

SND01-M01



Freedom of Speech

A mini-module for D&D Living Greyhawk Adventure

RETIRED

by Pieter Sleijpen

A Sunndi regional mini-module for characters level 1-6, for use as introduction to "Fright at Tristor".

DUNGEONS & DRAGONS, D&D, ALTERNITY, Living Greyhawk and RPGA are registered trademarks of Wizards of the Coast, Inc. RAVENS BLUFF, MALATRA, LIVING CITY, LIVING DEATH, LIVING JUNGLE, LIVING GREYHAWK, and LIVING VERGE are trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Getting Started

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

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

This mini-scenario is written as an introduction to the RPGA Living Greyhawk scenario “Fright at Tristor” for use within the region of Sunndi. As per the rules of mini-modules this scenario will cost the PCs that participate 1 TU for in-region characters and 2 TU for out-of-region characters. The nature of mini-modules is such that they are not play-tested to ensure appropriate challenge; all participants must understand that this is a risk. As with regular Living Greyhawk the tier of the party should be determined.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>Lvl</u>
<u>Cap</u>				
T1:	4-12	5-13	6-14	4 nd
T2:	13-22	14-24	15-26	6 th

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

Lifestyle

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

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

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

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

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

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

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

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

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

Adventure Summary and Background

The Theocracy of the Pale is a nation to the far north of the Flanaess and it is the holy land for those who worship Pholtus. Pholtus of the Blinding Light is a strict and unbending deity of law, order, light and the sun and the moons. The dogma of his clergy is that there is only one true way to life and shows little tolerance for those who hold a different lifestyle and opinion on what is right and wrong. As such the faith of Pholtus has got little love with the tolerant and freedom loving people of Sunndi. Still, his clergy is headstrong and as unbending as their faith. They are constantly trying to convert people to their cause. Regularly people from the Pale travel to other nations to show them the light of their faith. Most of the time these travel in groups, because those serving darkness tend to resort to violence when faced with the blinding light of the truth. Once in a while smaller groups are sent out, mostly because of fanaticism and devotion of those involved.

Felgar is one of those fanatic people, though unlike many fanatics he prefers words to swords. Together with the young boy Belmir, he has travelled the whole of Flanaess to save the souls of people from imminent doom. Now they have arrived in Pitchfield, the capitol of the kingdom of Sunndi. The laws of Sunndi only rarely outlaw religions as a result of their love of freedom and tolerance. In the eyes of most Sunndians everybody has the right for his own opinion and faith. Though for some the worshippers of Pholtus stretches this tolerance to their limit. Felgar and Belmir have faced ridicule since their arrival in Sunndi, but until now they have never been harmed in any way. Even the ridicule was limited to relatively harmless pranks by youngsters and light-headed jests and words. The old man and his young servant hardly posed a threat to the way of living of the Sunndians. The atmosphere in Pitchfield was no different until they drew the attention of a group of young ruffians. These ruffians belong to a gang known as the Nemoudian Hounds, referring to one of Trithereon's animal

companions. The leaders of this gang have decided that Felgar and his servant deserve a lesson in humility. As happens with many of these lessons, things will run out of control and if the PCs do not intervene this lesson will cost the life of Felgar. Belmir will survive, but after this incident he will want to return home to his parents. The PCs will be asked to guide the young boy home, which will give the reason for why the PCs are in the Pale.

Adventure Synopsis

Player Introduction

The PCs will enter the tavern "The Broken Manacles" in the hope of enjoying a pleasant evening. Once inside they are allowed to enjoy the mood of the place for a short time and to get themselves introduced to each other.

Encounter 1

Young Belmir and his master Felgar, who are spreading pamphlets about Pholtus and the service they will hold tomorrow at sunrise, interrupt whatever the PCs are doing. Felgar will most happily discuss religious matters a bit, but he asks them to come to the service tomorrow for any long discussions since he has got little time this evening.

