

ULP3-05

Jailbreak

A One-Round D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

Version 1.1

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It's a beautiful day in Havenhill until the inmates break loose and wreak havoc on the city. A Principality of Ulek regional adventure for APLs 2-10, and a sequel to **ULP2-04 Mountain Manor**.

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

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Introduction

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 and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks

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 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, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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 of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being 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 sidebar 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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 dogs to attack 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Adventure Summary and Background

This is the twenty-fifth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil 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.

About a year and a half ago, a group of adventurers out of Havenhill aided the Royal Army in putting a stop to a rash of local kidnappings. They successfully found documented proof that Kartuth Ferrenforge, a reclusive dwarf who lived in the hills, was paying Sergeant Ocelot Wiers to kidnap merchants and bring them to his manor in the Lormils approximately two days' ride into the hills. Once there, Ferrenforge would sell these folk as slaves to the Pomarj.

Fortunately, the Royal Army was able to put a squad together and capture Kartuth Ferrenforge, and put his slaving days at an end. For the past seven months, Ferrenforge has been incarcerated in the city of Havenhill. He was sentenced to execution at first, but Sergeant Jenneliahn Windshear argued for his survival, stating that he could have vital information regarding the activities of the Pomarj. Unfortunately, Ferrenforge was a hardy dwarf, resistant to interrogation, and never buckled. Currently plans are in motion to have him executed anyway—but too late.

Kartuth Ferrenforge's imprisonment was not the end of his activities. Even though he was in prison and hardly popular with the other inmates, Ferrenforge still had great resources available to him. He managed to get a message to a friend of his on the outside, who put together a team of specially trained rogues to break him out of jail. He had plans to get even with the city of Havenhill. The thieves had some of their number gain employment under assumed identities, manipulated the shift schedule so that they were the only ones on duty, and let all the prisoners loose. In the mass confusion that followed, Kartuth Ferrenforge simply walked out and left

the city of Havenhill. He met with some of the rogues and acquired a fast horse, as well as much of his old traveling gear, and they quickly made their way to his old home in the foothills of the Lortmil Hills north of the city. Dozens of other convicted criminals now roam the streets of Havenhill, keeping the Royal Army and Havenhill city guards too busy to track anyone out of the city.

The adventure begins the morning after the jailbreak. The PCs are in the marketplace when a couple of escaped prisoners attempt to rob one of the merchant stands for non-prison-issue clothing. Once the PCs deal with this threat, they are thanked by Royal Army sergeant Karanth Axepick, who may recognize PCs who have played **ULP2-04 Mountain Manor**, for their help and shown to Jenneliahn Windshear, who has been stripped of her rank, sergeant, by the Royal Army. Even though she has no official part in the current activity anymore (and is, in fact, on house arrest), she is painfully aware of Ferrenforge's absence and believes he has bigger plans. She asks the PCs to find out what he's up to and let her know about it so she can devise a way to stop him. She suggests that they might try talking to Ocelot Wiers, who has been recaptured and is now in the prison.

There are a number of activities that PCs can take up at this point to gather clues about what's going on. Rumdock Wardrummer is playing at the Stuck Pig that night, and he knows a few things about what's going on. Ocelot Wiers was amongst the first of the criminals to be recaptured, and can be interrogated.

PCs who talk to Ocelot Wiers find him acting like a raving lunatic. He is attempting to convince the prison guards that he is insane and thus belongs in a hospital, not a jail. Even so, the PCs may be able to get some clues out of his ranting, as he finds it amusing to tell them where Ferrenforge is headed, mixed in amongst other (false) destinations.

Perhaps after one or two red herrings, the PCs should find themselves on the way to Ferrenforge's manor in the Lortmil Hills. There they find that not only has the place been completely ransacked and partially collapsed, it has also become a water-filled cave and home to some rather large insects. They might find Ferrenforge's tracks leading off into the Disputed Territory, and if they search what's left of the upstairs study, they can find clues to his exact destination.

Once the PCs are finished with the ruined manor, they may start following Ferrenforge's tracks, or they might return home. In either case, their trip is interrupted by an *animal messenger*. If they follow the animal as directed by its message, they seemingly come upon a

meeting between Ferrenforge and some giants, with the chance to learn more of his plans and break up the meeting.

If the PCs battle the giants and win, a nearby tree transforms into the half-orc Grumshale, who offers to defect to the Ulekian side in exchange for protection from Ferrenforge. He has information to give to the Royal Army in the city of Havenhill (which he does not impart to the PCs), along with a group of thirty slaves as a sign of good faith.

At this time, the PCs should head home, turn in Grumshale if they have him, and report to Windshear. Continuing into the lands of the Pomarj brings stiffer and stiffer resistance until they decide to turn back or die. The actions of the Royal Army and Sergeant Windshear are dependent on exactly what the PCs bring back with them. The PCs are rewarded for helping out the city of Havenhill once again.

Introduction: A Beautiful Way to Start the Day

It's a beautiful autumn morning here in the city of Havenhill. The marketplace teems with activity as you go about doing your weekly shopping. Alas, it is not to last, as before you have even finished with one row of vendors, you hear a commotion off to the side.

If the PCs investigate, proceed to the next boxed text below. If not, perhaps they can catch wind of what is going on later on at the Stuck Pig and proceed with Encounter Two with the assumption that the PCs know nothing of what happened before then.

Moving to investigate the cause of the noise, you find a distasteful scene unfold before you. A pair of criminals, easily identifiable by their prison clothing and manacles linking them, are holding a half-elven woman hostage with a makeshift knife to her neck and demanding that a petrified merchant hand over a few sets of clothing and a tool to remove the manacles with. Nobody seems to be moving to help or hinder the criminals.

"Move it! You've got about ten seconds before your booth gets sprayed with blood! Faster, faster, faster!"

A couple of other people push to the front of the surrounding crowd just as you do.

If uninterrupted, the pair of escaped criminals takes the clothing and a hammer from the merchant and lead the woman, still at knifepoint out of the marketplace. However, it should be abundantly clear that if these

miscreants get away, the woman's life could get far less pleasant, and quite short.

The criminals' names are Rennt and Sklar, a couple of escaped convicts from the prison in Havenhill. They were released during the night along with a couple dozen other ne'er-do-wells. These two are not particularly bright, however, and instead of skulking around the shadows they have opted to make a mad dash for freedom. Their plan is to rob this merchant for some clothes and a hammer, remove the manacles, change from the prison clothes and run out of the city as quickly as they can. Currently, they are holding a half-elf woman, Arindala, hostage as a means of ensuring that they get what they want. Essentially, consider Rennt to have a perpetual readied action with the trigger being, that as soon as he sees anyone creating trouble for him, and the action is to power attack the woman. Arindala is not resisting for fear of her life.

If at any time Arindala goes unconscious (whether she is dying or not), Rennt and Sklar drop her and bolt.

Left to their own devices, Rennt and Sklar take Arindala to an alleyway a few blocks from the marketplace. Commoners do not follow her, and the Havenhill City Watch is so busy elsewhere with other criminals that they do not yet show up. The PCs might follow them, however. Unless they are stopped, the criminals then slice the woman's neck and drop her, hammer the manacles off (which takes about three minutes), change clothing (another two minutes), rifle through Arindala's pockets to take her twenty-four silver pieces, and start running for the nearest gate. They do not get to the city gate, however, as they are stopped and caught less than a hundred yards away from the gate by Sergeant Karanth Axepick of the Principality of Ulek Royal Army.

If the PCs decide to get involved at any point, it would be to their great advantage to achieve surprise. If Rennt does not notice them, he cannot take his readied action during the surprise round and could very well fall before he gets to act. Unless they let go of Arindala, Rennt is considered to be grappled with her, so ranged attacks could be quite dangerous.

All APLs (EL 1)

♣ **Rennt:** Male Human War1; hp 8; see Appendix I.

♣ **Sklar:** Male Human Com1; hp 3; see Appendix I.

♣ **Arindala:** Female Half-elf Com1; hp 3; see Appendix I.

Due to being manacled together, Rennt and Sklar essentially have a -2 to attack, skill checks, and Reflex saving throws. They also cannot move more than five feet apart. In order to move, they must do so on the same

initiative and Rennt decides where they go because Sklar is afraid of him. If one of them falls, the other one cannot move more than five feet from the body until he cuts off the hand of the other (a full-round action that provokes attacks of opportunity). If they are not involved in combat until after they have removed the manacles, Rennt and Sklar are not subject to these restrictions.

Once the two criminals, Rennt and Sklar, have been dealt with, Sergeant Karanth Axepick arrives on the scene with a squad of Royal Army soldiers to take custody of the miscreants. There is no time to loot the criminals.

If the PCs were actively involved with the apprehension of the criminals, Sergeant Axepick's attitude towards the PCs is "friendly" and the boxed text below should be used.

If the PCs followed but did not take a hand in the apprehension of the criminals, make Sergeant Axepick more commanding and brusquer with the PCs. His attitude towards the PCs is "indifferent."

If the PCs abandoned the girl to her fate and never saw the apprehension of the criminals, they may still hear about what is going on. In this case, skip to Encounter Two.

As the second criminal falls, you hear footsteps coming up the street. A squad of Royal Army soldiers comes up and stops about five paces away. The squad leader, a dwarven sergeant, steps forward, "Thank you. You have no idea how much of this has been going on this morning. My name is Sergeant Karanth Axepick, and if you don't mind I'd like to ask you a few questions."

If any of the PCs are in the Royal Army, Sergeant Axepick automatically directs his questions to the ranking soldier, with dwarfs and then humans in the case of a tie. He wants to know what the PCs saw and if anyone was hurt. If the woman has been hurt, he sends a pair of soldiers to get her to a nearby clinic unless the PCs offer to heal her or already have.

After he is done questioning the PCs, ask them if any of them have played the scenario **ULP2-04 Mountain Manor**. If any of them have, then Sergeant Axepick recognizes them as the adventures who helped out Sergeant Jenneliahn Windshear in that scenario. His attitude towards the group is one step higher (from "indifferent" to "friendly" or from "friendly" to "helpful"). In either case, he has one last thing to say before he leaves.

Sergeant Axepick looks satisfied at the way things have turned out. He looks about to leave, but then it seems he has second thoughts, "You know, you look

like a capable group. There's someone I know who could use your help. She's very concerned about this jailbreak. If you'll follow me, I'll fill you in on the details as I lead you to her."

Assuming the PCs take him up on his offer, he orders his squad to take these criminals back to the prison, and leads the PCs to ex-Sergeant Jenneliahn Windshear's home. Move on to Encounter One. If the PCs refuse, they may still find out what's going on; proceed with Encounter Two.

If the PCs wish to speak with the criminals, Sergeant Axepick tells them that they can see him later about it, but that they need to be imprisoned first.

♣ **Sergeant Karanth Axepick:** Male Dwarf Ftr4; hp 39; see Appendix I.

Encounter One: Windshear's Home

The following text assumes that Sergeant Axepick's attitude is at least "friendly" towards one PC and that he has led the PCs to Windshear's home. If he is "indifferent", make Sergeant Axepick brusquer and more grammatically correct, as though leading the PCs is only part of his duty. If the PCs come here of their own volition, they find two dwarven guards outside because Jenneliahn Windshear is on house arrest. It takes a Bluff or Diplomacy check (DC 25) to get past the guards without a fight. If one tries to sneak in, they may get past the guards (Spot +3, Listen +3), but Windshear refuses to have anything to do with one who would break into her home.

In light of recent events, Sergeant Axepick is in no mood for frivolity. If the PCs begin to irritate him, he asks them pointedly if they are finished, and explains that the situation is serious. If the PCs continue to irritate him, he may give up and try to find some other group to help Jenneliahn Windshear. In such a case, the PCs may still be able to find out what's going on; proceed with Encounter Two.

Sergeant Axepick starts to lead you off, away from the events that have occurred here today. As he does, he begins to tell you the recent events within the city of Havenhill.

"The news hasn't reached the general populace yet, but the heralds will be out shortly. There was a jailbreak last night, and half the creeps we've taken the trouble to put behind bars are roaming the streets. Some of the smarter ones have skipped town. The two you encountered earlier were the least of our

troubles, believe me. There're a lot worse afoot than them."

"Now that's bad enough of course, but there's this one criminal in particular—Kartuth Ferrenforge, perhaps you've heard of him? Anyway, my old squad leader, Sergeant Windshear, kept the powers that be from separating his head from his body right from the outset. She said he might have vital information about the Pomarj. She might have been right, too, but we never could get anything outta him. They were just about to execute him anyway when this all happened. Now Sergeant Windshear has been stripped of her rank. She never was too popular, bein' an elf and all, but this ain't right. They put her on house arrest too. She can have visitors, but she can't go nowhere. I think she's worried about this Ferrenforge fellow, but she's pretty powerless to do anything about it at the moment, and it's absolutely killin' her. This is where you come in. I promised her I'd find some people to help her out. Maybe you're it. I'll show you to her, but it's up to you to work somethin' out."

