

FIND MY SON!

A One-Round Living Greyhawk Scenario

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A quiet day of shopping is interrupted by the pleas of a father looking for his missing son. An adventure for characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or

animals according to the values on their certificates. Compare the total to the chart below to find the tier.

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

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

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 cost of each lifestyle will be indicated at the beginning of the **scenario**. 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.

Penalties or bonuses to Charisma-related skills 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	Charisma Mod
Destitute	14 sp	-2
Poor	43 sp	-1
Common	3 gp	0

High	250 gp	+1
Luxury	500 gp	+2

DM's Introduction

This is the first scenario for the Principality of Ulek of the RPGA Living Greyhawk Campaign. Some of the goals of this scenario are to introduce the players to the Principality of Ulek. Please emphasize the following areas:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars, a good deal of anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

This scenario is set in the city of Havenhill, a city on the front lines of the war with the Pomarj. There has been little activity outside the walls of late, but the dwarven leaders of the city have not lessened their defenses or state of preparedness. In fact, with the return of forces from fighting in the Greyhawk Wars, the leaders of the city are beginning to move into a more militant stance. As part of this, they have ordered able-bodied adults to arm themselves.

While the city leaders make their preparations, the leaders of the Pomarj have taken notice. In fact, a small band of goblins, led by an orc sorcerer, has snuck into the city to investigate its defenses for a possible attack on the city.

During the day he sleeps, but at night, the orc sorcerer, with the benefit of an *alter self* spell, walks the city street appraising its state of readiness and is looking for possible weaknesses to exploit.

The orc sorcerer and the goblins have done a remarkable job of remaining undetected, except for one instance. The day before the adventure begins, a young dwarven boy (Olin), while being chased by a young half-orc (Glothin), stumbled on the goblin's lair while looking for a place to hide. The goblins panicked and killed the dwarven boy. Then they hid his body in their lair. Fearing

reprisals from their boss, they have not made him aware of the body.

The dwarven boy's family, obviously distraught, contacted the City Watch to search for the boy. When they prove ineffective, the family hires the adventures.

Adventure Synopsis

The adventure begins with the PCs going shopping for weapons and other adventuring gear. The Prince has decreed that the city shall remain under martial law, and has declared that all able-bodied residents should arm themselves. The party, being able bodied, are going to purchase weapons and other supplies.

While at the store, the PCs see one of the Captains of the Guard speaking with the shop owner. The conversation becomes heated, and finally the owner offers a reward for anyone who can find his missing son.

The owner sends the party to speak with his wife about the disappearance. From there, the party will be able to investigate various leads as to Olin's disappearance. They will discover that Olin was last seen running from a half-orc boy, Glothin.

Eventually the party will discover Olin's dead body hidden in a tunnel. From this point, they may leave the tunnel and blame the half-orc boy for Olin's death or investigate further leading them to encounter the goblins, followed by the orc sorcerer who has been spying on Havenhill's defenses.

Player Introduction

Present the following to the players:

The city of Havenhill has always been a center of trade and a fortress guarding a pass through the Lortmil Hills. Recently, the citizens of Havenhill were given cause to be grateful for their city's fortress-like construction, as the humanoid forces of the Pomarj raced across the Jewel River and into the villages and plains of the eastern Principality of Ulek.

Though the prince had dedicated the majority of his troops (including the famed Adamantine Guard) to fighting in the north, the remaining troops were able to hold the Pomarj invasion force. This allowed the County and Duchy of Ulek, to the north, to prepare for the coming war. Despite repeated pleas to Queen Yolande of the elven nation of Celene (an historic ally of the Ulek nations), the elves remained isolated in their well-protected valleys, refusing to come to the aid of their allies. Dwarven memories are long, and the elves' isolation will not be forgotten.

Though depleted and greatly outnumbered, the forces of the Ulek states halted the Pomarj advance, but at horrible cost. The lands east of the Lortmil Hills are still crawling with humanoids of all kinds. Once fertile farms are overgrown and in ruins as the humanoids would rather hunt and destroy than build and grow. Many have been forced to leave their homes and move west to escape slavery or worse. Stories of the atrocities still come from the east, as small pockets of resistance in the contested lands are destroyed. Only the city of Thunderstrike still holds out against the Pomarj to the east.

While the humanoids never reached Havenhill in the war, they came precariously close. A great city of trade, has become a fortress for a coming war.

Encounter One

Shopping

The proclamation of His Serene Highness, Prince Olinstaad Coronad of Ulek, Lord of the Peaks of Haven, came as no surprise to you. The sightings of orcs and goblins have become more frequent in the past few months, as their hunting parties range further and further in search of game. The proclamation commanded that all able-bodied citizens of fighting age should arm themselves with weapons of war. Making your way to the marketplace to make your purchases, you notice that goods of all kinds are still available, but not in the same quantities as before the war. Food has become less scarce, but it is nowhere near as plentiful as it once was before the war. Even with such shortages, the marketplace is still bustling with activity.