Encounter 2

The PCs will then witness how Belmir and Felgar are pestered by the Nemoudian Hounds. Vella, the tavern owner and bartender will intervene on Felgar and Belmir's behalf. This in turn will turn the wrath of the Hounds on Vella, who then besieges those present to come to her help. After a short brawl the Hounds will be thrown out. Under no circumstances will Vella call the City Guard. Being a true Trithereonite, she prefers to handle her own affairs. The Hounds do threaten to avenge themselves and they especially tell Felgar and Belmir that they will be waiting for them. Felgar will besiege the PCs to guide him and Belmir to his sleeping place. If they refuse he is forced to go out alone.

Encounter 3

If the PCs travel along with Felgar and Belmir, the Hounds will ambush them. After a short fight, the Hounds will most likely run. Though Felgar is most likely mortally hurt. Independent from the fact if the PCs are able to save him, he will besiege them to bring Belmir home to his parents in the Pale. He will offer them his meagre savings, which he has hidden in his

room. He himself is too old to travel and he will stay in Sunndi. If the PCs did not come along with Felgar, Felgar will have died. His last request to the City Guard and the clergy of Trithereon though was that they bring Belmir to his parents. As an alternative way to punish the PCs for their inaptness to help a person in need, they will ask the PCs to full fill this task. They will be offering the same reward,

Player Introduction

During this mini-scenario it is assumed that the PCs are in Pitchfield and have decided to spend the evening in the Broken Manacles. Why the PCs are in Pitchfield and why they want to travel to this particular tavern is up to the players. The PCs might decide to know each other in advance, having been together prior to this scenario or they might meet each other for the first time in the tavern. If the PCs know each other in advance, allow them to describe themselves to you and the other players before starting the game.

The Broken Manacles is a justly famous tavern in Pitchfield and not only because of its past as being the headquarters for the local resistance against the Great Kingdom. More details on this tavern can be found in Appendix A. Feel free to share the information on the Broken Manacles with the players since it is general information easy accessible by anybody within town.

It is a typical clouded, hot and humid evening in the streets of Pitchfield. After a day of wandering around through the streets of this small city, you have decided to spend the evening within the confines of the famous tavern "The Broken Manacles". Nothing cures tired legs and hot sweaty days then a pint of good ale or a glass of wine. If nothing else, you might at least learn some new rumours or meet some potential employers.

It does not take long to get to the Broken Manacles. It is a two story stone structure with a stone roof, several large windows with solid green painted shutters and a large thick wooden door. The sign above the door in clean new paint shows two hands breaking the manacles that held them together. The soft sound of merriment can be heard from the outside, but once you open the door you realize how good it blocks sound. You look into a large and open room, with a second floor balcony looking down upon a

stone platform in the middle of the room. A half-elven musician is playing background music softly on harp on the platform. There are several guests in the tavern and most of them look like adventurers. Halflings and human maids serve drinks and food and behind the bar a small timid half-orc is tapping ale. There are several places empty and a staircase leads up to the second floor. The walls are unadorned and the chairs and tables are made out of thick wood and chained together. The place looks like it could survive a tavern brawl relatively unscathed.

A brass plate can be easily seen above the bar. In it the following words are inscribed: "In memory of those who died for the freedom of all. 589 CY" Followed by a list of names.

Allow the PCs some time to take in the scene. Describe some of the guests. Feel free to improvise this, take care not to overdo it. While there are adventurers among the guests most of the people are normal citizens. Once the PCs sit down a broad shouldered dwarven female with long braided black hair, green eyes and simple clothes will welcome them in her tavern. This is Vella the tavern owner, who makes it her job to know every regular customer by face if not name. She always personally greets guests, never forgets a name and loves to chat for a while before going to other guests. Alert PCs might spot (DC 15) the silver holy symbol of Trithereon around her neck. She is especially interested in past exploits of PCs. Then let them again enjoy the scene a bit, before proceeding to Encounter 1. The Hounds are not there yet.