The PCs may have some more questions for Sergeant Axepick. He does not exactly what Jenneliahn Windshear wants from them, he's only agreed to find her a group of adventurers. He can, however, tell the PCs a little about what has happened in the past year if they ask.

He knows that ex-Sergeant Ocelot Wiers and most of his squad are in jail (or, at least, were until last night), and that Wiers at least has been recaptured. He knows that Ferrenforge's manor in the Lortmil Hills has been the subject of looting on a number of occasions, but does not know what's left there, if anything.

By the time you're all finished talking, you have arrived at a military home with two posted dwarven sentries on the door. Sergeant Axepick walks up to them and says, "Stand aside, soldiers, I have some business with Sergeant Windshear."

"Sergeant," one of them says, "We're not supposed to use her—"

"I know, corporal. Don't worry about it. Just stand aside."

The soldiers stand off to the side, and you are led into the house. The place is decently furnished and kept very orderly. It seems that the Royal Army has not yet gone so far as to make her life uncomfortable, but the guards outside make it obvious that she is not to leave. You stop in the living room. "Wait here for a moment, if you would. I'll go tell Sergeant Windshear you're here," Sergeant Axepick says. Then

he walks through a door opposite the home's entrance.

Give the PCs a few moments to talk with each other and look around the place. There are two couches, which together can seat up to eight people, and three comfortable chairs besides. There is a low coffee table in the center of the room with a couple of military books on it, some of which are fiction and some are history. The walls are not heavily decorated, but there are five different commendations for outstanding service displayed on one wall. The entire room gives off a clean, sterile atmosphere.

A few minutes have passed, and Sergeant Axepick steps back out into the living room, followed closely by a slight elven female with shoulder-length flowing silvery hair and striking blue-green eyes. (If any PCs have met Sergeant Windshear before, she greets them by name). *"Greetings good folk," Jenneliahn Windshear begins. "Thank you for coming to see me. Thank you, too Sergeant. Now, if you would excuse us," she asks of the dwarf who brought you here.*

"Yes, Sergeant," he replies respectfully. He salutes her, and leaves the house.

Windshear then turns to you. "Very good. Please, have a seat. I'll bring some breakfast to you, too. I'm sure you have some questions, but I'd like for you to know what I'm looking for first. Is that all right?" she asks of you.

♣ **Jenneliahn Windshear:** Female Elf Ftr8; hp 66; see Appendix I.

With their permission, Jenneliahn Windshear continues on, but if the PCs insist on asking questions before she does, she answers them to the best of her ability. Look to the end of the encounter to see what she knows. In any case, she has pastry, bacon, and juice to offer the PCs. If any of them demand mead or ale, she disappears for a minute or so and comes back with one mug for each character that wanted it, but no more.

"Well, then, let's get started, shall we? As you have no doubt heard from Sergeant Axepick, there was a jailbreak last night. I am sure that it is no coincidence that this happened mere days before Kartuth Ferrenforge was slated for execution. I am just as sure that he is no longer in the city, and that is why I asked Sergeant Axepick to find a group like you. The Havenhill City Guard and Royal Army are far too busy inside the city limits right now to go chasing after one man, but I think this man could be far more dangerous than any other dozen criminals put together.

“Last year, as you may know, Ferrenforge was running a slave trade. That was stopped and he was captured, and he was scheduled to be executed immediately,”

Windshear pauses here, and looks to the side as she says, “It is my fault, I suppose, that he yet lives. I convinced the jailers that we should interrogate Ferrenforge before we killed him. He had been dealing with the Pomarj, and he may know something that could aid the war effort. Little did any of us know how much that dwarf could endure, and it seems I have given him the time he needed to plan his escape.

“I fear he is up to no good, but as you can see I am in no condition to find out for myself. A political rival of mine has jumped on this chance to have me discharged from the Royal Army. I am currently on house arrest and I fear that after the brunt of the criminals have been returned to their pens, the official paperwork on me will begin.

“I also fear that, since I am no longer official, I cannot offer you a reward from the Royal Army for your help. I have some gold of my own, though, and I would be willing to pay you for your help. This is very important to me...” as she trails off, she looks at you with a hopeful expression.

The PCs almost definitely will have questions at this point. Firstly, while she still lives in military quarters (for the moment), Jenneliahn Windshear only has a limited amount of gold to her name. She begins by offering 10 gp to each PC for their help, knowing full well that it is not much. With some negotiation, she will go as high as she can afford (20 gp per PC). Beyond that, she is powerless to offer more.

Some PCs may be interested in who her political rival is, but she tells them that it is of no moment. She is far more concerned with finding out what Ferrenforge is up to than some petty squabbling here in the city. If pressed, she tells the PCs that she will discuss it with them if they help her—after they come back.

If asked where they should begin their search, Windshear has a couple of suggestions for them. They could talk to Ocelot Wiers, who was Ferrenforge's contact in Havenhill while he was kidnapping slaves to sell to the Pomarj. They can make an appointment to visit him in his jail cell through Sergeant Axepick. It was Wiers' capture and interrogation that led to the capture of Ferrenforge himself, and he may know where Ferrenforge is headed. They also might want to head back to the manor in the hills to see if they can find anything. She tells the PCs that it has been looted, so she does not know what (if anything) is left there, but it may

be a place to start. She gives the PCs directions to the manor if they ask.

If Windshear is asked to accompany them, she steadfastly refuses. Where is the honor in running away from her punishment, she wonders? It is, after all, her fault that Ferrenforge is still out there. She absolutely will not defy the Royal Army she has served for as long as she's been in the Principality of Ulek.

PCs may also ask why Sergeant Axepick is so respectful of her. To this she replies modestly that when she was his squad leader, he must have liked her leadership. She tells them that she made every effort to set aside racial prejudices and it seems that he did the same.

Unfortunately, she does not know much at all about the conditions of the jailbreak itself. She only knows that when she awoke this morning, it had already taken place.

She was arrested early on and confined here, so has had little time to investigate the matter. What time she had was so far spent trying to figure out what Ferrenforge is up to and how to find out—which is why the PCs are here.

If asked about Ferrenforge himself, she tells the PCs that he is a very dangerous dwarf. He used to be in a heroic adventuring party called Scourge of the Wicked, but somewhere along the line he got corrupted. He is powerful, and she discourages the PCs from a direct confrontation. It is more important, she tells them, to determine what he is up to so that it can be dealt with properly.

If asked about Ocelot Wiers, she wrinkles her face in disgust. She warns that he is an accomplished liar and a sneaky, slimy, good-for-nothing rogue. She tells them to be careful in their dealings with him, for he is very likely to attempt to steer them the wrong way. But he may also be the only one in the city who knows for sure where Ferrenforge has gone.

Once the PCs have asked Windshear everything they want to, and have agreed to help her out, she is ecstatic.

Jenneliahn Windshear beams at you. “Thank you, thank you so much. Please, as soon as you know what he's doing and where he's going, come back here and tell me. I'll figure out what to do about it then. At the very least, I can tell you who to get the information to. Remember that he's very dangerous, so if you see him, be extremely careful. Don't get yourselves killed for this.”

Windshear gives the PCs their payment before they leave if they agreed to investigate this for her. As soon as the PCs leave the house, proceed with Encounter Two.

Encounter Two: Gathering Information

It is still morning, and you hear some shouts coming from down the street. It is a herald making his morning rounds. "Jailbreak!" he screams. "Stay inside and lock the doors! Keep the women and children safe! Criminals on the loose! Jailbreak!"

In the herald's wake, about half the people decide that their business can perhaps wait for another day, and make for their homes.

The streets are very light in traffic for the day, and the PCs have a number of options open to them at this point. If they have not gone through the encounter with Jenneliah Windshear, they may not know what's going on. They may still be able to find out by asking around, especially if they go to the Stuck Pig (see 2E). Allow the PCs to roleplay until they either find out what's going on or it becomes obvious they're not going to.

The PCs, by way of information gathering, could go to Sergeant Karanth Axepick and, through him, talk to either the miscreants they encountered this morning or to Ocelot Wiers (see 2C). They could go to the library for information (see 2B). They might try to contact the thieves' guild or bribe beggars for information (see 2D). Also, later in the evening, a dwarven bard named Rumdock Wardrummer is performing at the Stuck Pig (see 2E). He could be of some help as well. They can also simply try to get the word on the street (see 2A). Whatever their course of action, though, start keeping track of the days. An important event later on does not wait for more than five days from now to happen (if the PCs take too long, they miss it).

When the PCs are ready to move on and they decide to go to the manor in the hills, proceed with Encounter Four. If they mistakenly try to set sail or head towards the Pomarj, proceed with Encounter Three. Any other activities simply pass the time until they decide to leave the city.

2A: Word on the Street

The simplest (though time-consuming) way for the PCs to find out some details about the events leading up to the jailbreak is to ask around on the street. For any PC that spends the better portion of a day making general inquiries to the public, allow a Gather Information check. The PC can get all the information on the following table up to their check result's DC. Apply a +1 circumstance bonus for every 5 gold forges (gp) spent on bribery and buttering.

DC	Information gathered
0	There was a jailbreak last night. All the criminals in the city got loose.
5	A lot of the criminals have been recaptured, but the city guard and Royal Army are still very busy looking for the others.
10	Some of the smarter criminals have left the city.
15	There was a robbery attempt this morning. Sergeant Axepick of the Army stopped it with the help of an unknown group.
20	One criminal used to be a slaver. He was scheduled for execution soon. He hasn't been picked back up yet.
25	The slaver criminal's name is Kartuth Ferrenforge, and he's a dwarf.
30	Kartuth Ferrenforge left the city. Snuck out amidst the confusion.
35	Kartuth Ferrenforge has likely gone back to his home in the Lortmil Hills. He probably doesn't know there's nothing left at his manor.
40	Kartuth Ferrenforge's manor is a couple of days ride north of the city of Havenhill.

If the PCs have not yet spoken to Sergeant Axepick, but they learn of him now and wish to speak to him, he can be found at the jailhouse processing the criminals from this morning. Refer to the end of the Introduction to see what he might say, and consider his attitude towards the PCs "indifferent."

2B: City Library

PCs may go to the library to find some information on the current events. The jailbreak itself is far too recent to have anything documented here, but some other things may be learned. Note that since searching for books is not confined to 5 ft x 5 ft sections, it takes 6 minutes to scan a section of books thoroughly enough to be called a search. Therefore, it takes two hours to "Take 20" on a search check to find information from a book in the library. There is also a +1 cumulative circumstance bonus per hour spent searching, so taking 20 gives the PCs an additional +2 to their search. Alternatively, the PCs can ask a librarian or scribe to find a book for them. If they do this, have the employee make a Search check at +15, and come back to the PCs in half an hour with his result.

There are all sorts of maps available in the library, and with a Search check (DC 20) the PCs can find one occurrence that has Kartuth Ferrenforge's manor marked on it. The PCs may not check this map out, but for 3 gold forges a scribe will make them a copy to keep. This process takes one full day. If the PCs make a copy, hand out **Player Handout #1**.

The PCs may also decide to look up Kartuth Ferrenforge's name in the library. A successful Search check (DC 25) results in the PC finding individual is 25. If a PC makes it, he or she finds a reference to an adventuring party called the Scourge of the Wicked in a history volume that is about fifty years old. It is listed as a "moderately successful adventuring group consisting of five humans and a dwarf". It lists all the members' names, including Kartuth Ferrenforge, as well as their birth and death dates. The humans have all died around a century ago, and Ferrenforge's birth date is listed as 356 CY.

2C: The Jailhouse

If the PCs wish to speak to any prisoners, they can set up an appointment through Sergeant Axepick. It takes him one day to push through the red tape and get them in to see who they want to see. The most likely candidates for the PCs to want to speak to are the criminals they dealt with in the introduction (Rennt and Sklar, who share a cell), and Ocelot Wiers. Other inmates are unable to tell the PCs anything useful.

Rennt and Sklar are certainly not happy with the PCs after the incident in the marketplace, but do not care enough about anything at the moment to offer any real resistance to questioning. They do not know anything of Kartuth Ferrenforge other than that he is a dwarven criminal who was scheduled for execution within the week. They are simply opportunists who took advantage of the jailbreak to flee imprisonment. What they do know is that they saw a pair of halflings in black outfits skulking around a few minutes before their door was open. They stepped out into the hall, and saw that all the other cell doors were also open, and that in the ensuing chaos, people were making for the exits, so they did the same. They did not see the faces of the halflings, and have not seen either one since (that they know of).

Ocelot Wiers, however, is a different matter. He is a short, plump human with brown greasy hair and dark brown eyes. He is unkempt and smells badly, since he has not washed himself in some time. He knows exactly what happened, and he knows where Ferrenforge is headed first. Unfortunately for the PCs, he is acting like a raving lunatic and it is likely to take some work to get anything coherent out of him. Wiers is attempting to

convince the guards that he is completely insane and does not belong in a prison. He's doing a good job of it, too. If the PCs do not intervene, he is scheduled to be transferred to a hospital where he can be looked after in two weeks.