The PCs will meet while in one of the shops, as they go about their purchases.

At this point, have each player describe their character's physical appearance for the benefit of the other players. Also, allow the players a chance to make purchases for their characters. Almost everything listed in the *Player's Handbook* is available to be purchased (as usual, however, special items from Table 7-9 are not available).

If the PCs can use some of their skills (such as Bluff, Diplomacy, or Intimidate for example; DC 15), they can purchase armor and basic supplies for a 10% discount, while weapons could be discounted up to 25% due to the subsidies offered by the Prince and the sheer abundance of skilled craftsman in the Principality of Ulek.

Other shopping roleplaying notes:

1. Dwarves, gnomes, halflings and humans will be given preference by the shop keepers.
2. Elves will be treated coolly. For example: if an elven character wishes to purchase a sword or armor, the shopkeeper asks why the character needs it. "Elves don't go to battle." This is a reference to the isolation of Celene during the war.
3. Half-orcs are distrusted and disliked. Generally, they will be charged 125% of the base price, with little chance to bargain for a lower price. Also, the shopkeepers will first show them clubs, as they see that as the only weapon that a half-orc is capable of figuring out.

After everyone has had a chance to equip their characters, proceed to the next portion of the encounter.

While you are looking at weapons and other goods, a dwarf wearing the livery of the City Watch comes into the shop. Since the city was put under Martial Law, most of the City Watch became part of the army, but a few members remained to assist within the city. The officer walks directly to the shopkeeper.

They step aside and speak for a few moments, and then you can't help but hear the shouting of the shopkeeper, "What do you mean you can't spare the men to look for him! He's been missing over a day now!" the shopkeeper screams.

"Sir, please calm down, I'm sure he'll be back soon," the officer replies. "He's probably just with some friends."

"He would have come home by now you fool! This is not like him! I demand you start looking harder," the dwarven shopkeeper screams, "because if something happened to my boy, by my beard I'll . . ." and his voice trails off.

"Sir, I don't have many men, and most of the ones I have are policing the walls and the refugee camp outside the walls. I can't spare any more men to look. We're doing our best."

"By Moradin, your best is nowhere near good enough! I'll tell you what, let me provide you with some help looking." The dwarven shopkeeper surveys the people in his shop, "My customers, please lend my your ears for a moment. My son has been missing for over a day now, and they," gesturing to the member of the City Watch, "don't have enough men to do a proper search. Is anyone here willing to help find my son?"

The dwarven shopkeeper, Perric Firebrand, can tell the party the following additional information:

- His son's name is Olinstaad; he was named after the Prince, the Ruler of the Principality of Ulek.
- Olinstaad is 26 years old, the rough equivalent of a nine-year-old human child and not old enough to grow a beard yet. He stands 3 foot 8 inches, and has auburn hair.
- His mother said that he went out to play with a few friends that morning, but the shopkeeper doesn't know which ones. He suggests that they speak with her to find out who his son was last seen with.
- He and his wife, Heretta, make their home in the first warren of the undercity. He will provide directions to his place if the PCs ask.
- The undercity is a dwarven community build into the hills beneath the fortress.
- If the party asks him for a reward, he will tell them he will give them 200 silver pieces each.

If the PCs speak to the member of the City Watch, he can give them the following additional information.

- The City Watch has been unable to commit very many men to the search at this time, except to talk to Olin's mother since their priority is watching the walls. There have been reports of humanoid scouts in the fields to the east, and rumors that they have been seen in the hills.
- The City Watch is taxed to its limit with the influx of refugees from the war, and the loss of members to the military.
- He is convinced the boy is just with friends and will turn up soon.
- The boy's friends, Feldrin and Randic, are troublemakers. He hasn't had time to speak with the boys, although he knows that they can be found in

the hill dwarf section of the city. He can provide directions, along with a general description of each of the two boys.

- Feldrin is a couple of years older than Olin and is of average size.
- Randic is several years older and a bit stockier than Feldrin.
- Feldrin and Randic are both hill dwarves and their parents are terrace farmers. The terrace farmers use a set terraces carved into the rock to grow numerous crops.

This encounter will lead the PCs to either **Encounter 2A** (Olin's Mother) or **Encounter 2B** (Friends).

Encounter Two Investigation

The party may go to all or just a few of the following locations in their investigation of what happened to the dwarf child.

Encounter 2A: Olin's Mother

This is the first place the party is likely to go investigate. The merchant's home is located within the tunnels beneath the fortress.