Some suggestions on special guests

- A group of three elder Trithereon clergy. These people are enjoying a drink while discussing the possibilities of sending official help to the Rebels of Onnwal. They do not wear armour, wearing simple clothes. Their holy symbols are clearly shown though and they are armed with longswords. They are not here for a fight and keep themselves out of any armed conflict. The two human males are Henrad and Jossil. The female half-orc is called "Yellow Tusk".
- Two halfling youngsters and their father. The youngsters are observing the tavern like their life depends on it. Quietly whispering with each other and now and then asking their father something. If approached by the PCs they will be very shy, leaving the talking to their father. Their father was a resistance

fighter in the past and he is a personal friend of Vella. The two youngsters are Cade and Milo. The father is called Elbor.

Encounter 1: The words of Pholtus

At some time early in the evening Felgar and Belmir will enter the tavern and spread the pamphlets. Let Belmir first approach the PCs while Felgar is in a heated discussion with the above-mentioned Trithereonites.

You are enjoying the evening when your attention is drawn to an old tall thin Oeridian man with short white hair, a long white breaded beard and clean white robes. He wears quite visibly a silver circular amulet [knowledge religion DC 10 to recognize Pholtus' holy symbol]. He seems to be arguing theology with the Trithereonites and the discussion is rather heated. Apparently the old man seems to be rather serious in his discussion, while the three Trithereonites are seeing it as a joke.

The sound of a soft polite cough turns your attention to a young man around 15 years old standing next to your table. He also wears white robes and the same symbol. The material of both the symbol and the robes are of a much simpler and cheaper quality. Unlike the old man, the boy clearly is of Flan decent with short black curly hair, sturdy build, dark eyes and a copper coloured skin. In his hands he holds several pieces of parchment, holding one out to you. He seems to avoid eye-contact, looking at his feet.

Give the players Hand-out 1. Felgar is an old man of clear Oeridian decent with short white hair, a long well kempt beard and grey eyes. He wears simple white robes, sandals and clearly visible the silver holy symbol of Pholtus. Belmir is of Flan decent, sturdy build and with short curly black hair, black eyes and a brown skin. Belmir's parents were very poor and by offering the service of their son they hoped to gain some absolution from their sins. Belmir misses his parents greatly and the old Felgar has not treated him kindly. Belmir is rather shy and he will at most answer with a simple yes, no or do not know. He will tell them to talk with Felgar. An alert person might notice that Belmir is a little bit afraid of Felgar, though at the same time he greatly respects the man (sense motive DC 15). A spot check (DC 15) will show that Belmir has been beaten. Belmir will avoid the subject.

Felgar will tell that it was in punishment for Belmir's sins. Felgar will say that it hurt him as much as Belmir and he is sincere in this. Felgar is a fanatic worshipper of Pholtus and he will not avoid a religious discussion. Read more on the faith of Pholtus in the Living Greyhawk Gazetteer. Felgar will not avoid a discussion, though as all fanatics he does not listen to reasonable arguments. Under no circumstances will he resort to violence though and rude behaviour will only make him sad. He does not want a long discussion though and after a while he will go to other tables. Before he leaves he invites the PCs to come to the service tomorrow at sunrise to further discuss religion.

While Felgar is not very powerful, he has got a lot of influence in the small community of Pholtus worshippers within Sunndi. The man is charismatic and a good talker.

Felgar of Pholtus, male human Clr3 (Pholtus): See above for a description. He has not prepared any attack spells. His domains are knowledge and law.

Belmir, male human, Com1: See above for a description.