Meanwhile, Wiers babbles incoherently for much of the meeting. Really play up his subterfuge. He does, however, still drop some hints. Since Ferrenforge is returning to his home in the northern hills first, Wiers finds it uproariously funny to tell the PCs to go home repeatedly. He also continuously tells them that they are in "big trouble" (which is a reference to the fact that Ferrenforge has some plans involving giants in the works). Also, as a red herring, he mentions taking a sea voyage and "shipping out" quite often. Liberally sprinkle his speeches with maniacal laughter.

Some possible phrases for Ocelot Wiers to utter (in addition to things that simply make no sense at all) are:

- *"All right, that's it. Go home! You're in big trouble, mister! No porridge for you for a week!"*
- Spoken dreamily, *"I want to go on a sea cruise. Shape up or ship out!"*
- *"I think you should take a nice, long, relaxing walk in the Pomarj."*
- *"I wonder what's going on in the Azure Sea? Oh, right. That guy. He's scary."*
- *"Big trouble, yep. We're all in biiiiiig trouble! Run away! Run away!"*

If the PCs realize that Wiers is faking his insanity, they may decide to press the issue. It takes quite a bit of pressure however, as he is depending on the illusion of madness to get him transferred to a hospital. If the PCs make an Intimidation skill check (DC 25) or or compel him magically, he tells them that Ferrenforge is on his way back to his manor in the Lortmil Hills to get something, but he does not know what that is. He gives no hint that he knows how the jailbreak occurred unless the PCs specifically ask him about it, and even then he attempts to lie his way out of it. If forced via an attempted Intimidate skill check (DC 25) or spells, he reveals that Ferrenforge contacted a friend on the outside and had a specially trained team of rogues break him out. He does not give the name of this friend for anything, as he is far more afraid of Ferrenforge than of the PCs.

Remember that you *cannot* "Take 20" on an Intimidate check. First impressions are very difficult to overcome, whether they are good or bad.

If Ocelot Wiers is broken in front of a prison guard or the fact that Wiers is not really insane is made known to the

prison guards, then his transfer to a hospital gets cancelled, and he becomes quite angry with the PCs, making elaborate threats and hurling insults for as long as they are within earshot of his cell.

🐾 **Ocelot Wiers:** Male Human Ftr2/Rog5; hp 43; see Appendix I.

2D: Thieves and Beggars

Anyone who tries to contact “the local thieves’ guild” finds that no one is willing to speak with the PCs about such things. Make it obvious that this is not the avenue to pursue.

Bribing beggars for information is essentially the same as making a Gather Information check, with the advantage being that the character himself could also be making his own attempt. The beggar takes the money, and a Gather Information skill check with a +5 circumstance bonus and double the normal bonus for gold spent on bribery is made using the table under 2A. It takes the beggar 12 hours to discover his information.

2E: The Stuck Pig

This is the most likely place for PCs to end up if they were not able to find anything out in the Introduction.

You enter the Stuck Pig, a place known for a hearty meal and adventurers. The familiar smell of good food and ale welcomes you. Currently, the Stuck Pig is about half full with dwarven, human, halfling and even gnomish patrons. As you look about the place, you see more patrons entering the establishment.

Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to run the tavern; barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

Have the PCs make a Spot check (DC 5) to see a flyer hanging on the wall. The flyer states that the famous dwarven bard Rumdock Wardrummer will be playing at the Stuck Pig tonight.

PCs may wish to ask questions (results as per 2A), or they may wish to stick around and have a chat with the bard, Rumdock Wardrummer, who is scheduled to come. He arrives early evening (just before dinnertime) and has a

meal himself, which the bartender gives him at no charge. He then makes his way to a clear area and begins his entertainment set (Perform +24). He is happy to talk with fans after his show.

If the PCs approach Wardrummer after his set and act reasonably friendly to him (buying him dwarven ale is a sure way to get on his good side), he has no problems answering any questions the PCs may have about Kartuth Ferrenforge or the jailbreak. If the PCs try to demand his audience before he’s done performing, or become rude or belligerent, he ends the conversation where it is and does not speak with them again.

Rumdock Warhammer knows a little about a lot of different things, and Karuth Ferrenforge is no exception.

“Kartuth Ferrenforge is a 237-year-old dwarf that used to be affiliated with a group of adventurers called the ‘Scourge of the Wicked’. He used to be the Paladin of the group, but after the natural deaths of all the other adventurers, they were all human you know, he began to get lonely and bored, and started dabbling in things he should not have dabbled. He grew more and more corrupted until he was a full on slave trader, dealing with the Pomarj. The traitor to the Principality operated unfettered for a while, but about a year and a half ago a group of adventurers put a halt to his operation and led to his capture. But even behind bars, Ferrenforge was not without his wiles and ways. He still had friends, and one of these was able to train a highly skilled group of thieves to break him out of jail. It seems they did a bit more than that, too. Word is, he’s left the city. I’d wager he’s gone to his old home in the foothills of the Lortmils. If you want to know where that is, you can probably find a good map in the library. Course, if I were you, I’d be careful around him. I wouldn’t want a direct confrontation with him. He’s very dangerous.”

If the PCs have any questions, assume Wardrummer knows the first three paragraphs of the Adventure Summary and Background to work with. As long as the PCs take their leave on good terms with him, he makes one more offer before they go.

Encounter Three: Fishing for Herrings

There are a couple of ways the PCs might waste time before they head towards Kartuth Ferrenforge’s manor. Remember to keep track of the days, as an important event happens not more than five days from the beginning of the adventure.

If the PCs spoke to Ocelot Wiers in the prison, they could potentially misconstrue some of his ramblings to mean that Ferrenforge went somewhere by sea. If they decide to pursue this course of action, allow them to go south for a day and find a harbor, and ask around about Ferrenforge. They can find nothing this way. If they turn around and head back, they've only wasted two days and they may still make the five-day limit. If they decide to take a sea voyage, nothing happens during their trip. When they come back, they may still go to Ferrenforge's Manor and find some clues, but they are likely far past the five-day limit. In this case (and in this case only), have them subtract an additional Time Unit from their remaining Time Units to represent the time spent chasing nothing.

The PCs may also believe that they should head directly into the Pomarj, either because they think that's where Ferrenforge headed, they believe they can cut him off or perhaps some other reason. If the PCs do this, refer to the Optional Encounter Nine to see what happens. When the PCs are done with that encounter, they can pick up where they left off once they get back. Assume that they only lose one day this way, unless they specifically stay longer in the Disputed Territory.

In any case, once the PCs make the decision to head to Ferrenforge's manor in the hills, proceed to Encounter Four.

Encounter Four: Back at the Manor

This encounter happens when the PCs decide to head for Ferrenforge's manor in the Lortmil Hills. If the PCs have a movement rate of 30 feet, assume the trip takes three days unless the PCs have been there before, or have the map they can get from the library. In either of these cases, the trip is two days long. If the PCs have a speed of 50 feet or more (i.e. they're mounted), the trip takes one half day less. If the PCs have a movement rate of 20 feet, the trip takes them an extra half-day. Finally, if the PCs have a movement rate of 15 feet, the trip takes them an extra day.

For instance, a group whose slowest member is a halfling in breastplate (movement of 15 feet) who have never been to the manor and do not have the map would take 4 days to get there, while a group of PCs mounted on horses (of at least speed 50 feet) who have played **ULP2-04 Mountain Manor** can make it in one and a half days. Along the way, if PCs wish to try to Track (DC 15 + # of days since the adventure began) Ferrenforge, they can make a Survival skill check to determine that a fast horse has been ridden up this way.

In any case, the trip is uneventful, though there are two features of import. Firstly, mention to the PCs that they see animals every now and then on the way (try to mention it in passing, as though it's no big deal). If someone asks about it, have them make a Survival skill check (DC 10) and tell the PC that it's mostly moles and other small hill animals. Also have each PC make both a Survival (DC 25) and Spot (DC 25) check to realize that the animals seem to be paying more attention to them than is normal. These animals are indeed keeping an eye on the PCs. The party is close to the territory of the druid Grumshale, who has had previous dealings with Ferrenforge. Grumshale learned that Ferrenforge was back out in the world, so he increased the level of alertness for his territory. He noticed Ferrenforge coming this way, and so has kept a watch out for anyone who might be following Ferrenforge. The animals (and Grumshale) make no move at this time, however.

Secondly, anyone who looks for tracks (Survival - DC 10) at any time can find the tracks of a dozen or so horses heading in the same direction as the PCs. The tracks are off to the side of the road, so PCs do not find them without intentionally searching. Once the correct number of days pass, the PCs finally approach within sight of the manor, at which point they can see it's current state.

The once grand manor looms out of the hillside at you, stone rising from the ground on what used to be masterful craftsmanship. Now, all the windows are broken and the two top corners have collapsed in on themselves. The face of the stone building is marred and chipped, and one of the two mighty double doors that hung proudly in front is broken, its remnants swinging freely on the one remaining hinge. There are shallow gullies where water from previous rains apparently found the entrance to the manor to be the low ground.

The manor has been looted and destroyed since adventurers were here last. In the basement level, some pipes used to carry water from a spring higher up the hill into the manor. Early in the looting, these pipes were broken and the basement, made of stone so that the water had nowhere to go, was quickly flooded.

A combination of water damage and looting has destroyed much of the house. In many places, the walls themselves have crumbled away and leave gaping holes between rooms, or between the first and second floor. In some cases, it is possible to tell what purpose a room once served (as labeled in **DM Aid #1**), but other areas are simply too far gone to know. If there is no text on a specific area, assume that it is taken up by useless clutter

appropriate to the type of room it used to be. Some adventure notes on the interior of the manor are below.

The PCs may wish to look for clues outside the manor before going in. The only clues they can find outside are tracks. Have any searching PC, with the Track feat, make a Survival check. Consult the following table and give the PCs all the information up to the result of the DC they got.

Survival check	Information gained
10	The horses were abandoned about 20 feet away from the entrance of the manor, and their tracks lead west while a number of humanoid footprints head towards the manor.
12	About a dozen or so sets of medium sized humanoids went into the manor.
15	Only six sets of footprints came out of the manor and they head off to the east and a little south (on foot now).
20	One set of footprints was noticeably heavier than the others. Someone who was, perhaps, heavily armored whereas the others were not.
25	All humanoids except the heavy set were putting their weight forward as they were going into the manor – an indication that they were attempting to move silently. The six sets made after exiting were walking normally.

It should also be noted that there is a gaping hole in the rooftop of the manor. It is roughly circular and about 50 feet in diameter. It is a possible entry point for PCs should they choose to make the climb and investigate the roof. Since the hole lines up (more or less) with the hole between the first and second floor, any PC within this area is subject to weather from outside as though they had no shelter.

4A: The ex-main hall

The flooding of the basement has now reached ground level, and much of the first floor's floor has given way. The water depth is between 40 to 50 feet deep given the spot. The water is very murky from the presence of rubble and dust, and vision beyond 10 feet is impossible for any kind of sight. At least it is calm, and therefore only a simple Swim skill check (DC 10) is needed to

swim in it. Furthermore, a few creatures have made this place their home and they are not happy to have visitors. When Ferrenforge was here, he was able to sneak by them, so they did not bother him. If the PCs enter the manor and are detected by sight or sound, the monstrous waterbugs move to attack.

APL 2 (EL 3)

☞ Monstrous Waterbug, Medium (1): hp 14; see *Monster Manual* (Monstrous Spider modified as below).

☞ Monstrous Waterbug, Large (1): hp 27; see *Monster Manual* (Monstrous Spider modified as below).

APL 4 (EL 5)

☞ Monstrous Waterbug, Huge (1): hp 60; see *Monster Manual* (Monstrous Spider modified as below).

APL 6 (EL 7)

☞ Monstrous Waterbug, Huge (2): hp 60 each; see *Monster Manual* (Monstrous Spider modified as below).

APL 8 (EL 9)

☞ Monstrous Waterbug, Huge (4): hp 60 each; see *Monster Manual* (Monstrous Spider modified as below).

APL 10 (EL 11)

☞ Monstrous Waterbug, Gargantuan (3): hp 120 each; see *Monster Manual* (Monstrous Spider modified as below).

Monstrous waterbugs are generally less aggressive cousins to monstrous spiders (and use the same stat block as the hunter type of those creatures, with the exceptions noted below), however they defend their territory fiercely against any perceived invasion. They did not attack Ferrenforge only because they did not see or hear him. If they see or hear the PCs, they attack to drive off (they do not chase or even attack beyond the borders of the manor itself unless they are taking hits from outside).