The entrance into the undercity is not far from the market place, and foot traffic is constantly passing in and out. After a few twists and turns, and passing some fortifications, you come into the central portion of the first warren. This sprawling cave holds the homes of many mountain dwarves. Following the merchant's directions, you are able to find his home. A handsome dwarf woman answers the door; her beard is weaved into intricate braids, but her eyes seem red, as if she has been crying. She surveys your group, "Can I help you?" she asks.

As soon as the PCs relate that her husband sent them, she will immediately invite them in to talk.

She can tell the party the following additional information:

- Olin is his nickname, short for Olinstaad.
- A lot of his friends are hill dwarves, including Feldrin and Randic. Both are young dwarves and troublemakers. They should not be hard to find around the farms.
- They live outside of the Warren, in the farms near the market and the human camp. Olin's mom can provide directions, if needed.
- The City Watch has been by, but with the war, most of the men are patrolling the walls looking for orcs.
- Olin was wearing a brown jerkin and black leggings when he left the house yesterday.
- Olinstaad is 26 years old, the rough equivalent of a nine-year-old human child and not old enough to

grow a beard yet. He stands 3 foot 8 inches, and has auburn hair.

- Disappearing like this is not like him.
- She and the neighbors have been looking for him, but have not found him.

There are no additional clues in Olin's room. If they search, let them wear themselves out if they want to.

This encounter will lead to **Encounter 2B** (Friends).

Encounter 2B: Friends

This encounter takes the PCs out to the hill dwarf section of the city.

The hill dwarf section of the city is composed of a set of terraces carved into the rock overlooking the human refugee camp. Upon these terraces, dwarves are growing numerous crops in an effort to replace those that were lost when the humanoids took the farms to the east.

Locating Feldrin and Randic is not difficult, as children are rare in dwarven communities; the entire village takes to raising them. The PCs find them (after asking around, perhaps) with some other dwarven children talking near the fields.

The dwarves are hesitant to talk to any strangers, especially a party that contains a "worthless coward" elf or a "pig nosed" half-orc.

Once the PCs make it to the children, they can learn some things.

One of the dwarven boys moves a little forward and says: "I saw him yesterday afternoon, but we got separated." He looks at the ground a little sheepishly.

This is Randic. When pressed by the party, he will continue:

"Well, Olin and I were joking around with Ulaud's sister yesterday."

"What!" A larger dwarven boy exclaims.

"We didn't get a chance to bother her for long. Right after Olin and I started to tease her, Pig Nose came from around the corner and told us we had better stop. Well, Olin stood up to him, and asked him how he was going to make us, and then Pig Nose said he would beat us both. Olin pushed him, and then he came after us. We ran into the market district. I ducked into an alley, but Pig Nose kept chasing Olin. That's the last I saw of either of them. What do you think Pig Nose did with Olin?"

The dwarven kids can tell the party the following additional information:

- Pig Nose is the name of a half-orc boy, Glothin Stobnan. He lives in the human camp with his mother, who is a washerwoman.
- The dwarves pick on Glothin, but always in groups as Glothin is extremely strong and is much larger than any of the dwarven children.

- The dwarven kids believe that, as a half-orc, Glothin could have killed Olin. Orcs are evil after all.
- The dwarven kids can guide the party to Uland's sister (**Encounter 2C**), the area where they last saw Olin (**Encounter 2D**) or Glothin's (aka Pig Nose) home (**Encounter 2E**)

This encounter can lead to **Encounter 2C** (Little Sister) if the PCs ask to speak with Uland's sister, **Encounter 2D** (Shopkeeper) if the PCs have Randic take them to the area where they separated when being chased by Glothin, or **Encounter 2E** (Glothin's Mother), if they go to Glothin's home. The kids will provide directions to all three locations, if needed.

Encounter 2C: Little Sister

If the party wants to talk to Ulaud's sister, then Ulaud and Randic will guide them there.

Ulaud takes you back into the first warren. You then enter a small stone structure. He calls out "Lodra," and a young dwarven girl comes from another room. She looks at your group quizzically for a moment. Ulaud looks at her and says, "Sis, these folks are looking for Olin, he's missing. Have you seen him?"

She looks at him for a moment, "He's missing? Good, I hope never to see him again."

Lodra will volunteer the following information:

- Olin was picking on her yesterday.
- Olin and his friends are always bothering her; she hates him for that.
- Last she saw Olin, he was going down to the market.

Lodra also knows the following information, but is very hesitant to give any more since she has been forbidden to spend time with Glothin the half-orc boy. Since dwarven children are rare, and female children are even rarer, Lodra doesn't have many friends. Thus, she and Glothin have become friends. If pressed she will also relate the following:

- Olin was teasing her, but she was waiting for Glothin, the half-orc boy, the one her brother and his friends call Pig Nose.
- Glothin hates Olin, and seeing that Olin was picking on her, chased him and his friend off.
- She hasn't seen either one since then.
- Glothin lives in the human camp with his mother, who is a laundress. Lodra can give the party directions to Glothin's home.
- Glothin is very smart and even knows how to read.
- Glothin has a temper, but he wouldn't have hurt Olin. He just wanted to scare him. This is something that Ulaud will disagree about. He and his friend have had numerous fights with Glothin.