Encounter 2: The Barking of the Hounds

At a certain moment a group of loud-mouthed young men enter the tavern. They are dressed in a rag tag of clothing, and all wear a red leather bracelet around their left arm. As soon as they appear it is clear they are looking for trouble. Most customers ignore them as best as they can. It doesn't take long for Veshkar, the leader of the group, to find a proper target for their attention. Matter of fact, they had heard of Felgar and his boy servant Belmir and came to the tavern to teach them a lesson. He will immediately pester them. At first he will offer them a glass of rum, which of course Felgar and Belmir will refuse. Felgar will even go so far as to start a lecture. This will only lead to laughter and scorn. Then suddenly Veshkar seems to decide to play a game with the two. At this moment Vella intervenes furiously. She knows Veshkar by name and she is quite clear that she does not agree with his interpretation of Trithereon doctrine. Veshkar listens to Vella's raging lecture for a few short seconds, when he just laughs and orders his gang to take both Felgar and Belmir. At that moment Vella asks for help from her guests. Some will prefer to keep out of this,

mostly because they do not like the followers of Pholtus very much. A few will help. If the PCs also help, they somehow face Veshkar and four of his gang members. While the other guests deal with the other gang members. If the PCs do not intervene, Veshkar will be squarely beaten by Vella and thrown out together with his beaten fellow gang members. Of course Veshkar will threaten Vella and tell Felgar they will be waiting for them. After a short speech about cowardice to the guests that kept themselves apart, she and her maids start cleaning up. She will of course thank those PCs that did help her, even though in reality she did not need that help. If any of the PCs actually showed own initiative in helping Felgar and Belmir she will remember those PC. In that case these PCs will be rewarded with 1 favour from her. Since she is a cousin from the king of the dwarves in the Glorioles and a good friend of the current ambassador from that realm, this influence point is quite valuable.

After the fight Felgar tries to thank Vella, but she simply states that what she did had little to with any respect for Pholtus or his followers. She simply believes that everybody is entitled to their own opinions and that that was for which her brother died and for which people fought during their rebellion against the Great Kingdom. Felgar and Belmir will then be waiting for some time. At a certain point they want to leave, but they are afraid. They will ask people in the tavern for help. If none is given though, they will leave. Felgar does not want to spend his few gold pieces to protect himself against what most likely is just a gang of mislead youths.

Tactics: This is a simple tavern brawl and the Hounds will use little tactics. Though just as normal hounds they prefer to swarm on one individual, until that person is down. Under no circumstances will they draw steel during the brawl. They know fully well that Vella does not mind a brawl now and then, and she will not press charges. If somebody draws steel though, the law will be called and the offender will be punished. Hopefully the PCs will realize this as well or else they will be spending several days inside a prison cell. If they actually hurt somebody punishment will be more severe. Killing any of the Hounds is murder.

Tier 1 (EL 4):

Veshkar, male human Ftr1: CR 1; Medium Humanoid; HD 1d10+1; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +3 melee (1d3+2δ, 1 fist); AL CN; SV Fort +3, Ref +0, Will

+1; Str 14, Dex 11, Con 12, Int 9, Wis 9, Cha 16. Height 6 ft.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Animal Handling (dogs) +7; Weapon focus (long sword), iron will, skill focus (intimidate).

Equipment: Studded Leather, dagger, longsword, 12 gp, wooden holy symbol of Trithereon.

Personality: Veshkar is a demagogue with a bad attitude. He considers himself superior to most people and as such he is arrogant, rude and violent. He likes to be in the centre of attention and loves the attention the gang gives him.

Hounds, male human War1 (4): CR ½; Medium Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +2 melee (1d3+1δ, 1 fist); AL CN; SV Fort +5, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Height around 6 ft.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Ride Horse +4; Power Attack, Great Fortitude.

Equipment: Studded Leather, dagger, 15 sp.

Tier 2 (EL 6):

Veshkar, male human Ftr2: CR 2; Medium Humanoid; HD 2d10+2; hp 17; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +4 melee (1d3+2δ, 1 fist); AL CN; SV Fort +4, Ref +0, Will +1; Str 14, Dex 11, Con 12, Int 9, Wis 9, Cha 16. Height 6 ft.

Skills and Feats: Climb +4, Intimidate +6, Jump +4, Animal Handling (dogs) +7; Weapon Focus (long sword), Iron Will, Skill Focus (intimidate), Power Attack.

Equipment: Studded Leather, dagger, longsword, 12 gp, wooden holy symbol of Trithereon.