Monstrous waterbugs are essentially monstrous spiders of the hunter type, lacking poison or webbing, but with the ability to walk on water as though it were a solid surface, albeit at half speed (water walk 15 ft.). They cannot jump from the water's surface, landing on the water's surface at the end of the jump puts them underwater like anything else. A waterbug that has been forced underwater by some means does nothing but attempt to get back to the surface, as it cannot breathe underwater. It is a full-round action that provokes attacks of opportunity to make the transition from being

under the water to standing on top of it once the waterbug has reached the surface.

Some of the rogues that were with Ferrenforge have been left behind in case he was followed. They are currently camped in what used to be the study (room 4E). Their job is to slow down any pursuit as well as notify him if he has a tail. If combat with the waterbugs should occur, one of the rogues (the runner) takes off, headed in the direction of Ferrenforge to warn him. He exits through the roof and attempts to remain hidden. If he is spotted, he can be stopped or followed as the PCs wish. If he is followed and five days have not passed, he leads them to Encounter Six. If he is followed but five days have already passed then he leads them to Encounter Seven: The Morning After. Furthermore, if the PCs attract the rogues' attention in this manner, they are alert for the PCs' presence.

This area is safe to rest in if the waterbugs are gone and the rogues upstairs either are not aware of the PCs or have been dispatched.

4B: Water

The entire basement floor has been flooded with water. If the PCs wish to explore this area, describe it as a flooded, debris-filled, open area. The water reaches as much as 50 feet deep in most places, and it is entirely possible to get from one end of the ruins to the other entirely by underwater travel. There are no creatures underwater unless the monstrous waterbugs above somehow get forced down.

If the PCs insist on searching the water, they may find (DC 15) the bodies of some of Ferrenforge's rogues. They attempted to sneak past the monstrous waterbugs, but three unfortunate souls did not make it past them alive. Ferrenforge ignored the insects and made his way upstairs while the others got past it (or didn't) in their own manner. They are outfitted the same as the rogues that are upstairs in Room 4E, but their equipment is broken beyond usability now.

4C: Bat Storage

This room has become a nesting place for bats. Just regular old bats. There are currently 80 of them here (up to 25 can fit into one 5x5-foot square while resting), evenly spread about the ceiling. A Spot check (DC 10) notices them before they are disturbed.

If the PCs are careful and quiet (Move Silently - DC 14) as they pass by the bats, there is no event here. However, if even one PC makes too much noise, the bats awaken in a panic and fly about in a cloud of leathery wings.

While the bats are flying about, treat the area they cover as the area of a *summon swarm* spell, with the following exceptions. First, the size of the cloud is a 10 feet spread instead of a 5 feet spread. Secondly, the cloud moves 10 feet in a random direction each round for one minute or until the cloud is dispersed (by any means that would disperse a normal *summon swarm* spell). In addition, if the bats are disturbed, the rogues in the study (4E) hear the commotion and begin preparations.

As a side note, there is a clearly defined path through the piles of guano, which Ferrenforge and his men made when they came through this room. PCs who make a Spot check (DC 5) can easily notice this fact.

Some of the rogues that were with Ferrenforge have been left behind in case he was followed. They are currently camped in what used to be the study (4E). Their job is to slow down any pursuit as well as notify him if he has a tail. If the bats are disturbed, and one of the rogues has not already left, the runner attempts to sneak out of the study and climb out through the roof undetected, and make his way to Ferrenforge to warn him. If the runner is spotted, he can be stopped or followed. If the runner is followed and five days have not passed, he leads the PCs to Encounter Six. If he is followed but five days have already passed then he leads them to Encounter Seven.

If the rogues were not already aware of the PCs, then disturbing the bats makes them aware of the PCs.

If the rogues were already aware of the PCs, then one of them sneaks out (they know about the caltrops in Room 4D) and takes a couple of shots at the PCs while they are occupied with the bats. If the PCs start moving towards the lone rogue, he retreats into the room (Encounter 4E) and awaits the PC's arrival along with the other rogues.

This area is safe to rest in if the rogues either are not aware of the PCs or have been dispatched. The bats do not disturb the PCs as long as they don't make noise, and do not come back after they disperse if they are disturbed. The waterbugs downstairs do not come upstairs if they are still alive.

Encounter 4D: Caltrops

Ferrenforge has decided that this place, which used to be a latrine for the guards he used to keep here, would be a good place to put a trap. Just beyond the broken door here he has placed and hidden a bag of caltrops (Spot - DC 15). The normal rules for caltrops apply, but these have been coated with large scorpion venom. Any character damaged by a caltrop is exposed to the venom.

All APLs (EL 1)

➤ **Poisoned Caltrops:** CR 1; location trigger; repair reset; Atk +0 melee (1 plus half movement plus poison); poison (Large Scorpion Venom; Fort resists DC 18; 1d6 Str/1d6 Str); Search or Spot (DC 15).

This room is quite visible from Room 4E, and if the PCs have alerted the rogues, the ambush actually begins here.

4E: Finally a Clue

Some of the rogues that were here with Ferrenforge have been left behind in case he was followed. They are currently camped out in this room, which used to be a study. Their job is to slow down any pursuit as well as notify him if he has a tail.

If PCs enter combat with the monstrous waterbugs (4A), then the rogues are aware and they attempt to send their runner out to Ferrenforge. He attempts to sneak out of the room and climb out of the hole in the roof, then make his way to Ferrenforge. If he is spotted, he could be stopped or followed. If he is followed and five days have not passed, he leads them to Encounter Six. If he is followed but five days have already passed then he leads them to Encounter Seven.

If the PCs manage to sneak by the monstrous waterbugs, but end up disturbing the bats, then that is the time the rogues become aware of the PCs and that is the time the runner attempts to make his escape with the information that Ferrenforge has pursuers.

If the PCs have a combat with the monstrous waterbugs and then disturb the bats, the rogues send out one of their number as a shooter to harass the PCs while they are dealing with the bats. If the PCs begin advancing towards the rogues, he retreats back into the room and awaits the arrival of the PCs there. In passing through Room 4D, he takes steps to avoid the caltrops that he knows are there.

If the PCs manage to sneak by the monstrous waterbugs and bats without disturbing either, the rogues may be surprised. In this case, the runner is still in the room with the rogues camping. His job is still to get the news to Ferrenforge of pursuit, and he does not make any attacks unless there is no other way for him to get away. Instead he uses his tumbling and sneaking skills to escape the combat and get on his way to Ferrenforge. The other rogues slow down the PCs as much as they can, but they realize that the runner is the most important one to get away, so they attempt to facilitate his escape as much as possible.

If the rogues are aware of the PCs by the time they get past the bats, then the rogues set themselves up in an ambush formation. They have lined up against the east

and south walls, and each has a readied action to fire as soon as somebody can be seen in the area with the caltrops (Room 4D). By this time, the runner should already be gone, but if for some reason he has not made it out yet, then this is the time he attempts to get out and take his message to Ferrenforge.

Through a hole in the wall, and behind a door, there is a trap door in the floor. This used to be a shaft that led down to the basement. Since the basement is flooded, it now leads down to the water. If the runner has no other escape, he takes this route (though he realizes he could potentially be killed by drowning or by the waterbugs on this path). This is a last resort if he cannot get out through the hole in the roof.

The runner is counted as separate from the rest of the rogues because he does not fight unless there is no other way for him to escape. For this reason, he could be caught alone away from the manor, and thus is considered his own combat. Remember, however, that he has a *potion of haste* and a *potion of spider climb* to help him expedite his retreat. Since he is meant to be a noncombatant, he is the same at all APLs.

➤ **Runner:** Male Human Rog4; hp 24; see Appendix I.

APL 2 (EL 2)

➤ **Ambushers (2):** Male Human Rog1; hp 6 each; see Appendix I.

APL 4 (EL 4)

➤ **Ambushers (2):** Male Human Rog2; hp 11 each; see Appendix I.

APL 6 (EL 6)

➤ **Ambushers (3):** Male Human Rog3; hp 16 each; see Appendix I.

APL 8 (EL 8)

➤ **Ambushers (4):** Male Human Rog4; hp 21 each; see Appendix I.

APL 10 (EL 10)

➤ **Ambushers (4):** Male Human Rog6; hp 32 each; see Appendix I.

The rogues' mission is to slow the PCs down for Ferrenforge, not to die for him. If the combat is going badly for them, they fight only as long as they believe they have to in order to give the runner a good head start. They do not fight to the death unless they cannot flee or

surrender. If they do flee, none of them flee to Ferrenforge. They have already been paid and their duty to him ends with this mission. Only the runner can be followed to Ferrenforge.

If the rogues are defeated, and at least one of them is searched, the PCs can find a holy symbol of Olidammara on them. Ferrenforge hired these rogues from the Temple of Olidammara, though they do not willingly admit to being from the church. If questioned, they profess to be simple mercenary thieves. If asked about their holy symbol, they shrug it off, saying that's who they worship. It's the god of wine, women, money, and fun. They do not know where Ferrenforge is headed or what he's planning, except for the runner who knows where the meeting is supposed to take place.

Plus, once the rogues are defeated, the PCs can search the room. It is mostly trashed as the rest of the manor is, but sitting on what's left of a desk is an atlas. If the PCs look through it, it naturally opens to a page that's been ripped out. On the next page is a circular indentation that observant PCs can notice (Spot - DC 20). The indentation is the circled destination of Ferrenforge—on the page that's been ripped out. If a PC can make a Knowledge (Geography) check (DC 15) or a Bardic Lore check (DC 20), they can determine that the map that's been ripped out is one that shows the environs of the Pomarj. If they can also make a Craft (Cartography) check (DC 30), they can recreate the map reasonably enough to determine the location to which Ferrenforge is headed. It is on the northwestern outskirts the Pomarj that seems to be empty based on the map. This book could be taken back to Havenhill, however, and if the Royal Army cross-references the location with their own military intelligence they can work it out.

This area is safe to rest in once the rogues have been dispatched. The bats and waterbugs in other parts of the manor do not wander into the area.

Once the PCs are done at the manor, they might decide to follow the tracks of Ferrenforge or they might decide to take the atlas (if they have it) back to Havenhill and report on their findings. The druid Grumshale has been keeping an eye on them through the use of animals in the territory, however, and wishes the PCs to see something firsthand. If they track Ferrenforge, they are headed towards it and he does not interfere – skip Encounter Five and go on to Encounter Six. If the PCs begin heading home, however, Grumshale makes a move in an attempt to get the PCs to where he wants them. Thus, proceed with Encounter Five.

Encounter Five: Squirrel Sentry

Use this encounter only if the PCs decide not to follow Ferrenforge's tracks after they are done rooting through the manor, and only if five days have not passed since the beginning of the module. If they decided to see where he went instead of returning to Havenhill, go on to Encounter Six.

You are on your way back to the city of Havenhill to report what you've learned so far. For half a day you're on the road with no encounters, but then something odd catches your eye. Ahead, sitting in the middle of the road, is a solitary squirrel. There aren't even any trees in sight. There is, however, a piece of paper rolled up and tied on to its neck...

If the PCs find this curious enough, they can approach the squirrel and take the note (this is actually an *animal messenger* sent by the druid Grumshale, who has been keeping tabs on the PCs ever since they passed near his territory on the way to the manor (see Encounter Four, second paragraph). The note reads simply, "*Follow me if you'd like to find out what he's up to.*"

Shortly after the note is taken from the squirrel, the animal moves off to the east at a speed of 15 feet. If PCs ignore (or kill) the squirrel and continue on to Havenhill, go ahead to the Conclusion and run it based on what they've done so far. If the PCs follow the squirrel, it leads them to Encounter Six.

Encounter Six: Of Dwarves and Giants

This encounter happens once PCs have decided to either track Ferrenforge or follow the squirrel (if they had decided to originally return to Havenhill). They come upon a meeting between Ferrenforge and some giants.

Remember, though, that if they are following the runner and they are spotted, he attempts to escape them before he continues his mission.

As you move eastwards, following (the tracks, the runner, or the squirrel, depending on what got them here), *the hills start to show more and more vegetation, until they could be described as lightly wooded. You make your way through the sparse trees until the night of your first day of traveling looms.*

At this point, total up the number of days that has passed since the PCs set out. If they have spent more than five days up to this point, go on to Encounter Seven. If they made it here in five days or less, go ahead with the following.

Soon after dusk has given way to the darkness of night, you see an orange glow ahead in the distance. It is maybe a hundred yards before the light, and you'd have to get closer to see anything more.

This is a campsite where Ferrenforge (or, more precisely, his *projected image*— see details later in this section) and the giants are meeting. As soon as any PC gets to within a hundred feet (or otherwise somehow view the campsite), pass out **Player Handout #2** so that the players can see what the dwarf looks like. The exact type and number of giants in the campsite is determined by APL. Only one of Ferrenforge's followers is here, a roguish cleric of Olidammara named Bozzy. If the squirrel led them here, it bounds off (speed 60 feet) to the right, skirting the light and returning to its life in the trees.