This encounter can lead to **Encounter 2E** (Glothin's mother) or **Encounter 2D** (Shopkeeper) if the party has

Randic take them to the place that he and Olin separated when being chased by Glothin. Randic will not accompany them to go see Glothin.

Encounter 2D: Shopkeeper

This encounter will take place if the PCs have Randic guide them to the area where he and Olin split up when Glothin was chasing them.

Randic guides you quickly through the thick crowds, and back into the market district. This area is built up more than the other area. Old stone workshops stand in stark contrast to the wooden shops and tents that have been erected since the influx of refugees. "Ok," Randic says, "see, Olin and I were having a little fun with Pig Nose. We were going to toy with him for a while and then lose him in the crowd. We weren't scared of him at all."

Have each PC make an Intelligence check (DC10).

If any PCs succeed, remind them that a half-orc runs a lot faster than a dwarf does and, most likely, if the half-orc wanted to catch them, he could.

"I went to the right," pointing to a side street "over there. I think Olin continued straight, but I'm not sure. Maybe some of the shopkeepers saw where he went."

The PCs will probably question shopkeepers. After a few negative results, they find one who remembers seeing a young dwarf being chased by a half-orc. This shopkeeper will tell the PCs that, "by the time I grabbed my stick to teach that no good half-orc a lesson, they were already gone." Last he saw they went down an alley, and he will direct the PCs to **Encounter 3** (The Alley).

Encounter 2E: Glothin's Mother

Following Lordra's directions you enter into a makeshift village erected by human refugees from the lost eastern province. Most of the homes are badly made wooden structures, and the lack of cobbling on the roads and the open sewers provide stark contrast to the solid construction of the rest of the city.

After a while, you come to a small wooden shack. A human woman is out front washing clothes in a near by basin. As you approach the woman, she squints for a moment and seems to survey the group. You can see that she is a fairly young woman, possibly not even to her thirtieth year. "What do you want? I've got all the washing I can do for today."

Cora is an exceptionally intelligent and self-sufficient woman. To say that she is over-protective of Glothin is to put it exceedingly mildly. Glothin is the only thing she has left. Her husband and her first-born child were killed by orc raiders. Glothin is the only family she has left, and she fiercely protects him. If she gets the impression that the PCs are in some way a danger to Glothin, she will not cooperate with them in the least.

If anyone in the party attempts to convince her they mean Glothin no harm, have them either use an appropriate skill (such as Diplomacy, DC 10).

If the party convinces her that they mean no harm, she can tell them the following:

- Glothin is a very good boy, just misunderstood.
- He does have a temper, but it's been hard for him growing up without a father.
- The dwarven children pick on Glothin sometimes because he's different. Glothin is strong, but is no match for a gang of dwarven children. The worst are two boys, Olin and Randric.
- Her husband and first son were killed by orc raiders before Glothin was born.
- If asked about Glothin's father, she will look at them like they are idiots, and ignore the question.
- Glothin is helping with the Temple of St. Cultbert. The party can find him there. She can provide directions.

This encounter leads to **Encounter 2F** (Priest and the Temple of St. Cultbert).

Encounter 2F: Priest and the Temple of St. Cultbert

The St. Cultbert is a converted stone storehouse. Being the God of Retribution, he has developed a large following in the human portions of the city and even to some of the dwarfs.

The Temple of St. Cultbert is an old stone storehouse that has been converted to a place of worship. Inside, you can see a raised dais with an altar. Near the altar is a human man. He wears the robes of a priest. "Greetings supplicants, and welcome to the temple of St. Cultbert. Are you followers? Do you seek retribution? What can I do for you?"

Glothin has told the priest about his run-in with Olin and Randric. The priest, Sellin Edarin, will admit to knowing Glothin, and will be concerned about the PCs' interest in him. If the PCs can convince him that they mean Glothin no harm and that they have a legitimate reason for talking to him, Sellin will call for Glothin to come out.

From a back room comes a young boy. He can't be more than eight years old, but he is extremely muscular and, while most of his features are human, his upturned nose betrays his half-orc heritage. He has a shy look on his face.

"Glothin, come here for a moment," the priest says. "I want you to do me a favor. It seems that a dwarven boy, Olin, is missing. Do you know him?" Glothin nods yes. "Is he one of the boys you had a run-in with yesterday?" Again, Glothin nods. "I want you to take these people to where you last saw him. All right?" Once again, Glothin nods, then starts heading towards the door.