Hounds, male human War1 (7): CR ½; Medium Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +2 melee (1d3+1δ, 1 fist); AL CN; SV Fort +5, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Height around 6 ft.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Ride Horse +4; Power Attack, Great Fortitude.

Equipment: Studded Leather, dagger, 15 sp.

Encounter 3: Ambush

If the PCs do not escort Felgar and Belmir home, this encounter will not take place. Instead, they will hear the following morning that the Hounds had captured Felgar and Belmir and that Felgar had died due to drowning. In this case, the Guard will contact the PCs the following morning. For more information see *Conclusions*.

Once the PCs exit the tavern with Felgar and Belmir, Felgar will lead them on his way to their apartment relatively nearby. It has been raining quite severely and the streets are muddy and wet. Since the weather has turned for the worst, the streets are nearly empty. Only the rats, street cats and stray dogs can be heard. A particular alert PC though might notice that somebody is following them. This requires a spot check DC 22. This is Gestar, who is only detailed in tier 2. In tier 1 encounter, he will only alert Veshkar and he will not get involved in the scene. If confronted, Gestar will say that he has been admiring one of the heroes (preferably one who showed to be the most influenced by flattery) and has been watching them since the tavern. A successful intelligence check (DC 15) will point out that the PCs indeed saw him there. He will act like he is really admiring the PC, but was too afraid to ask for an autograph. In short, he will act like a hero worshipper youth. Since Veshkar knows where Felgar lives, Gestar knows that he does not really need him to trail the PCs. So after the autograph he stops trailing the PCs and he will simply go away.

Felgar's apartment is located at a little square with several trees and a fountain on it. It is here that the Hounds are waiting for Felgar. They have hidden themselves reasonably well. A successful spot check (DC 10) though will give the PCs time enough to react. The first thing Veshkar will do though, is to tell the PCs to surrender. They will not be harmed. He admires their courage and fighting prowess, but they only want to teach Felgar and Belmir a lesson in humility. If they resist, he will let the Hounds attack the PCs with saps. If the PCs draw steel and use their weapons in a lethal way he will shout the order to draw real weapons as well. He does not want to kill the PCs, but he will not allow them to kill his men. The dogs are trained to capture people alive and they will try to trip and then grapple opponents. In that case they will also deal subdual damage. If the dogs are hurt though, they will lose self-control and go for the kill.

If more than half of the Hounds go down, or Veshkar gets seriously hurt, the Hounds will either surrender or retreat. If they can safely flee from the square they will prefer that to surrender. If the combat takes longer than 10 rounds, the Guard will arrive and in that case the Hounds will also retreat. If the PCs do not take special precautions to protect Belmir and Felgar, both will be knocked unconscious in the first round. Felgar will then be trampled over the next round to -5 hit points. Unless the PCs can get him out of harms way and cure him magically, he will die. His last words will be posing the request to bring Belmir to his parents, including offering the reward of 50 gp per PC from the church of Pholtus. If any people died, the Guards will be very stern during the questioning. In this case the PCs will be arrested at least for the night. The next morning they will be released, since they were acting out of self-defence. Else the Hounds will tell that it was just a joke, hoping the PCs will do the same. If not, then again both groups will be arrested for the night to be released the next morning. Though in this case the PCs will be treated a lot better, then when a real crime has taken place.

Tier 1 (EL 7):

Veshkar, male human Ftr1: CR 1; Medium Humanoid; HD 1d10+1; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +3 melee (1d6+2δ, 1 sap) or +4 melee (1d8+2, 1 longsword); AL CN; SV Fort +3, Ref +0, Will +1; Str 14, Dex 11, Con 12, Int 9, Wis 9, Cha 16. Height 6 ft.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Ride Horse +4; Weapon focus (long sword), iron will, skill focus (intimidate).

Equipment: Studded Leather, dagger, longsword, 12 gp, wooden holy symbol of Trithereon.

