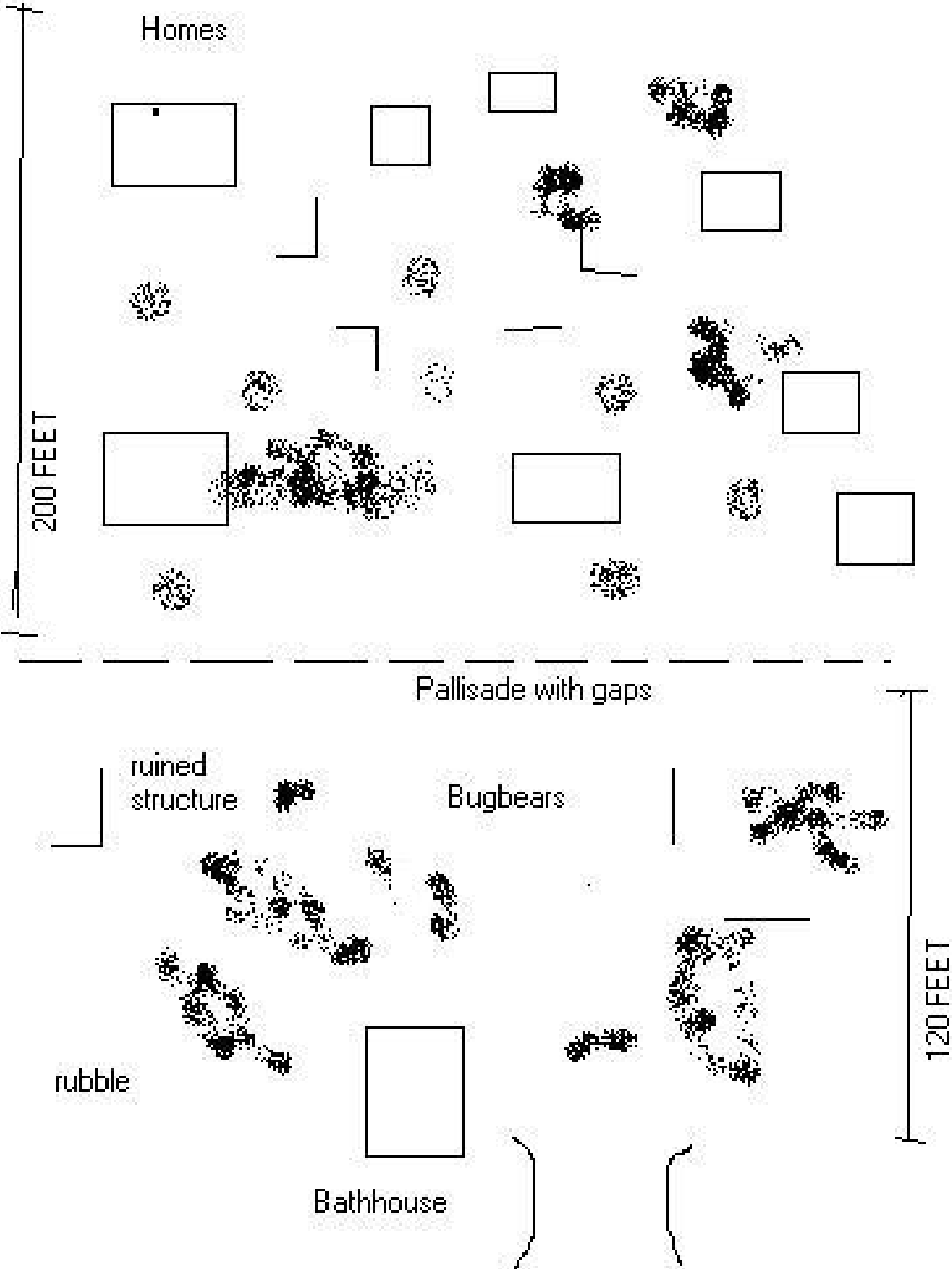
distrusted and at the very most be accused of being a traitor to Geoff and the Brenin. (Gp: 400; Size N.A.; NON tradable; unusual; Weight N.A.)