The PCs may approach closer to the camp, though once they get within a hundred feet they need to start making Hide and Move Silently checks against the enemies' Spot and Listen checks if they wish to remain hidden (remember the penalties for distance). Give the PCs a +2 circumstance modifier to Hide checks because of the frequency of trees in the area. If any PC is spotted, skip ahead to the next bold/italicized section, as the giants and Bozzy attack.

If the PCs wish to eavesdrop on the conversation between "Ferrenforge" and the giants, they need to make a Listen check (DC 10 plus modifiers for distance) in order to hear them well enough to make out what they are saying. Both groups, "Ferrenforge" and the giants are speaking dwarven, so if they are unable to speak the language they are unable to understand the conversation.

Also, if the PCs are able to get within 30 feet of the conversation without being detected, they may be able to read lips (Spot - DC 25).

The following is a transcript of the conversation between "Ferrenforge" and the giants, from the first time the PCs get to within listening range, as it plays out if there is no interference. PCs can interrupt this at any time with actions, and it can be brought to a halt if they call attention to themselves. Please make sure the players are aware of this fact.

As you begin to listen, you can make out the dwarf's voice speaking in the Giant tongue. "...why I asked you here. What good are you if you can't even do that?" he finishes his sentence angrily.

When the giant responds, it is in the Dwarven language, though it is a horrible, grating accent. "We only come to hear you, puny dwarf. We no make promises here."

"Bah!" Ferrenforge retorts. "I sent for folk that could seal a deal. There's not much time. Don't you hate Ulek just as much as the Pomarj?"

"Your worries too far south. We live north. Why we care about your problems?"

"They'll be your problems too if the Principality defeats the Pomarj. There's been ettins and athachs already in Mak's army, and plenty of them. It's not hard to see that they'll want to purge the mountains of giants afterwards."

"HMMMMMM..." the giants seem to consider this for a long while. "You maybe have point. Maybe. Will have to talk to—"

"To who!? Time is short! We need a decision. I'm on my way eastward as we speak. When I recruit the sappers there you'll need to be ready to move."

"We no can make promise. We have to talk Dragonbone. He make all choices."

"Perhaps this would change your minds... Bozzy, show them the gold." At this, the human produces a bag from his belt, and opens it up for the giants. A golden glint can be seen from within, but there's no way to tell just how much is in the bag unless he dumps it out... which he doesn't seem likely to do.

The giants also get a glint in their eyes. "That maybe makes choice easier. We should take Dragonbone gift. He probably help you then."

"That does me no good. Things are moving too quickly for you to make it all the way back and ask him. Why didn't he come himself?"

"You dwarf. Why he bother?"

"Bah!" Ferrenforge exclaims in frustration. He paces back and forth for a short while, and finally turns an even eye to them. "Fine. I'll have to take what I can get. But hurry up! But no gold. Not yet. I can't risk you taking the gold and just keeping it. There's plenty more where that came from if you help me."

"You better be right. Havenhill not so easy to take. Not so easy to get to. We not have great numbers."

"You won't need them. Trust me, you won't need them."

At this point, the giants begin gathering up their gear for their trip back to where they came from, and Bozzy does the same after ensuring that the gold is safely stored on his person.

If at any time the PCs are detected, whether by being seen or heard, or a good PC approaching within 60 feet of

the campsite, stop the action and go ahead with the following event.

The dwarf suddenly stops short and raises one hand for silence, and looks as though he's listening intently. Suddenly he points towards your group and cries out, "Betrayal!" and vanishes into thin air. The giants around him and the lone human that was with him all turn to look in your direction...

Start initiative at this point. If PCs somehow sneak up close to camp before an attack is joined and actually gain surprise on the enemy, shouting "betrayal" is the first action that "Ferrenforge" makes (give him an initiative of 21), and he disappears at that time. Ferrenforge himself is not actually here. He came here before the PCs or giants came here, to be sure, but he took off in his winged boots before the meeting started. The *projected image* of Ferrenforge (or, more precisely, the *projected image* of a wizard cohort of Ferrenforge who is using *disguise self* to appear as him) is what dissipates when he says, "betrayal".

"Ferrenforge" is actually a low level dwarven wizard who was given a scroll with the spells *project image* and *disguise self*. He used the scrolls to setup the image that he was Ferrenforge. The dwarven wizard is quite paranoid about getting caught and is not about to risk being captured. Thus he uses a one shot magical item he has to *teleport* away from here.

The giants are at least as shocked by Ferrenforge's illusory status if it becomes known, but their focus remains on the PCs for the duration of the battle.

If the PCs followed the runner from Encounter Four, he may also be here. In this case, the runner simply attempts to flee the wrath of the PCs. He has no information on Ferrenforge's future plans.

If the PCs are using *detect magic* within 60 feet of the clearing, they detect faint transmutation magic on one of the nearby small trees. This is the druid Grumshale, observing events while under the effects of a *tree shape* spell. He does not participate in any events at this time, however. His tracks leading up to that point cannot be detected because of the druids' traceless step class feature.

He could, however, potentially be affected by area of effect spells cast in the clearing.

APL 2 (EL 5)

👉 **Ogre (1):** hp 33; see *Monster Manual*.

👉 **Bozzy:** Male Human Clr1/Rog1; hp 12; see Appendix I.

APL 4 (EL 7)

👉 **Ogres (3):** hp 33 each; see *Monster Manual*.

👉 **Bozzy:** Male Human Clr2/Rog2; hp 23; see Appendix I.

APL 6 (EL 9)

👉 **Ogres (8):** hp 33 each; see *Monster Manual*.

👉 **Bozzy:** Male Human Clr2/Rog2; hp 23; see Appendix I.

APL 8 (EL 11)

👉 **Hill Giants (3):** hp 108 each; see *Monster Manual*.

👉 **Bozzy:** Male Human Clr4/Rog3; hp 43; see Appendix I.

APL 10 (EL 13)

👉 **Hill Giants (8):** hp 108 each; see *Monster Manual*.

👉 **Bozzy:** Male Human Clr4/Rog3; hp 43; see Appendix I.

While Bozzy and the giants are both against the PCs, they are not exactly on the same side. The giants attack the PCs to the best of their ability, while Bozzy serves his own best interests. He does not heal any of the giants, reserving those spells for himself, should he need them. In fact, he has no compunctions about catching them in the area of effect of certain things he may do, such as using his *necklace of fireballs* or *bead of force* (depending on APL). If the battle begins to go poorly, Bozzy attempts to run away. The giants do not run away unless they are magically compelled to, as they refuse to show fear to the "little people" (the PCs).

Once the battle is over, the PCs have time to loot the bodies, and may desire to question any of the giants they may have captured, or possibly Bozzy.

The giants speak both the Giant and Dwarven. The PCs need to be able to communicate in one of these tongues to interrogate them. All the giants know is that they were asked to meet Ferrenforge here to hear the dwarf out. They were paid to come here and bring Ferrenforge's offer back to their superior, Dragonbone, in the Lortmil Mountains (in what the "little folk" think of as the County of Ulek). They know as much as the PCs do about what Ferrenforge wanted, and possibly less. This was their first contact directly with the dwarf.

If asked about Dragonbone, they do not provide any details or information.

Bozzy does speak and understand Common. However, he does not give information willingly and needs an Intimidation check (DC = 10 + his level) or magical compulsion to talk. He knows that Ferrenforge wasn't actually at the meeting, though he doesn't know exactly what kind of magic made him appear to be or who performed it. He was on hand to get the giants' signatures on a document that they were to draft on the spot, though that did not happen. He guesses Ferrenforge is upset at the current situation, but does not know when he is expected to meet again. Ferrenforge contacts him, not the other way around. He also knows how Ferrenforge got out of jail. He is the one that arranged to have some of the jailhouse's guards replaced with rogues of his own during the night of the jailbreak. Additionally, Bozzy has a pouch of gold (480 gp) that was intended to be used to bribe the giants, but never got used.

If the PCs look around the area for tracks, they can find the following information with a Survival check (DC 15). Ferrenforge did indeed come here along with Bozzy, though Ferrenforge's tracks disappear (he used his winged boots to fly from here). The giants came from the north. Further details on these sets of tracks are obscured by numerous footprints, medium-sized and large alike, in the meeting area.

Once the PCs are done investigating the scene, the druid Grumshale (who was observing events while under the effects of a *tree shape* spell nearby) reveals himself to the PCs. Proceed with Encounter Eight. If PCs are using detect magic in the area, they notice that the tree that is Grumshale emits a faint aura of transmutation. If they investigate the tree, also proceed with Encounter Eight.

If the PCs never interfere with the meeting, and are never found out, the giants and Bozzy part ways, the giants heading back north to the Lortmil Mountains and Bozzy heading southward, back to Havenhill. Ferrenforge stays around until both are gone at which point the *projected image* disappears. PCs can look around for a bit before Grumshale reveals himself.

Encounter Seven: The Morning After

This encounter happens if the PCs took too long to get to the meeting between Ferrenforge and the giants. If more than five days have passed since the scenario's opening, then this encounter should be run instead of Encounter Six.

Remember that if the PCs are following the runner and they are spotted, he attempts to escape them before he continues his mission.

As you move eastwards, following (the tracks or the runner, depending on what got them here), ***the hills start to show more and more vegetation, until they could be described as lightly wooded. After a full day of traveling, the next morning finds you near a clearing where there has been obvious heavy activity. Medium-sized and large footprints cover the ground.***

If the runner led them here, he curses under his breath, which the PCs can hear with a Listen check (DC 15) and takes off southwest, towards Havenhill. If they follow him there (and thus return to Havenhill), go on to the Conclusion, considering what they have accomplished so far. If they decide to search the area, they could still run across Grumshale.

The most obvious clues to look for are tracks. With a Survival check (DC 15) by someone with the Track feat, the PCs can determine that two medium-sized sets of footprints came from the same direction they did, one set noticeably heavier than the other (this was Ferrenforge and Bozzy). The heavy set of footprints disappears (as Ferrenforge used his *winged boots* to fly away) while the lighter set entered the clearing. A number of large-sized footprints came in from the north (these were the giants who came from the Lortmil Mountains, whose number and type are dependant upon APL – see Encounter Six for details). The clearing itself is too muddled with the various prints to determine anything more than the fact that a great deal of activity happened over the night.

There are two groups of footprints leading away as well. PCs can find the solitary medium-sized set of footprints leading southwest back towards Havenhill (Bozzy), and all of the giants' tracks lead back north, more or less the way they came in.

If PCs did spend some time checking the area, then Grumshale had time to come by. He steps into the clearing rather than dismissing his *tree shape* spell, but otherwise run Encounter Eight as normal. If PCs went directly back to Havenhill however, go ahead to the Conclusion, considering what they have accomplished so far.

Encounter Eight: Grumshale

This is where the PCs finally meet the druid Grumshale, whose territory they are currently in. Grumshale is a half-orc druid who has had dealings with Ferrenforge in the past. He cares nothing for the war between the Principality of Ulek and the Pomarj, but Ferrenforge

threatened his life and his land if he did not assist in the slave trade that Ferrenforge was running, so Grumshale had no choice but to comply. Some of their correspondence may have been found by some PCs in the course of the scenario **ULP2-04 Mountain Manor**.

What Ferrenforge doesn't know is that Grumshale never carried through with his orders. He kept the merchants that he took from Ferrenforge hidden though they are still captive. He placed them within his own druid grove, which is surrounded by brambles too thick for any of them to pass through, but also kept them well-fed and healthy. He has been living in fear of Ferrenforge discovering his own treachery, and has been trying to think of a way out of his situation.

When Ferrenforge broke out of jail and made his way back to his old manor in the hills, Grumshale had his animal companions keep an eye on him, as well as the path he came in on in case he was followed, which the PCs did. The PCs may have noticed the animals watching them (Encounter Four). Then he learned that Ferrenforge was headed towards this clearing for a meeting, so he also came here to observe what happened. He also kept an eye on the PCs (through his animals) to see how they acted. He may have even sent them a clue as to Ferrenforge's location via an *animal messenger* (Encounter Five).

Grumshale used a *tree shape* spell to spy on the events in the clearing. Assuming the PCs have done no significant damage to the terrain (including the use of *fireball* or other vegetation-damaging spells), he steps out after Encounter Six is over to speak with the PCs (or finds them rooting through the aftermath of Encounter Seven). If the PCs did cause significant damage to the vegetation, he will request the PCs spend some time repairing the damage they have done. If the PCs are unable to do so with the use of spells, it will take them about a week to do so and thus cost them one additional Time Unit for the scenario.

The first part of the boxed text section assumes that this encounter occurs directly after Encounter Six.

As you are finished looking over the area, one of the trees nearby shimmers, and morphs into the form of a half-orc. "I have had an eye on you. I think you can help me, and perhaps I can help you. My name is Grumshale. We should talk."