Nemour and Hestar, war dogs (2): CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); SA trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

Hounds, male human War1 (6): CR ½; Medium Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +2 melee (1d6+1δ, 1 sap; 1d6, 1 light mace); AL CN; SV

Fort +5, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Height around 6 ft.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Ride Horse +4; Power Attack, Great Fortitude.

Equipment: Studded Leather, dagger, 15 sp.

Tier 2 (EL 9):

Veshkar, male human Ftr2: CR 2; Medium Humanoid; HD 2d10+2; hp 17; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +4 melee (1d6+2δ, 1 sap) or +4 melee (1d8+2, 1 longsword); AL CN; SV Fort +4, Ref +0, Will +1; Str 14, Dex 11, Con 12, Int 9, Wis 9, Cha 16. Height 6 ft.

Skills and Feats: Climb +4, Intimidate +6, Jump +4, Ride Horse +4; Weapon Focus (long sword), Iron Will, Skill Focus (intimidate), Power Attack.

Equipment: Studded Leather, dagger, longsword, 12 gp, wooden holy symbol of Trithereon.

Gestar, male human Rog1: CR 1; Medium Humanoid; HD 1d6; hp 6; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +0 melee (1d4, 1 dagger; or 1d6δ, sap), +3 missile (1d8, light crossbow); SA sneak attack +1d6; AL CN; SV Fort +0, Ref +5, Will +0; Str 10, Dex 16, Con 11, Int 12, Wis 10, Cha 10. Height 5 ft. 6 inch.

Skills and Feats: Bluff +4, Escape Artist +7, Hide +7, Listen +4, Move Silently +7, Pick Pocket +7, Search +5, Sense Motive +4, Spot +4, Tumble +7; Improved Initiative, Dodge.

Equipment: Studded Leather, dagger, light crossbow, 12 gp, wooden holy symbol of Trithereon.

Nemour and Hestar, war dogs (2): CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); SA trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

Hounds, male human War1 (7): CR ½; Medium Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +2 melee (1d6+1δ, 1 sap; 1d6, 1 light mace); AL CN; SV Fort +5, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Height around 6 ft.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Ride Horse +4; Power Attack, Great Fortitude.

Equipment: Studded Leather, dagger, 15 sp.

Conclusion

At the end of this mini-module the PCs most likely have agreed to bring Belmir back to his parents. These live in Wintershaven, the capitol of the Pale. The journey itself will be uneventful. On the way back from Wintershaven they will hear about the animal mutilations and the reward in Tristor. If there is a ranger, druid or cleric of a nature orientated deity in the group this news will also come through their contacts. In that case they will also be directed to Sheaves Thunderash.

Handout: Pamphlet of Pholtus

*Darkness of Evil and Chaos is everywhere
Outside and inside
Do not let it rule your life*

*Step out of the Darkness into the Light
The Light of law, order and goodness
And let the Light heal all your wounds
Both physical and mental*

You want to know how?

*Join our service at sunrise
And learn the truth about Pholtus
Lets his light safe your soul from eternal damnation and let your
mind find rest in Pholtus perfect ness.*

Appendix A – The Broken Manacles

Description

Near the northern gate, also known as the Glorioles Gate, on a corner of two small streets stands a large two storey high stone building. As many of the buildings within the city its walls are thick and even the roof is made out of flat limestone. This keeps out the heat of the day. The thick green wooden shutters, small windows and reinforced doors give the impression of a small fortress and the building is a bit out of place in the neighbourhood. To the trained eye it should be clear that the building is older than the surrounding houses. Above the main entrance hangs a large sign with in fresh paint two arms breaking the manacles that bound them together.

