

VELINT3-03

Crimson Steeple

A One-Round D&D Living Greyhawk® Veluna Introductory
Adventure

Version 1

by Russell Akred

A young boy needs the help of some stout adventurers to help him travel to a mining colony in the Lortmil Mountains. Seems easy enough especially with the Knights of Veluna back on patrol, but did he mention that the colony was one full of lepers? A Veluna Introductory Regional adventure for APL 2 ONLY.

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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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. 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.

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*.

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

Living Greyhawk 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):

Determine the character level for each of the PCs participating in the adventure.

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 following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 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	5	6	7

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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.

Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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.

Allow a group of 1st level characters to “enlist an iconic.” Stats for the first-level versions of Jozan, Lidda, Regdar, and Miale are provided at the end of the adventure. An iconic participates as any other player character, but is controlled by the DM.

Time Units and Upkeep

This is a standard 1-round Introductory adventure, set in the Archclericy of Veluna. Characters native to the Archclericy of Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

PCs may spend additional TUs on metaorg activity and magic item creation. There is no upkeep cost for these TUs.

Adventure Summary

After encountering a young man, Will Stone in Kempton's Craft district, the PCs meet a blacksmith with a problem. A mule train needs an honorable group for protection on its trip from Kempton to a remote mining camp named Crimson Steeple. They then need their caravan loaded with iron and brought back to Kempton. The train leaves in the cool dark spring hours of the next morning. The group will accompany and protect the guide and 24 mules on the two-day journey into the Lortmil Mountains.

The first encounter met is a Kempton patrol before reaching the Mountains. The horsemen inspect the supplies of salted meat, seeds, cloth and finished goods like picks and shovel heads. They also have concerns about where the mule train is headed, a rugged area of the Lortmil Mountains.

The mule train travels a crude but marked mountain passage guided by Will. The young man is following carved symbols in the rock faces along the way. The mule train is then ambushed by two giant spiders hungry for blood.

Arrival at the camp is met by Jerrin, a cleric of Allitur, who is the leader of the camp. The camp is having furnace problems that hamper the smelting of the iron ore. The order is only half ready and it will be weeks before enough is refined to load all the mules. The mining camp happens to be a remote leper colony.

The camp is not only trading with Kempton but also a Dwarven group, Clan Rockhammer, deeper in the mountains. One other group has taken notice of the mining camp. A large tribe of Troglodytes from far across the lake is extorting the iron from the camp. These Troglodytes show up the night after the PCs show up to take their iron from the miners.

Here is where the PCs can make many choices. Defeating the Troglodytes right there will be difficult at best closer to impossible for new adventurers. If they do attack and kill or drive off the Troglodytes then the camp is in no better shape. The tribe will send more to enslave the miners and kill Jerrin and any others that stand against them. The iron order will not be filled and the players will not be paid the full amount when they deliver the incomplete order.

The PCs can just leave with or without the iron the camp has right now. The Troglodytes will come back take what ever iron they can and kill Jerrin to show the miners they mean business. The camp, losing their healer, will soon perish without his guidance.

The PCs can help the miners make defenses for when the Troglodytes return. Many items are in the camp to allow a strong defense against an attack coming from the lake. This should drive off the troglodytes, which are not prepared for a real fight. If even one troglodyte escapes to return to their tribe the camp will be seen as too dangerous to extort anymore.

Also if aid is given to repair the damaged furnace the iron shipment will be filled plus several more pigs of iron that will net the PCs even more money.

Returning to Kempton could have several different greetings. If the camp is doomed the craftsmen of the town voice their disappointment of the PCs abilities loudly. Many of the craftsmen have family members in the leper camp leaving them feeling helpless to afford aid to the miners. If the camp is better off for the players visit then the craftsmen are very grateful and boast of the intelligence and bravery shown by the victorious players.

Introduction

Spring is reaching into the foothills of Veluna's broad backbone, the Lortmils. You walk through the muddy streets of Kempton as ringing echoes from smithy shops all around. The iron from the mountain starts new lives on the face of Kempton's anvils. The smell of sulfur and brimstone fill your nose as you trudge the narrow street.

Suddenly a dark haired boy bursts from an alley. His olive skin and drab peasant robes are caked in mud and blood. He runs forward a few steps before crashing into you. Before you can react ten more boys dart from the alley carrying rocks and laughing hardily at the fallen victim. "Come on get up! It's too easy to hit you there in the mud you little swine!"