Glothin will lead the party to **Encounter 3A** (The Alley), but make sure you use the appropriate boxed text.

Encounter 3A The Alley

The PCs can reach this encounter in one of two ways. Either they were told by the shopkeeper that Olin was chased down here, or Glothin escorted them here. Use the appropriate boxed text depending how the party came to the alley.

Directed by Shopkeeper:

You round the corner and enter the alley the shopkeeper directed you to. It is cluttered and filled with trash and rubble.

If Glothin is guiding them:

"Well, I was chasing Olin and Randic, not very hard," Glothin meekly starts. "They don't move that fast. Well, Randic broke off, and started to run down a side street. Since it was Olin that I wanted to scare off more, I continued to follow him. Anyways, I saw him round the corner here," taking you into a garbage-strewn alley, "and that's the last I saw of him. I didn't bother looking through all this trash for him."

Looking Around

The PCs can either use one of the following skills:

- Spot (DC 25)
- Search (DC 10)
- Wilderness Lore (DC 20) with Tracking Feat

After searching for some time, you come across a few drops of blood near a hole covered with debris. It is barely large enough for a human to crawl in.

If the PCs go in, go to **Encounter 3B** (Down Below). If Randic is with them, he will follow them into the hole unless the PCs stop him.

If questioned about the blood, Glothin will state that he doesn't know anything about it. He will wait here if the PCs enter the hole. If the PCs go in, go to **Encounter 3B** (Down Below).

Encounter 3B Down Below

Determine what the PCs are doing for light. Dwarves and half-orcs will not have any problems seeing, but everyone else will. The garbage in the alley can be used to make improvised torches.

If the PCs do not use any source of light and cannot see in darkness, they are effectively blind. They have a 50% chance to miss in combat, lose any positive Dexterity bonus to AC, and their blind condition grants a +2 bonus on attack rolls to enemies that can see them and attack them. Additionally, they cannot make Spot skill checks or perform any other activity that requires vision, such as reading.

Entering the hole, you see that in reality it's a roughly hewn passage of sorts. After traveling a few feet down, the passage opens up enough for a dwarf to stand and expands to five feet wide. After a little more travel, you come to a subterranean room. It is roughly ten by ten, but the roof is still only five feet high. In the corners there is garbage strewn around and stacks of filthy bits of clothing and sheets. There is a distinct smell of rot and mold in this room. You see another tunnel leading from the room.

This is where the goblins have been sleeping. If the PCs search the room, present the following:

Searching through one of the piles of rags, you are startled to find a hand peaking out from beneath a soiled sheet. Removing the sheet, you see the decaying body of a small dwarven boy. His throat has been slit, and it appears that he has been dead for some time. Parts of his flesh are missing from his arms and legs, as if it's been ripped or bitten off.

At this point the PCs can continue searching the underground, or they can go above and report their discovery. Remember, if Glothin accompanied the party to the alley then Randric will not be with them, and vice versa.

If Randric is with the party, when he sees Olin's dead body, he will immediately, and vocally, blame it on Glothin. Present the following:

"By Moradin! He killed him!" Randric yells upon seeing Olin's body. "I knew that that Pig-Nosed thing hated Olin, but even I didn't think he would do this. We've got to catch him before he gets away! Olin's murderer must be brought to justice!"

Randric will encourage the PCs to leave the caves to hunt down Glothin. If they do leave the caves, the goblins and orc will remove any sign that they were in the caves and leave the city. Go to **Encounter 4** (Glothin is the Murderer).

If the PCs go down the other passage, the goblins will attack, but they are alerted to the party's presence and will not be surprised.

If Glothin is questioned about the body, he will be shocked that Olin is dead and tell them that he didn't do it. He wanted to scare Olin, not kill him. Glothin will become afraid that the PCs will blame him for Olin's death. He will then run away to the Temple of St. Cultbert. If the PCs chase him, the goblins will have enough time to leave the caves and hide that they had been there. Then go to **Encounter 4** (Glothin is the Murdered).

If a *Speak with Dead* spell is used on Olin's body, he will relate that he was running from Glothin, and then ducked into an alley to hide. When he thought Glothin was gone, he was about to leave his hiding place when he was grabbed from behind and his throat was slit. He didn't see his attacker.

If the PCs continue onward down the tunnel, go to **Encounter 3C** (Goblins!).

Encounter 3C Goblins!

The goblin sentries are hiding here waiting for the PCs. They will not move into the other room. If the PCs do not go DIRECTLY here after discovering Olin's body, the goblins will wake their leader (the orc sorcerer) and leave the area. If the PCs come directly here, the goblins will attack, but **two of their number will run to wake the leader** (they are not included in the stat blocks below).