Once inside, a traveller will be pleasantly surprised. If the outside suggests a Spartan simple tavern, the inside is different. Certainly, the furniture is sturdy and simple and in many cases the chairs are chained to the tables. The walls are unadorned and show the naked stone out of which the building is made. Even the wooden beams that support the second floor are sturdy, simple, but effective. In the middle of the room there is a circular stone platform with steps leading up to it. This platform is reserved for the musicians that heighten the romantic or festive mood of the place. A large wooden bar can be found behind the platform. A large brass sign hangs clearly visible above the bar, in it the following words are engraved in common, dwarves and elves: "In memory of those who died for our freedom. 589 CY" Under these words a list of names follows. A wooden staircase leads up to the second storey, which also contains tables. Unlike the ground floor though, it contains several private booths that can be closed with curtains. The area around the platform and the bar on the first floor are not covered by this second story. So people on the second storey have an unobstructed view of whatever happens below. A large net though covers this area against any object people might want to throw from above.

In short, the interior is build to survive a tavern brawl without too much cost to the owner. Still, well placed continual flames, the smell of fresh flowers and the daily-cleaned straw on the ground give the place a comfortable and romantic aura. It has the feel of a tavern for adventurers, which does not make it popular with adventurers but with a lot of people who love to feel an adventurer for

one night without the usual risks involved with such a job.

The Employees

The owner of The Broken Manacles is the dwarf female Vella Ironbeard, cousin of the king of the Glorioles and respected member of the local Trithereon temple. Her brother was the original owner of the tavern, who was executed during the Greyhawk Wars for his activities against the Great Kingdom. Shortly after the war she took over the tavern and she greatly improved it. Under her brother it was an average tavern, now it is justly famous and not only because of the atmosphere and the quality of food and drink. She is outgoing, tries to have a chat with all her guests and strangely enough she almost always remembers those with whom she has had a chat. In short, she is rather strange for dwarf' s standards. She is a broad shouldered dwarf with long braided black hair, green eyes and simple clothes. She does not have a beard. Vella does not mind a brawl within her tavern, as long as those who do not want to get involved are kept out and as long as no weapons are drawn. She is a good person to have as a friend, but a bad person to have as an enemy. She has got influence with both the temple of Trithereon in Sunndi, the Council of Lords through her family connections with the dwarves of the Glorioles and friendship with Hazendel. Besides her contacts though, she also is a formidable fighter who has fought a lot during the Greyhawk Wars. Still, she prefers her current job far above warfare.

Vella has got a knack for hiring the right kind of people and she does not care of what race or background her employees come. So there are halflings, humans and the occasional half-elf that serve the guests. The barman is usually a small timid half-orc named Werner, who is a very good listener. The gnome illusionist Drap who serves as protection against magic is a very good friend with Werner and tends to help out on busy nights. The cook is also a half-orc, but the man is surprisingly good in the kitchen and even elves praise him. All her employees are good natures, have a good sense of humour, are patient and can withstand a lot of roughness.

The Fare

The Broken Manacles serve all kinds of drink, though it is one of the few places in Pitchfield where one can buy Dwarves Stout for a reasonable price. There is a large selection of ales. The wine card is a lot less extensive. Meals are served as well, though the kitchen

closes around 10 pm. Meals are relatively simple, but of a surprisingly good quality.

Stories about the Broken Manacles

The Broken Manacles is an old building with a long history as a tavern. During its long history it had many names and most of them have been long forgotten. As with many old buildings there are many myths and legends about the place and most of them involve murder and ghosts. The most recent events though are not myths. During the final decades of occupation by the forces of the Great Kingdom a cell of the resistance had its headquarters here. At that time the tavern was known as the Sleeping Willow. There was nothing special about it and the owner, Keldar Ironbeard, brother of Vella Ironbeard, preferred to keep it that way. After all, a famous tavern only draws attention. Rumours tell that the cellars of the place have been used to interrogate and kill people that worked for the Great Kingdom and that their spirits still haunt the place. Vella will become furious when people suggest that this took place. In a war people might be forced to do all kind of evil things, but her brother did not resort to the same tactics as the agents of Ivid The Undying! Fact is that the people of Ivid did find out several weeks before commander Osden liberated Pitchfield. The soldiers came out of nowhere, killed all the guests that resisted and arrested the rest. All were publicly executed, including Keldar Ironbeard.