The boy is Will Stone a 14 year old young Oeridian running from his classmates who have decided he was being uppity and needs to be put in his place. Will's father has been missing from the town for a couple of years and dead for months. A blacksmith and uncle to Will is raising him now but cannot give the boy what he really needs, a father.

If the players show him mercy and act to help him the bullies should be chased off easily enough with an Intimidate, Bluff or Diplomacy check [DC 10]. If all else fails drawing a weapon will send the bullies on there way very quickly.

Will is at -3 hit points from subdual damage and is wounded by a blow to his head. Brought around he is grateful and asks the players to take him to his uncle's workshop.

Walking up to the entrance you see a well-crafted iron sign of an anvil and hammer. The three-story structure is made of reddish stone and looks old and worn. Four people rush from the arched entrance, the last turning and spitting on the threshold before thumping his chest shouting, "Do not contact us again Pounce of Hurrel Stone. You would send us to our death for a few crooks! Let them starve up there if it means I must sacrifice myself." The brown haired man strides after his friends as a middle aged blacksmith steps out with a broom to sweep away the spit.

This Oeridian man wears a heavy leather apron with pockets full of tongs, hammers and other tools. Ash peppers his gray hair and black soot covers his angry face. Looking up he sees Will and his angry expression is washed away by concern. "Will!" he shouts, "What has become of you? Are you hurt? Come in and sit down!"

Pounce is Will's uncle and head of this guild workshop that produces hardware. He invites the players in and is grateful for their intervention. When he is told of the bullies' attack on Will he is not surprised and suddenly tired. All around the shop baskets of supplies are being gathered and carried out. A mule train that's going into the Lortmil Mountains has been ready to leave for a week. Pounce cannot find honest men to protect the caravan and is at the end of his rope. He closes the shutters to his office and turns to the party.

"I need good honest brave adventures to protect those supplies ready for Crimson Steeple and the iron in trade that's coming back." Pounce looks toward each of you. "Could you fellows guard the mules and supplies to Crimson Steeple, and the 72 pigs of iron coming back? I'd be willing to promise 25 crooks for each of you. Leaving before first light you can get the train back to me by next Earthday figuring in a night spent at Crimson Steeple."

If they have any questions read the following:

Who are you?

I am Pounce of Hurrel Stone, Head of this ironworker's guild. Will is my young nephew and next in line to head the ironworkers.

Why did those men quit on you?

If pressed on this question he will tell that the others quit when they discovered that the mine is a leper colony. They were afraid of catching the filthy disease and reneged on the deal.

Why are you being so quiet about it?

He wants to keep this supply train out of everyone's business. Pounce does not wish association with the sickly colony since it might run clients off. If he loses

business then the colony will not have anyone to buy their iron. The colonies production has been slipping lately and he is also worried people may think it is from their sickness.

When will the train be leaving?

Before sunrise so it can make it to Sherry's clearing before nightfall. The 36 mules will be loaded and ready outside the North gate.

Where is Crimson Steeple?

It is in the Lortimil Mountains next to a mountain lake. Will knows the way and will be your guide.

The mule train will be leaving at an hour before sunrise giving the players time to stay at a local inn. They will be given a wake up visit by an apprentice of Pounce.

If the PCs accept then just continue on. If they are hesitant then have both Will and his uncle kick up the sympathy and pour it on them. Remember Kempton is a farming community, not very rich and these people work hard for their money.

By lantern and torch the mules are loaded with quiet efficiency. The apprentice ushered you from your sleep to hurry you to Kempton's North gate. Will goes through and checks each load to make sure it is safe. "Well we're ready to go. If we hurry we'll make it to Sherry's Clearing before nightfall. I'll take the lead, you can fall in wherever you'd like." Into the fog-shrouded darkness the boy leads the mules by lantern light. The sunrise comes after Kempton is out of sight and only herds of sheep and their shepherd's witness the train's passing over the foothills.

Will Stone

Will's mother, Joy, died bringing him into the world, shouldering the child with all of guilt. His father, Reesen, was the previous mule train leader and would sometimes take Will, his only child, with the train to their many destinations through the nearby mountains, teaching young Will his trade. He was expected to grow into an experienced handler in his later years. That all changed on a trip to Crimson Steeple last year when a battle with Troglodytes took his father's life. Now Will's Uncle Pounce tries to keep the mule train business going and keeps Will in school. The boy must lead this train since no other guides will. The trip to Crimson Steeple is very hard for the boy since this is where his father died fighting against Troglodytes. The boy still has nightmares of seeing his father run through with a spear from a grinning Troglodyte.