Some PCs may decide to attack Grumshale. Should this happen, he tries to flee while defending himself as well as he is able. If he is killed, the PCs are unlikely to find out where the captured slaves are or even that they exist.

🐉 **Grumshale:** Male Half-Orc Drd5; hp 38; see Appendix I.

If the PCs agree to parlay with him, he shows signs of relief. Though he did not partake in any events up until now, he agrees to help heal PCs as much as he can if they bother to ask (assuming friendly relations so far).

Grumshale is visibly relieved at your decision to parlay. He walks towards a rock on the outskirts of the clearing and has a seat. "I can only assume that your presence here means you're looking for Ferrenforge. If I were you, I'd avoid dealing with him at all. He's dangerous. He forced me to take part in his slave trade...though...I haven't exactly been cooperative."

"I have no love for either side in your war, but it has become clear to me that Ferrenforge will kill me if he learns of my betrayal to him. I fear him greatly, and that is what drove me to make this decision...I wish to turn myself over to the army in your city of Havenhill. I will leave my territory and friends here behind, and come with you to impart what knowledge I have of Ferrenforge and his ways upon your forces."

"I don't expect you to trust me. So I have prepared a gift for you as a show of good faith...if you'll follow me...?"

He then stands up slowly and starts walking with an even pace eastwards.

If PCs ask what the gift is, he tells them simply, "you'll see". He does not wish to jump to conclusions if he tells them that he's taking them to the slaves he's been keeping in his grove. The trip takes less about thirty minutes.

You arrive at a very dense copse of brambles, and Grumshale asks you to wait here for a few moments. He walks into the plants and seems to meld with them, then is gone. He returns a minute later leading a group of two dirty but healthy-looking humans and three dwarves.

"Last year, Ferrenforge was sending captured humans and dwarves to me. They were supposed to go to the slave trade. As you can see, I did not comply. I don't know if he knows yet, but I cannot risk that he might. Hold on for a moment." Grumshale then disappears back into the foliage.

Grumshale leads out five more groups of five, humans and dwarves mixed, for a total of thirty captured slaves. If there is a druid amongst the PCs who wishes to help, the process can be expedited. Five slaves at a time can be

shown through the brambles without damage. He explains to the party that he held the captives here, keeping them fed but imprisoned, until he could figure out a way to get out of Ferrenforge's influence. He then turns to the PCs and requests that they escort him back to Havenhill and turn him in to the authorities there so that he can tell them what he knows of Ferrenforge. Under no circumstances does he tell the PCs what he knows of Ferrenforge. He wishes to speak with an officer in the Royal Army, and refuses to believe that an officer would be out and about like this on their own (without an entire platoon with them).

If the PCs allow him to move under his own power, if they are on horses, he assumes wolf form for the duration of the trip so that he does not slow them down. Otherwise he remains in half-orc shape and walks with them. He accepts bindings for his hands and a gag, but resists if they attempt to bind his feet. In allowing himself to be taken out of his territory, he is also severing his bonds to all of his animal companions, and so is very depressed about the whole situation.

If PCs attack him at any point, he attempts to flee. He did not come here to fight, and is ill prepared to do so (he chooses his daily spells for survival in the wilderness, not for combat).

The slaves themselves have not been mistreated. They have indeed been kept fed and healthy, though they were of course not happy being confined. Still, they see this turn of events as a positive thing and meekly follow the PCs wherever they go, until they are able to return to the city of Havenhill.

Once PCs reach Havenhill, go on to the Conclusion. If they decide to strike into the Pomarj (with or without the slaves in tow), go instead to Optional Encounter Nine.

Optional Encounter Nine: Discouragement

This encounter occurs if at any point the PCs decide to strike into the Pomarj. It is basically a series of increasingly difficult encounters that continues until the PCs decide to turn back or die. There is no experience reward for these combats nor can any monetary gain be had.

Start the first combat and once completed, continue with the following:

You finish killing the worg-riding goblins and their mounts off and clean your weapons and clothes. As you are about to start again, you could swear you hear

something in the distance. Something gives you the feeling that you're being hunted.

From here on, every 2d4-1 hours (day or night), the PCs are attacked by more worgs. Each time this happens, increase the APL by 2 until the PCs get the hint that this is the wrong path or are killed. While the worg-riding goblins will chase the PCs in the midst of a combat, if the PCs turn back to Havenhill, they encounter nothing further.

If PCs surpass APL 10, simply double the number of APL 10 combatants.

While PCs are going this way, there should be little, if any, way to rest for the PCs to rest. Some PCs may find a way, but that does not mean the encounters get any easier. Keep hammering at them as long as necessary.

APL 2 (EL 4)

🐾 **Worg (1):** hp 30; see *Monster Manual*.

🐾 **Goblin (1):** Male goblin Ftr2; hp 18; see Appendix I.

APL 4 (EL 6)

🐾 **Worg (2):** hp 30 each; see *Monster Manual*.

🐾 **Goblins (2):** Male goblin Ftr2; hp 18 each; see Appendix I.

APL 6 (EL 8)

🐾 **Worg (4):** hp 30 each; see *Monster Manual*.

🐾 **Goblins (4):** Male goblin Ftr2; hp 18 each; see Appendix I.

APL 8 (EL 10)

🐾 **Worg (5):** hp 30 each; see *Monster Manual*.

🐾 **Goblins (5):** Male goblin Ftr4; hp 36 each; see Appendix I.

APL 10 (EL 12)

🐾 **Worg (6):** hp 30 each; see *Monster Manual*.

🐾 **Goblins (6):** Male goblin Ftr6; hp 54 each; see Appendix I.

Conclusion: Back in Havenhill

The reception the PCs get when they return to Havenhill relies heavily upon who or what they have with them when they arrive. If they are or seem to be alone, they can go directly to Jenneliahn Windshear, use Conclusion

B. If they have Grumshale in their company and/or are trailing a train of ex-slaves, that needs to be dealt with at the gate to the city, use Conclusion A.

Also, upon entering Havenhill, the PCs are searched before they are allowed to enter the city. If any banned item (such as *demon armor*, *hand of glory*, *mask of the skull*, *mask of the dead*, etc.) in the Principality of Ulek is found upon them, it is taken from the PC. Such an occurrence should be noted on their AR and their MIL updated immediately.

Conclusion A: I Brought Friends

As you approach the gates of Havenhill with your follower(s) in tow, you are stopped by the dwarven guards at the gate. "Who is this you have with you?"

The guards should seem suspicious at first, but when they learn what is happening they immediately send for a Lieutenant of the Principality of Ulek Royal Army. It is a human named Lt. Kerian Stormshadow who answers their summons.

The ex-slaves, if present are immediately taken custody of and led to a place where they can get some rest and answer questions about their captivity. The PCs are thanked for their service to the city as the people are leaving (in a much better mood than previously).

Grumshale, if present, is taken into custody by two dwarven sergeants, one of which is Karanth Axepick, whom the PCs have most likely already met. He goes with them willingly, and they do not manacle him at this time (though, neither do they remove bindings if the PCs had bound him). Grumshale looks quite despondent, as he has basically given up his land and his animal friends permanently as far as he knows.

Any other captives the PCs may have are also taken custody for questioning. Bozzy or any rogues captured end up in prison, and any giants that had been captured are put to death outside the gates. In this case, a military detail is assembled the not-so-small task of carting the giants' bodies out of smelling distance of the city and burning the corpses.

In any case, Lt. Stormshadow remains behind to question the PCs about the events leading up to their return to Havenhill with such company. He is a no-nonsense Royal Army officer, and understands the practicality of learning as much as he can of the situation and giving credit where credit is due. Have him ask intelligent questions and listen to their responses with a critical ear. Assuming the PCs give an accurate and detailed account of their adventures, they receive the Influence Point with the Principality of Ulek Royal Army. They are not,

however, offered any monetary reward beyond what Windshear has already given them.

If the PCs mention Windshear's name to him, she is summoned and soon arrives to help collaborate their story. At that time, if it hasn't already been brought up, she asks if the PCs have found any clues as to Ferrenforge's whereabouts or future plans. She is also reinstated into the Royal Army at her previous rank.

If the PCs bring up the atlas they found in Ferrenforge's old manor, Lt. Stormshadow takes it and promises to compare it with the military intelligence they already have. When he leaves the PCs' company, he heads to the library and takes out the same atlas from their archives to aid in the deciphering of the clue.

Later, if PCs wish to inquire as to (newly reinstated) Sergeant Windshear's status, they can learn that she has formed a small squad in an attempt to intercept Ferrenforge while he's still on the outskirts of Pomarj territory.

Conclusion B: No Following

In the case that the PCs arrive back in Havenhill with no one following them, they can proceed directly to Jenneliahn Windshear's home with no trouble. They could also head to the library if they would like to compare the atlas they have with a complete copy. In this case, they can find the same information that is detailed in Encounter Four: 4E.

When the PCs decide to speak to Windshear, the guards outside her home ask their business before they are allowed inside, but as long as the PCs are civil they should have no problems, since they have been briefed to expect the PCs' presence sooner or later.

Windshear meets you in her home and she is delighted to see you. "You made it back! Excellent! Please, tell me, what news? Have you found any clues about Ferrenforge?"

Jenneliahn Windshear eagerly listens to the PCs' story about their adventure. If they brought the atlas with them, she is even more excited. She asks if she can have it, because she has an idea of how she can make sense of what they've got. She asks one of the guards outside to summon an officer.

When the guard returns, Lt. Kerian Stormshadow is with him. Lt. Stormshadow is a no-nonsense Royal Army officer, and listens to Windshear (and the PCs if they add to the story) as she recounts how she hired you and what you've brought back. Stormshadow takes the book, saying that he would compare the information with

military intelligence and see what they can find out. He gives Windshear a meaningful look before he leaves. A Sense Motive (DC 18) lets the PCs know that he is proud of Windshear.

Once he leaves the PCs' company, Lt. Stormshadow, stops by the library and takes out the same atlas from their archives to aid in the deciphering of the clue. That is, of course, the PCs had already stopped at the library themselves for that same reason.

If the PCs decide to check up on Windshear later, they can find that she's been reinstated to the Royal Army (though at a slightly reduced rank—she's only a Corporal now). She has also joined with a small squad that has been formed in an attempt to intercept Ferrenforge while he's still on the outskirts of Pomarj territory.

On the other hand, if PCs did not find the atlas, Windshear seems disappointed in them. She says that she had hoped to learn more, but she realizes that Ferrenforge is a tricky one to follow. She thanks the PCs for her efforts and she wishes them the best in future journeys. In this case, Windshear is not reinstated in the Royal Army. Instead, when her house arrest is lifted, she takes off by herself in an attempt to find Ferrenforge on her own.

The End

Experience Point Summary

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

Introduction

Stop the bumbling escapees

All APLs – 30 xp.

Encounter Four

Defeat the waterbugs

APL 2 – 90 xp;

APL 4 – 150 xp;

APL 6 – 210 xp;

APL 8 – 270 xp;

APL 10 – 330 xp.

Survive or avoid the poisoned caltrops

All APLs – 30 xp.

Defeat the ambushers

APL 2 – 60 xp;

APL 4 – 120 xp;

APL 6 – 180 xp;

APL 8 – 240 xp;

APL 10 – 300 xp.

Encounter Six

Defeat the hobgoblin guards

APL 2 – 150 xp;

APL 4 – 210 xp;

APL 6 – 270 xp;

APL 8 – 330 xp;

APL 10 – 390 xp.

Encounter Eight

Escort Grumshale and the ex-slaves back to Havenhill

All APLs – 30 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 – 60 xp;

APL 4 – 105 xp;

APL 6 – 150 xp;

APL 8 – 195 xp;

APL 10 – 240 xp.

Total Possible Experience

APL 2 – 450 xp;

APL 4 – 675 xp;

APL 6 – 900 xp;

APL 8 – 1,125 xp;

APL 10 – 1,350 xp.

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

All APLs: L: 0 gp; C: 20 gp; M: 0 gp.

Encounter Four:

APL 2: L: 145 gp; C: 0 gp; M: *potion of haste* (63 gp), *potion of spider climb* (25 gp).

APL 4: L: 196 gp; C: 0 gp; M: *potion of haste* (63 gp), *potion of spider climb* (25 gp).

APL 6: L: 287 gp; C: 0 gp; M: *potion of haste* (63 gp), *potion of spider climb* (25 gp).

APL 8: L: 377 gp; C: 0 gp; M: *potion of haste* (63 gp), *potion of spider climb* (25 gp).

APL 10: L: 377 gp; C: 0 gp; M: *potion of haste* (63 gp), *potion of spider climb* (25 gp).

Encounter Six:

APL 2: L: 13 gp; C: 80 gp; M: *ring of protection +1* (166 gp).

APL 4: L: 16 gp; C: 80 gp; M: *ring of protection +1* (166 gp), *necklace of fireballs: type I* (137 gp).