APPENDIX 2: MAPS

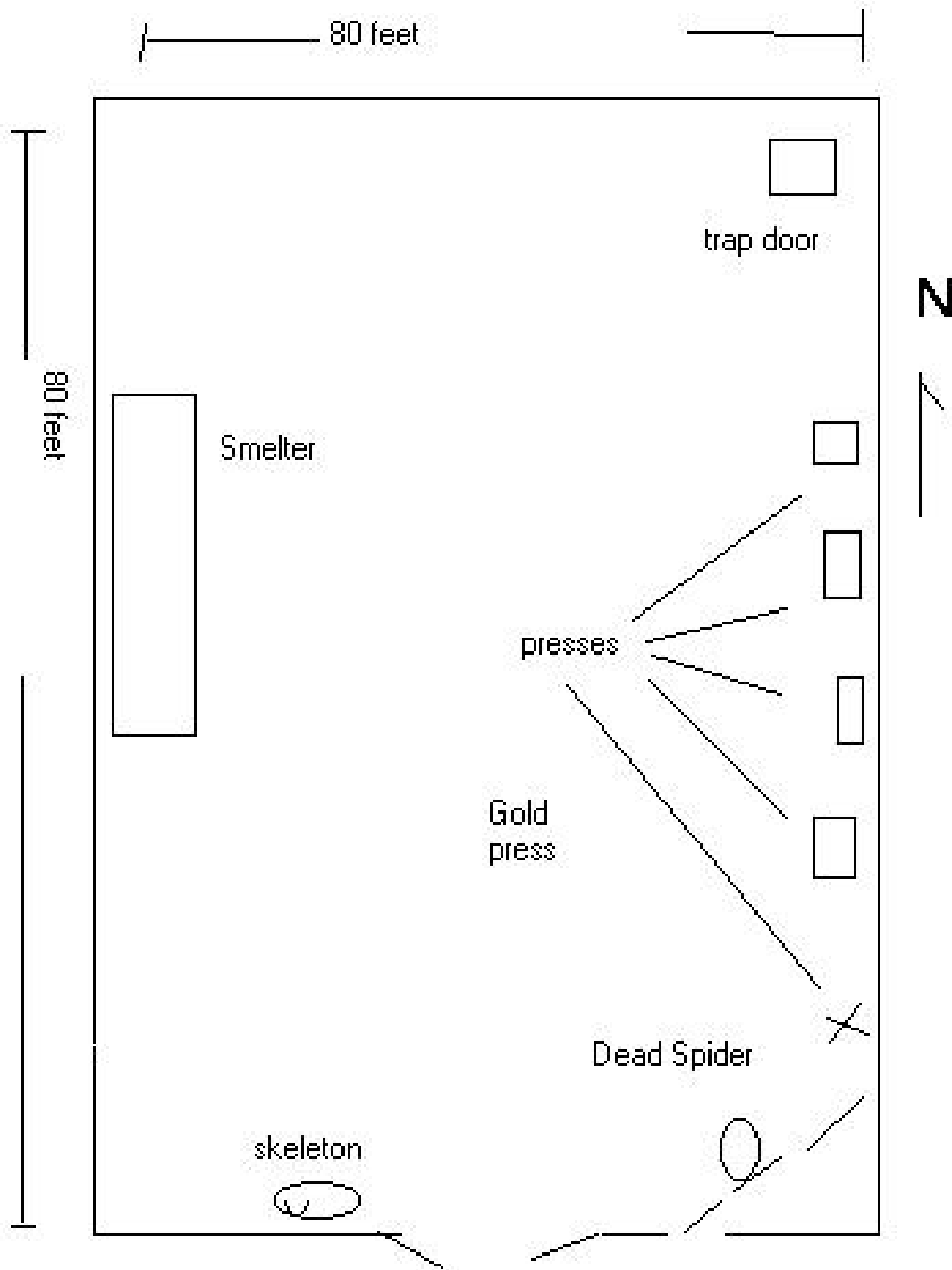
Sewer System first leg



MAP 2: THE SURFACE AND SLAVE PENS



Mint Room



Appendix 3: Griffon Guard Ring

The Griffon Guard is a very special unit in Gyruff. The Grand Duke's Griffon Guards are granted their rank directly by the Grand Duke himself. Each Griffon Guard member wears the insignia of a guard but not all are heavy warriors. Some are wizards, clerics and rogues. It is also a position that can and often was passed down from father to son with the Grand Duke's permission. At full strength they numbered less than 75 before the invasion. They now number around 15 and never leave the Brenin's side.

The ring of a Griffon Guard is the mark of the bond between Brenin and Guardsman. It is also an item of power. The actual ring itself is silver decorated with elaborate knotwork. The top of the ring is pure jade with the Brenin's personal sigil etched in platinum.

The ring is a magic item it can only be used by someone who has been appointed as a Griffon Guard by the Brenin. It grants the wearer an armor class bonus of +4. It also allows the Griffon Guard to discern the direction of the Brenin at will.

As the Brenin is linked to the Griffon Guards through the rings, so are they linked to the Brenin through their rings. The Brenin can discern the location of each of his Griffon Guards at will.

No Gyruc merchant, legal or otherwise, will buy the ring. So it is worthless to anyone but a sworn Guardsman. Furthermore, since the rings are so few, they are famous, and it is quite likely that many merchants outside of Geoff will hesitate to trade for that.

Should anyone wearing the ring who is not a sworn Griffon Guard, meet an actual member of the Griffon Guard, the Guardsmen will make every effort to get the ring back. If the wearer refuses, at the very least that person will be distrusted and at the very most be accused of being a traitor to Geoff and the Brenin.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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