You travel down the side corridor. After going down the hallway further, the hall turns and then opens to a room. Inside you find a group of small humanoid creatures. Looking at them for a moment, it becomes clear, they are goblins. There are goblins in Havenhill, and they are charging at you.

Tier 1

Blin and Fret; male goblin Rogr: Small Humanoid; HD 1d6+5; hp 11; Init +3 (Dex); Spd 30 ft.; AC 17 (+1 size, +3 studded leather armor, +3 Dex); Atks +1 melee (1d6+1 [crit 19–20], short sword); SA Rogue sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +5, Will +0.

Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills: Climb +3, Disguise +2, Hide +6, Jump +2, Listen +4, Move Silently +6, Open Locks +7, Search +4, Spot +2, Tumble +4. *Feats:* Toughness.

Equipment: Studded leather armor (each), short sword (each).

Rok, male goblin Ftr: Small Humanoid; HD 1d10+6; hp 16; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+1 size, +3 studded leather armor, +1 small steel shield, +2 Dex); Atks +3 melee (1d6+2 [crit 19–20], short sword); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +0.

Str 14, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +5, Jump +5, Move Silently +5. *Feats:* Toughness, Improved Initiative.

Equipment: studded leather armor, small steel shield, short sword.

Goblin (4): Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. *Feats:* Alertness.

Equipment: studded leather armor (each), morning star (each).

Tier 2

Blin, Jar and Fret; male goblin Rogr: Small Humanoid; HD 1d6+5; hp 11; Init +3 (Dex); Spd 30 ft.; AC 17 (+1 size, +3 studded leather armor, +3 Dex); Atks +1 melee (1d6+1 [crit 19–20], short sword); SA Rog sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +5, Will +0.

Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills: Climb +3, Disguise +2, Hide +6, Jump +2, Listen +4, Move Silently +6, Open Locks +7, Search +4, Spot +2, Tumble +4. *Feats:* Toughness.

Equipment: Studded leather armor (each), short sword (each).

Rok, male goblin Ftr2: Small Humanoid; HD 2d10+9; hp 24; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+1 size, +3 studded leather armor, +1 small steel shield, +2 Dex); Atks +5 melee (1d6+2 [crit 19–20], short sword); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +2, Will +0.

Str 14, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +5, Jump +5, Ride (Worg) +12, Move Silently +5. *Feats:* Toughness, Improved Initiative, Weapon Focus (short sword).

Equipment: studded leather armor, small steel shield, short sword.

Goblin (4): Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star); SQ darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. *Feats:* Alertness.

Equipment: studded leather armor (each), morning star (each).

Tier 3

Blin, Jar and Fret; male goblin Rog1: Small Humanoid; HD 1d6+5; hp 11; Init +3 (Dex); Spd 30 ft.; AC 17 (+1 size, +3 studded leather armor, +3 Dex); Atks +1 melee (1d6+1 [crit 19–20], short sword); SA Rog sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +5, Will +0.

Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills: Climb +3, Disguise +2, Hide +6, Jump +2, Listen +4, Move Silently +6, Open Locks +7, Search +4, Spot +2, Tumble +4. *Feats:* Toughness.

Equipment: Studded leather armor (each), short sword (each).

Rok and Mok, male goblin Ftr2: Small Humanoid; HD 2d10+9; hp 24; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+1 size, +3 studded leather armor, +1 small steel shield, +2 Dex); Atks +5 melee (1d6+2 [crit 19–20], short sword); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +2, Will +0.

Str 14, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +5, Jump +5, Ride (Worg) +12, Move Silently +5. *Feats:* Toughness, Improved Initiative, Weapon Focus (short sword).

Equipment: studded leather armor (each), small steel shield (each), short sword (each).

Goblin (4): Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. *Feats:* Alertness.

Equipment: studded leather armor (each), morning star (each).

The goblins have a total of 40 silver pieces on them. There is another tunnel leading from the room to the Goblin Leader: Encounter 3D.

Encounter 3D Orc Leader

The orc leader is a sorcerer that has been investigating the city's defenses at night disguising himself with the use of *alter self* spells. When the party entered the goblin lair the leader is asleep trying to rest from his nightly work.

Remember, if the PCs delayed, the orc leader joins the battle in the previous encounter (and the two goblins here also), or the whole crew flees the scene if they can avoid discover.

Going after the escaping goblins, you come to another room, inside are the two goblins, and another creature. It stands over six feet tall and is covered in muscle; the snout protruding from its face gives it away as an orc. Raising his hands over his head, it lets out a frightening scream, while goblins move to attack.

Tier 1

Thorg, male orc Sor4: Medium Humanoid (6 ft. tall); HD 4d4+8; hp 18; Init +7 (Dex, Improved Initiative); Spd 40 ft.; AC 13 (+3 Dex); Atks +3 melee (1d4+1 [crit 19-20], dagger); SQ Darkvision 60 ft., light sensitivity; AL CN; SV Fort +3, Ref +6, Will +3.

Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 14.

Skills: Concentration +7, Knowledge +7, Scry +7, Spellcraft +7. *Feats:* Improved Initiative, Lightning Reflexes.

SQ: Light sensitivity— -1 penalty to attack rolls in bright sunlight.

Spells (6/7/4): 0—daze, detect magic, flare, open/close, read magic, resistance; 1st—change self, charm person, magic missile; 2nd—alter self

Equipment: dagger

Goblin (2): Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. *Feats:* Alertness.

Equipment: studded leather armor (each), morning star (each).

Tier 2 (EL 6)

Thorg, male orc Sor5: Medium Humanoid (6 ft. tall); HD 5d4+10; hp 20; Init +7 (Dex, Improved Initiative); Spd 40 ft.; AC 13 (+3 Dex); Atks +3 melee (1d4+1 [crit 19-20],

dagger); SQ Darkvision 60 ft., light sensitivity; AL CN; SV Fort +3, Ref +6, Will +3.

Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 14.

Skills: Concentration +8, Knowledge +8, Scry +8, Spellcraft +8. Feats: Improved Initiative, Lightning Reflexes.

SQ: Light sensitivity— -1 penalty to attack rolls in bright sunlight.

Spells (6/7/5): 0—daze, detect magic, flare, open/close, read magic, resistance; 1st—change self, charm person, magic missile, burning hands; 2nd—alter self, summon monster II.

Equipment: dagger

Goblin (2): CR 1/4; Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Equipment: studded leather armor (each), morning star (each).

Tier 3 (EL 8)

Thorg, male orc Sor6: CR 6; Medium Humanoid (6 ft. tall); HD 6d4+10; hp 24; Init +7 (Dex, Improved Initiative); Spd 40 ft.; AC 13 (+3 Dex); Atks +4 melee (1d4+1 [crit 19-20], dagger); SD Darkvision 60 ft., light sensitivity; AL CN; SV Fort +4, Ref +7, Will +4.

Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 14.

Skills: Concentration +9, Knowledge +9, Scry +9, Spellcraft +9. Feats: Improved Initiative, Lightning Reflexes, Empower Spell.

SQ: Light sensitivity— -1 penalty to attack rolls in bright sunlight.

Spells (6/7/2 remaining/3): 0—daze, detect magic, flare, open/close, read magic, resistance, ray of frost; 1st—change self, charm person, magic missile, burning hands; 2nd—alter self, summon monster II; 3rd—flame arrow.

Equipment: dagger

Summoned Lemures (Baatezu) (2): CR 1; Medium Outsider (5 ft. tall); HD 2d8; hp 9 (each); Init +0; Spd 20 ft.; AC 13 (+3 natural); Atks +2 melee (1d3, [x2] claws); SQ Damage Reduction 5/silver, SR 5, baatezu qualities, mindless; AL LE; SV Fort +3, Ref +3, Will +3

Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5.

SQ: Baatezu Qualities—immune to fire and poison, resistant to cold and acid (20), see in any darkness even that created by deeper darkness. Mindless—immune to all mind-influencing effects.

Goblin (2): CR 1/4; Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Equipment: studded leather armor (each), morning star (each).

Searching the room yields numerous scrolls of parchment. On these parchments are maps of the city, another of the warrens, and a third of the human refugee camp. There are notes on each of these maps.

If a party member can read Orcish, they will be able to tell that the writing on the maps detail troop strength, location of defenses, amount of stores in the city. It appears that this orc has been investigating the city for some time. There is another tunnel leading from the room. If the party follows it, they will find an abandoned mine that was to be sealed, but the humanoids cleared it.

If they continue to search here for several hours, they will eventually find a small exit out of here that is just outside the city.

The mine, however, does not contain any gems or another else that might be of value.

Encounter Four Wrap Ups

Read the following sections, based on if the PCs were successful or failed to find the true killers of Olin.

Success: The Goblins did it

After defeating the orc and discovering his maps, you report your activities to the City Watch, and they are able to reseal the tunnel the humanoids used to enter the city. You shutter to think that there may be more spies in the city assisting the forces of the Pomarj to prepare for an invasion of the western portion the Principality of Ulek.

The City Watch officers break the news of Olin's death to his parents. A few days later, you are invited to come to his shop to pick up your reward for finding Olin. When you arrive at the shop, Perric has a very tired look on his face. "My friends, I appreciate the service you have done for me. I have lost my only son, but at least you avenged his death, and, from what the City Watch has told me, you may have prevented many other deaths.

He will give the PCs any reward he has promised them up to 200 sp each.