APL 6: L: 25 gp; C: 80 gp; M: *ring of protection +1* (166 gp), *necklace of fireballs: type II* (225 gp).

APL 8: L: 41 gp; C: 80 gp; M: *ring of protection +1* (166 gp), *necklace of fireballs: type II* (225 gp), *bead of force* (166 gp), *potion of barkskin +4* (75 gp), *potion of shield of faith +5* (75 gp).

APL 10: L: 48 gp; C: 80 gp; M: *ring of protection +2* (667 gp), *necklace of fireballs Type III* (362 gp), *bead of force* (166 gp), *potion of barkskin +4* (75 gp), *potion of shield of faith +5* (75 gp), *boots of elvenkind* (208 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 158 gp; C: 100 gp; M: 254 gp - Total: 512 gp (400 gp).

APL 4: L: 212 gp; C: 100 gp; M: 391 gp - Total: 703 gp (600 gp).

APL 6: L: 312 gp; C: 100 gp; M: 479 gp - Total: 891 gp (800 gp).

APL 8: L: 418 gp; C: 100 gp; M: 795 gp - Total: 1,313 gp (1,250 gp).

APL 10: L: 425 gp; C: 100 gp; M: 1,641 gp - Total: 2,166 (2,100 gp).

Special

Influence Point with the Principality of Ulek Royal Army

For successfully delivering Grumshale and/or the ex-slaves to Havenhill, you have gained Influence with the Royal Army. Please contact the Principality of Ulek Triad for details on how it can be used.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Potion of Haste* (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ *Necklace of Fireballs [Type I]* (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ *Necklace of Fireballs [Type II]* (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *Bead of Force* (Adventure, DMG)
- ❖ *Potion of Barkskin +4* (Adventure, DMG)

- ❖ *Potion of Shield of Faith +5 (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Ring of Protection +2 (Adventure, DMG)*
- ❖ *Necklace of Fireballs [Type III] (Adventure, DMG)*
- ❖ *Boots of Elvenkind (Adventure, DMG)*

Appendix I: NPCs

Introduction

Rennt: Male human War1; CR ½; Medium-sized humanoid (human); HD 1d8+2; hp 8; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +4 melee (1d4+3 [crit 19-20], dagger) or +2 ranged (1d4+3 [crit 19-20], dagger); AL CE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 8, Wis 8, Cha 12.

Skills and Feats: Intimidate +5, Improved Bull Rush, Power Attack.

Possessions: dagger, prison clothes, manacles.

Sklar: Male human Com1; CR ½; Medium-sized humanoid (human); HD 1d4; hp 3; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d3 subdual, unarmed); AL CN; SV Fort +0, Ref +2, Will +2; Str 10, Dex 14, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Listen +8, Profession (money lending) +9, Spot +8; Alertness, Skill Focus (Profession (money lending)).

Possessions: prison clothes, manacles.

Arindala: Female half-elf Com1; Medium-sized humanoid (half-elf); HD 1d4-1; hp 3; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d3 subdual, unarmed); SQ Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, low-light vision; AL LN; SV Fort -1, Ref +2, Will +0; Str 10, Dex 14, Con 8, Int 12, Wis 10, Cha 15.

Skills and Feats: Profession: cooking +4, Listen +4, Profession (barmaid) +7; Skill Focus (Profession (barmaid)).

Possessions: 24 sp.

Sergeant Karanth Axepick: Male dwarf Ftr4; CR 4; Medium-sized Humanoid (dwarf); HD 4d10+11; hp 39; Init +2 (Dex); Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +9 melee (1d8+3 [crit x3], battleaxe) or +6 ranged (1d8 [crit 19-20], light crossbow); SQ Stonecunning, +2 racial saving throw bonus vs. poison and magic, +1 racial attack bonus vs. orcs and goblinoids, +4 racial AC bonus vs. giants, darkvision 60 ft, AL LG; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Diplomacy +3, Knowledge (Geography: Principality of Ulek) +3, Profession (soldier) +3; Dodge, Endurance, Power Attack, Toughness, Weapon Focus (battleaxe).

Possessions: masterwork chain shirt, masterwork large steel shield, masterwork battleaxe, light crossbow, 20 bolts.

Encounter One

Jenneliahn Windshear: Female elf Ftr8; CR 8; Medium-sized humanoid (elf); HD 8d10+8; hp 66; Init +4 (Dex); Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +9/+4 melee (1d3+1 subdual, unarmed); SQ Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, low-light vision; AL LG; SV Fort +7, Ref +6, Will +3; Str 13, Dex 18, Con 12, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +3, Diplomacy +5, Handle Animal +6, Intimidate +6, Knowledge (Geography: Principality of Ulek) +4, Profession (soldier) +6, Ride +10, Tumble +7, Use Rope +6; Combat Expertise, Combat Reflexes, Dodge, Leadership, Mobility, Spring Attack, Weapon Focus (longsword), Whirlwind Attack.

Encounter Two

Ocelot Wiers: Male human Ftr2/Rog5; CR 7; Medium-sized humanoid (human); HD 2d10+5d6 +7; hp 43; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 12); Atk +6 melee (1d3+1 subdual, unarmed); SA Sneak Attack (+3d6); SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +5, Ref +6, Will +1; Str 13, Dex 14, Con 12, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Climb +4, Diplomacy +7, Escape Artist +8, Gather Information +8, Hide +9, Intimidate +5, Knowledge (Geography: Principality of Ulek) +2, Move Silently +9, Profession (Soldier) +3, Ride +6, Sleight of Hand +6, Spot +8, Tumble +9, Use Magic Device +10; Dodge, Improved Initiative, Persuasive, Skill Focus (Bluff), Trustworthy*, Weapon Focus (longsword).

Encounter Four

All APLs

Runner (1): Male Human Rog4; CR 4; HD 4d6+8; hp 24; Init +3 (Dex); Spd 35 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d6 [crit 19-20], short sword); SA Sneak Attack (+2d6); SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +2; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +5, Bluff +7, Climb +7, Escape Artist +10, Hide +10, Jump +7, Listen +8, Move

Silently +10, Sense Motive +2, Spot +8, Swim +2, Tumble +10, Use Rope +7; Dash, Dodge, Run.

Possessions: masterwork studded leather, short sword, *potion of haste*, *potion of spider climb*.

APL 2

Ambusher (2): Male human Rog1; CR 1; Medium-sized humanoid (human); HD 1d6+1; hp 6 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +2 melee (1d6+1 [crit 18-20], rapier) or +3 ranged (1d6+1 [crit x3], composite shortbow); SA Sneak Attack (+1d6); SQ Trapfinding; AL CN; SV Fort +1, Ref +4, Will +3; Str 12, Dex 15, Con 13, Int 14, Wis 12, Cha 9.

Skills and Feats: Appraise +6, Disable Device +6, Hide +6, Listen +5, Move Silently +6, Open Locks +6, Search +6, Spot +5, Tumble +6, Use Magic Device +3; Improved Initiative, Iron Will.

Possessions: masterwork studded leather, masterwork rapier, mighty composite shortbow (+1), 20 masterwork arrows.

APL 4

Ambusher (2): Male human Rog2; CR 2; Medium-sized humanoid (human); HD 2d6+2; hp 11 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 melee (1d6+1 [crit 18-20], rapier) or +5 ranged (1d6+1 [crit x3], composite shortbow); SA Sneak Attack (+1d6); SQ Trapfinding, evasion; AL CN; SV Fort +1, Ref +4, Will +3; Str 12, Dex 15, Con 13, Int 14, Wis 12, Cha 9.

Skills and Feats: Appraise +7, Disable Device +7, Hide +7, Listen +6, Move Silently +7, Open Locks +7, Search +7, Spot +6, Tumble +7, Use Magic Device +4; Improved Initiative, Iron Will.

Possessions: masterwork studded leather, masterwork rapier, masterwork mighty composite shortbow (+1), 20 masterwork arrows.

APL 6

Ambusher (3): Male human Rog3; CR 3; Medium-sized humanoid (human); HD 3d6+3; hp 16 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d6+1 [crit 18-20], rapier) or +7 ranged (1d6+1 [crit x3], composite shortbow); SA Sneak Attack (+2d6); SQ Trapfinding, evasion, trap sense +1; AL CN; SV Fort +2, Ref +5, Will +4; Str 12, Dex 15, Con 13, Int 14, Wis 12, Cha 9.

Skills and Feats: Appraise +8, Disable Device +8, Hide +8, Listen +7, Move Silently +8, Open Locks +8, Search +8, Spot +7, Tumble +8, Use Magic Device +5;

Improved Initiative, Iron Will, Weapon Focus (composite shortbow).

Possessions: masterwork studded leather, masterwork rapier, masterwork mighty composite shortbow (+1), 20 masterwork arrows.

APL 8

Ambusher (4): Male human Rog4; CR 4; Medium-sized humanoid (human); HD 4d6+4; hp 21 each; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+1 [crit 18-20], rapier) or +9 ranged (1d6+1 [crit x3], composite shortbow); SA Sneak Attack (+2d6); SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 12, Cha 9.

Skills and Feats: Appraise +9, Disable Device +9, Hide +10, Listen +8, Move Silently +10, Open Locks +10, Search +9, Spot +8, Tumble +10, Use Magic Device +6; Improved Initiative, Iron Will, Weapon Focus (composite shortbow).

Possessions: masterwork studded leather, masterwork rapier, masterwork mighty composite shortbow (+1), 20 masterwork arrows.

APL 10

Ambusher (4): Male human Rog6; CR 6; Medium-sized humanoid (human); HD 6d6+6; hp 32 each; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+1 [crit 18-20], rapier) or +10 ranged (1d6+1 [crit x3], composite shortbow); SA Sneak Attack (+3d6); SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +5; Str 12, Dex 16, Con 13, Int 14, Wis 12, Cha 9.

Skills and Feats: Appraise +11, Disable Device +11, Hide +12, Listen +12, Move Silently +12, Open Locks +12, Search +11, Spot +12, Tumble +12, Use Magic Device +8; Alertness, Improved Initiative, Iron Will, Weapon Focus (composite shortbow).

Possessions: masterwork studded leather, masterwork rapier, masterwork mighty composite shortbow (+1), 20 masterwork arrows.

Encounter Six

APL 2

Bozzy: Male human Clr1/Rog1; CR 2; Medium-sized humanoid (human); HD 1d8+1d6+2; hp 12; Init +1 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-foot 13); Atk +0 melee (1d6 [crit 18-20], rapier) or +1 ranged (1d6 [crit x3], composite shortbow); SA Sneak Attack (+1d6); SQ

Trapfinding; AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 12, Con 12, Int 14, Wis 15, Cha 12.

Skills and Feats: Bluff +6, Concentration +9, Hide +2, Knowledge (Religion) +6, Listen +6, Spellcraft +6, Spot +6; Combat Casting, Iron Will.

Spells Known (3/2+1; base DC = 12 + spell level): 0th – *guidance, resistance, virtue*, 1st – *cure light wounds, protection from good, protection from law**.

*Domain spell. *Domains:* Chaos (Cast chaos spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: leather armor, *ring of protection* +1, rapier, composite shortbow, 20 arrows, 480 gp, spell component pouch, silver holy symbol of Olidammara.

APLs 4 & 6

Bozzy: Male human Clr2/Rog2; CR 4; Medium-sized humanoid (human); HD 2d8+2d6+2; hp 23; Init +1 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-foot 13); Atk +2 melee (1d6 [crit 18-20], rapier) or +3 ranged (1d6 [crit x3], composite shortbow); SA Sneak Attack (+1d6); SQ Trapfinding, evasion; AL CE; SV Fort +4, Ref +4, Will +8; Str 10, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Bluff +8, Concentration +11, Hide +5, Knowledge (Religion) +6, Listen +9, Move Silently +6, Spellcraft +6, Spot +9; Alertness, Combat Casting, Iron Will.

Spells Known (4/3+1; base DC = 13 + spell level): 0th – *detect magic, guidance, resistance, virtue*, 1st – *bane, cure light wounds, protection from good, protection from law**.

*Domain spell. *Domains:* Chaos (Cast chaos spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: leather armor, *ring of protection* +1, rapier, composite shortbow, 20 arrows, 480 gp, spell component pouch, silver holy symbol of Olidammara, *necklace of fireballs: type I (type II at APL 6)*.

APL 8

Bozzy: Male human Clr4/Rog3; CR 7; Medium-sized humanoid (human); HD 4d8+3d6+2; hp 43; Init +1 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-foot 13); Atk +5 melee (1d6 [crit 18-20], rapier) or +6 ranged (1d6 [crit x3], composite shortbow); SA Sneak Attack (+2d6); SQ Trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +5, Will +10; Str 10, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Bluff +10, Concentration +13, Disguise +6, Hide +7, Intimidate +3, Knowledge (Religion) +10, Listen +10, Move Silently +7, Spellcraft +8, Spot +10; Alertness, Combat Casting, Iron Will, Persuasive.

Spells Known (5/4+1/3+1; base DC = 13 + spell level): 0th – *detect magic, guidance, resistance, virtue*, 1st – *bane, cure light wounds, obscuring mist, protection from good, protection from law**; 2nd – *cure moderate wounds, invisibility**, *shatter, sound burst*.

*Domain spell. *Domains:* Chaos (Cast chaos spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: leather armor, *ring of protection* +1, rapier, composite shortbow, 20 arrows, 480 gp, spell component pouch, silver holy symbol of Olidammara, *necklace of fireballs: type II, bead of force, potion of barkskin* +4, *potion of shield of faith* +5.

APL 10

Bozzy: Male human Clr4/Rog3; CR 7; Medium-sized humanoid (human); HD 4d8+3d6+2; hp 43; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 13, flat-foot 14); Atk +5 melee (1d6 [crit 18-20], rapier) or +6 ranged (1d6 [crit x3], composite shortbow); SA Sneak Attack (+3d6); SQ Trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +5, Will +10; Str 10, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Bluff +10, Concentration +13, Disguise +6, Hide +7, Intimidate +3, Knowledge (Religion) +10, Listen +10, Move Silently +7, Spellcraft +8, Spot +10; Alertness, Combat Casting, Iron Will, Persuasive.

Spells Known (5/4+1/3+1; base DC = 13 + spell level): 0th – *detect magic, guidance, resistance, virtue*, 1st – *bane, cure light wounds, obscuring mist, protection from good, protection from law**; 2nd – *cure moderate wounds, invisibility**, *shatter, sound burst*.

*Domain spell. *Domains:* Chaos (Cast chaos spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: leather armor, *ring of protection* +2, rapier, composite shortbow, 20 arrows, 480 gp, spell component pouch, silver holy symbol of Olidammara, *necklace of fireballs: type III, bead of force, potion of barkskin* +4, *potion of shield of faith* +5, *boots of elvenkind*.

Encounter Eight

Grumshale, male half-orc Drd5; CR 5; HD 5d8+10; hp 38; Init +1 (Dex); Spd 30 ft; AC 11 (+1 Dex); Atk +4 melee (1d6+1, quarterstaff) or +4 ranged (1d4, sling); SA spells, SQ Darkvision, Orc Blood, Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (Small/Medium) 1/day; AL N; SV Fort +8, Ref +2, Will +7; Str 13, Dex 12, Con 14, Int 9, Wis 16, Cha 8

Skills and Feats: Animal Empathy +7, Concentration +5, Heal +6, Swim +3, Wilderness Lore +11; Great Fortitude, Track.

Spells prepared (5/4/3/2; base DC = 13 + spell level):
0th – create water, cure minor wounds, cure minor wounds, purify food and drink, resistance; 1st – calm animals, cure light wounds, entangle, magic fang; 2nd – speak with animal, speak with animals, tree shape; 3rd – neutralize poison, cure moderate wounds.

Possessions: quarterstaff, sling, 10 sling bullets, spell component pouch.

Grumshale's animal companions are a myriad of ten hill and light forest animals (1 HD each) who help him keep an eye on his territory. They have free reign over his area of influence, and rarely are more than two of them together at any single time. If Grumshale goes with the PCs to Havenhill, the ties to all animal companions are broken (he leaves them behind).

Optional Encounter Nine

APL 2, 4, and 6

Goblins: Male goblins Ftr2; Small Humanoid (Goblinoid); HD 2d10+4; hp 18 each; Init +4 (Dex); Spd 30 ft; AC 18 (Touch 14, Flat-footed 14); Atks +3 melee (1d6+1 [crit x3], light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +0; Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Listen +2, Ride +13, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 8

Goblins: Male goblins Ftr4; Small Humanoid (Goblinoid); HD 4d10+8; hp 36 each; Init +4 (Dex); Spd 30 ft; AC 18 (Touch 14, Flat-footed 14); Atks +6 melee (1d6+3 [crit x3], light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +5, Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +6, Listen +2, Ride +15, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride), Weapon Focus (light lance), Weapon Specialization (light lance).

Possessions: chain shirt, light lance, military saddle.

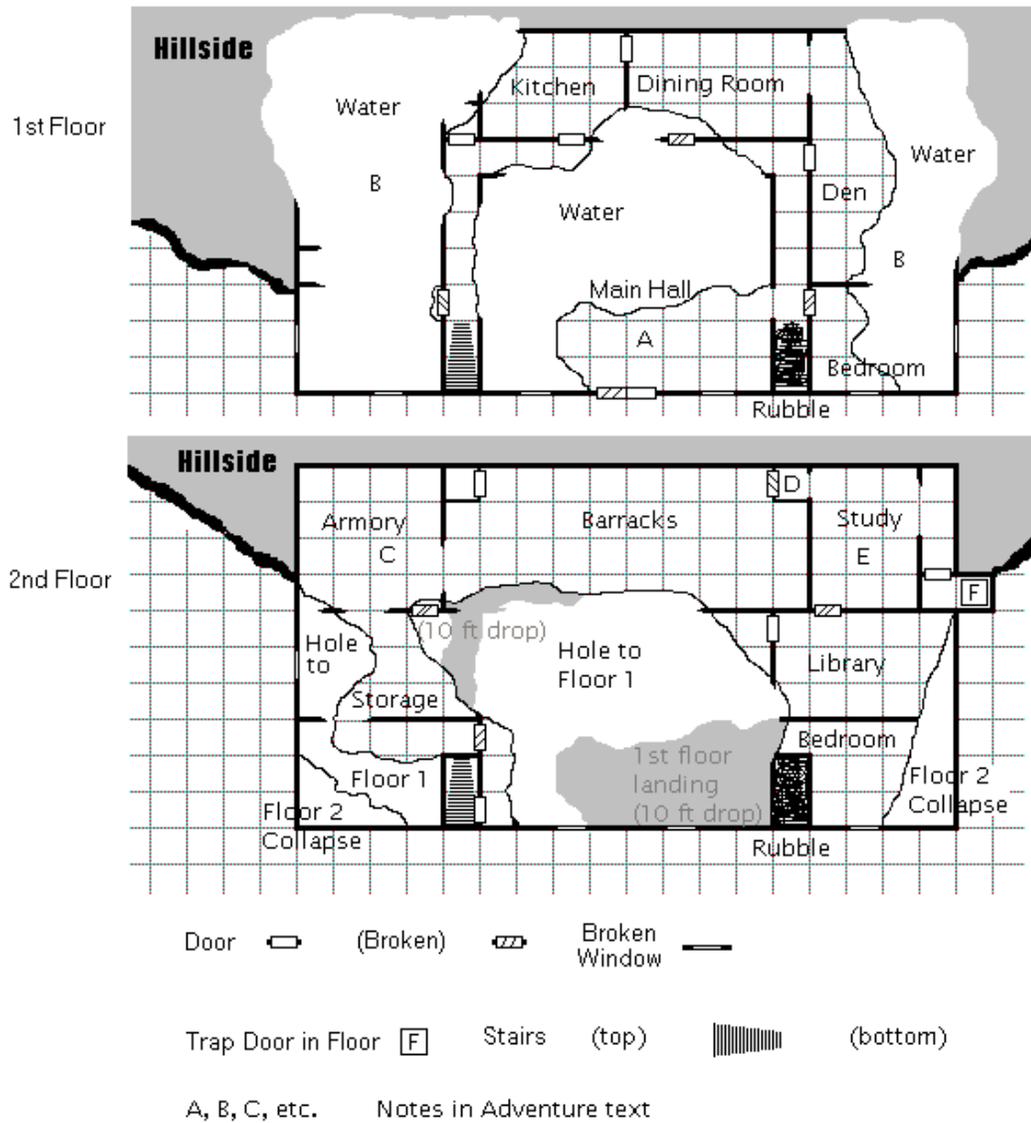
APL 10

Goblins: Male goblins Ftr6; Small Humanoid (Goblinoid); HD 6d10+12; hp 54 each; Init +4 (Dex); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +8 melee (1d6+3 [crit x3], light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +6, Will +4; Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 8.

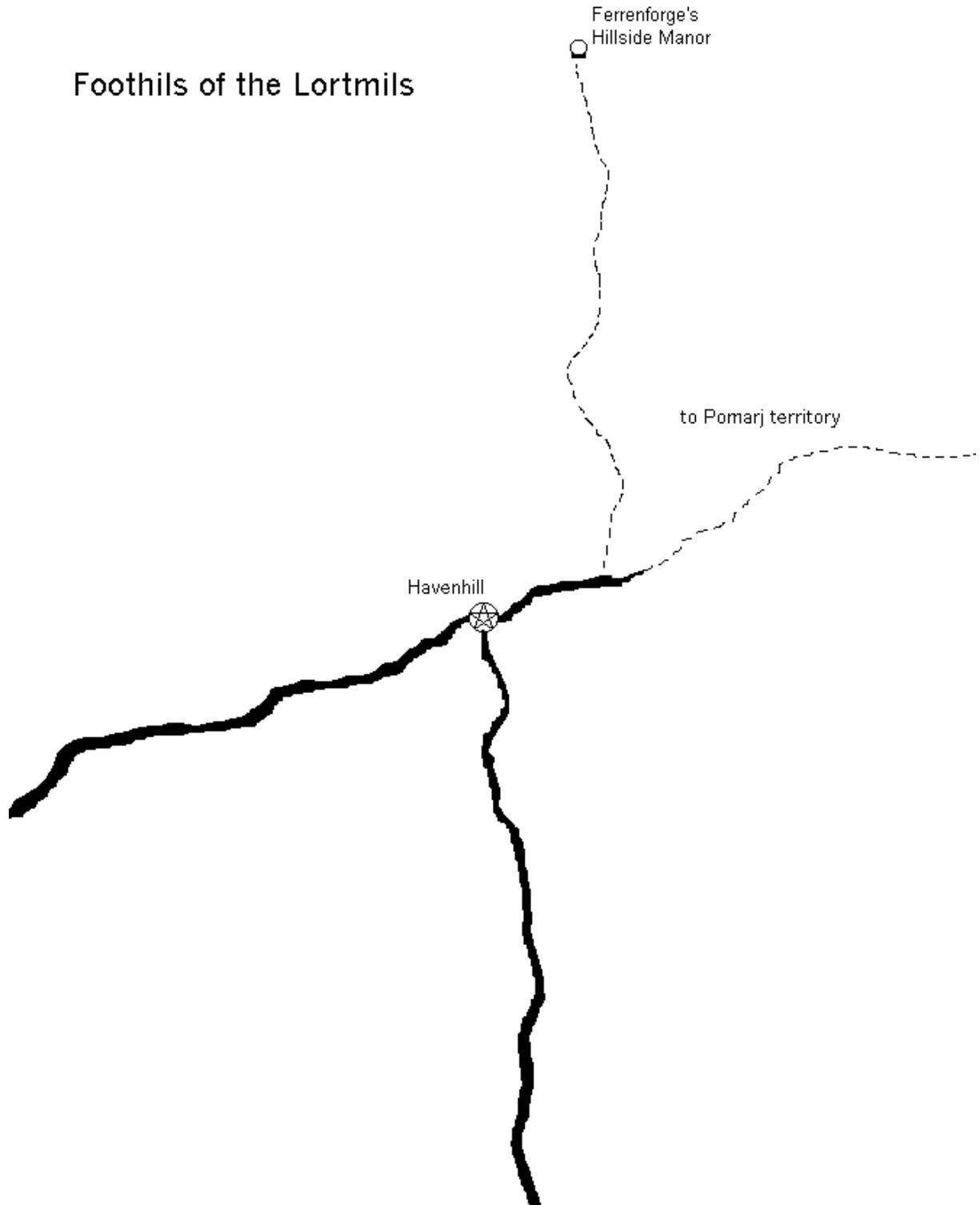
Skills and Feats: Handle Animal +8, Listen +2, Ride +17, Spot +2; Alertness, Iron Will, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Weapon Focus (light lance), Weapon Specialization (light lance).

Possessions: chain shirt, light lance, military saddle.

DM Aid #1: Looted Manor Map



Player Handout #1: Map to Ferrenforge's Manor



Player Handout #2: Kartuth Ferrenforge (by Matt Plog)



Jailbreak
Critical Events Summary
for use at The Summoning

1) Did the PCs find and bring back the atlas from the manor?

YES NO

2) Did the PCs take actions that caused Grumshale to decide not to appear for them?

YES NO

a) If yes, what actions? Who? [List name, PC name, RPGA #]

3) Did the PCs successfully lead the ex-slaves back to Havenhill?

YES NO

4) Did any PC attack Grumshale?

YES NO

If so, who? [List name, PC name, RPGA #]

If you are running this scenario at the premiere, please turn this summary in with your packets. The convention coordinator should then email these results to Christopher Reed, PoU Triad, at fltriad@aol.com. These results will affect future scenarios. Thanks.