If one of the PCs refuses the reward, present the following:

"Please, I feel I must give you something. He goes behind the counter, and takes a weapon out of a case. When he brings it to you, you can see that it is an extremely well-crafted dwarven battleaxe. "This was to be Olin's, when he came of age. I started working in the forge last night. I just couldn't sleep. Well, this morning, the axe was completed, and it had a different name than I had intended." Tears well in his eyes as he turns the axe over, and marked on the blade, inscribed in dwarven runes is the word Retribution. "Please take this, and us it against those orcish fiends."

If more than one PC refuses the reward, the following order should be used to determine who gets the battle-axe:

1. Dwarves
2. Fighters
3. Rangers/Paladins/Barbarians
4. Human

If you cannot match these, then give it to anyone who is not a half-orc, with elves just above half-orcs on the priority list.

Failure: Glothin is the Murderer

After reporting to the City Watch the discovery of Olin's body, and the statements of Randric and the shopkeeper, the City Watch goes out and arrests the half-orc boy Glothin for murder. There is outrage in the warrens about Olin's death at a half-orc's hand. Where half-orcs were barely tolerated before, now there is open hatred for them in the street. Glothin is taken into custody after he surrenders himself from the Temple of St. Cultbert.

The next week, there is a trial in which Glothin is found to be guilty of murder and sentenced to death for his crime. Shortly after the sentence is carried out, you hear that Glothin's mother was run out of town for the diabolical act committed by her son.

A few days later, you are invited to come to his shop to pick up your reward for finding Olin. When you arrive at the shop, Perric has a very tired look on his face. "My friends, I appreciate the service you have done for me. I have lost my only son, but at least the one responsible for his death was punished."

He will give the PCs any reward he has promised them up to 200 sp each. That is all.

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 A: Mother

Learning info 25 xp

Encounter Two B: Friends

Learning about the chase 25 xp

Encounter Two C: Little Sister

Convincing her party not a threat to Glothin 25 xp

Encounter Two D: Shopkeeper

Getting directions to the Alley from source other than Glothin 25 xp

Encounter Two E: Glothin's Mother

Finding out where Glothin is 25 xp

Encounter Two F: Temple

Having Glothin take them to the alley 50 xp
This award is given instead of that for Encounter 2D

Encounter Three B: Down Below

Discovery of Olin's body 25 xp

Encounter Three C: Goblins

Defeating the Goblins 75 xp

Encounter Three D: Leader

Defeating the leader 100 xp

Total experience for objectives 350 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 400 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list 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 PCs 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 PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 500 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point from being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC rogue 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 it later finds unreasonable but which were allowed at the time.

Encounter 3C:

- 7 suits of goblin-sized studded leather armor (Value 25 gp each)
- 1 small steel shield (Value 9 gp)
- 3 short swords (Value 10 gp each)
- 4 morning stars (Value 8 gp each)
- 40 sp

Encounter 3D:

- 50 gp, 250 sp

Conclusion: (Success)

- 200 sp (per PC)
- *Discount at Perric Firebrand's Shop* (one per PC): When the above named player is in Havenhill they may purchase weapons (of normal quality) at Perric's shop for 75% of the price in the *Player's Handbook*. This discount lasts for one year from date of issue.

Only if a party member turned down the cash from Perric

- *Battleaxe, Retribution* (Medium, Value 330 gp, weight 4 lb.): This iron axe was created to be a gift to a young dwarven boy named Olinstaad upon his coming of age, a day that will never come because of his murder by forces of the Pomarj. This axe was given to the above-named PC for the promise that they would use it against the forces that brought about the boy's death.

After ten scenarios in which the PC either fights the forces of the Pomarj or fights humanoids, it gains a +1 magical enhancement bonus. After ten more scenarios in which the wielder fights the forces of the Pomarj, the axe gains the abilities of a keen weapon. After an additional 10 scenarios fighting those foes, it gains another +1 enhancement bonus, making it a +2 *keen battleaxe*. Trading or giving away the axe would be considered a grave insult to its creator, Perric Firebrand. If traded, sold, or given away, it loses all powers and becomes a nonmagical battleaxe.

STORY SUMMARY

for use at Florida Fall Fantasy 2000 Only

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

- | | | |
|--|-----|----|
| 1. Did the PCs find the Goblins? | YES | NO |
| 2. Did the PCs defeat the Orc leader? | YES | NO |
| 3. Did the PCs meet Glothin? | YES | NO |
| 4. Did the PCs find any information out from the orc sorcerer? | YES | NO |
| a) If so, what: | | |

5. If the Party met Glothin, describe their interaction with him:

- | | | |
|--|-----|----|
| 6. Did the party get the axe: <i>Retribution</i> ? | YES | NO |
| b) If so: | | |

Player name: _____

RPGA #: _____

E-mail address: _____

Character name: _____