♣ **Will Stone:** Male Oeridian Com1; hp4; see Appendix I

Encounter 1: Riders Approach

At about noon the Kempton mounted guard has come upon the mule team while watering at a small stream in the foothills of the Lortmils.

Over the splashing of hooves in the small stream the party hears the sound of armored horsemen galloping upon them. From high on the hill the black and white uniforms of Kempton's mounted guard appears. With longspears standing tall the four riders advance to the head of the mule team.

"Reason and Wisdom upon you!" the lead rider proclaims as she removes her helm to reveal her fine elven features. "We are in need of some few supplies as we ride to the South following rumors of bandits raiding dwur supply trains. Will you share some food for a few crooks gentle citizens?"

Zodaleen Chielene will gladly pay the going rate of 5 staffs a piece for ten trail rations. Will seems concerned about selling the supplies he is charged with delivering. Zodaleen has no real diplomacy skills so if a player wishes to help the elf buy the ration they will need to succeed in Diplomacy [DC 15] check. Example modifiers to the DC are -2 DC per gp added on her behalf, another player may make an aid roll and/or mentioning that they are going to protect a supply train like ours so it makes our train safer in the long run gives a -5 DC.

After a several minutes watering and feeding their tired horses the troops mount up and thunder off to the South. Continue onto the boxed text.

♣ **Zodaleen Chielene:** Female Elf Ftr3; hp20; Stats not included in adventure

♣ **Mounted Patrol (3):** Male Oeridian War1; hp 8, 8, 7; Stats not included in adventure

The whole day Will leads the mule team along a path that appears seldom used and little more than a deer trail. The afternoon brings cloud cover and cooling winds coming off the mountains. By the time the sun was reaching the horizon a fine mist is falling from the sky. Ahead a huge but shallow cave rears over the stream. The sandstone cave is at least 200 feet wide and fifty feet deep and 30 feet high. A burnt depression sets about 10 feet in from the caves deepest point. Will begins the hard work of unloading the mules for the night, pitching his tent and building a campfire.

The night is only haunted by the sight of a wolf pack crossing the hill across the stream. Will accepts help from PCs that offer it but otherwise strains at the work meant for someone older and stronger. If they help he

warms to them. He offers the use of a tent tonight from the mule train and talks about what they've seen over Veluna and beyond and tells his tragic story of his mother dying during child birth when he was born and his father, who use to lead this train, dying in battle with some evil troglodytes a year ago.

The cave walls are covered with faded drawings and writing of dozens of different languages. From Dwarven to Draconian are scrawled on the stone surface with everything from blood to chiseled characters. The cave floor is sand and river stones sloping toward the stream. If the PCs decide to ask about the drawings Will will tell them that his father used to say they were at least 5 centuries old.

Packs being loaded awaken those sleeping while the sky is a dark predawn gray. Will carefully loads each pack and the supplies on the mules checking each one to be sure they are secure. He's ready to set off while the trail is still lit very little. He warns that the trail ahead is along steeper slopes.

Encounter 2: Fallen Arch

Please refer to **Player Handout #2** for a map. You can allow the PCs to look at it as well.

Around late morning the trail becomes a winding narrow ledge hanging high above the tiny stream. Will leads everyone over a rocky pass where far ahead silver bright blue water can be seen before walking into another valley and along a steep stone walkway. A roar of water greets you at a sharp bend and a long waterfall can be seen spilling into the misty cataract below. Ledge and mules are heading directly to the left of the falls. They pass under the falls in a great tunnel. Inside the roar of the falls seems to shake the mountains. The exit, glowing in mists, can be seen roughly a few throws ahead.

APL 2: EL 2

☞ **Monstrous Medium Spider (2)**; hp 11, 9; see *Monster Manual*.

Tactics: At the exit a dark gray medium monstrous spider waits in ambush. She dangles down to grab a victim and hoist them to her lair. The victim makes a Spot check [DC 18] to see her before she attacks. Her tactics are, on the 1st round, to drop down 30' and grapple the medium size or smaller prey (+7 for opposed grapple check), the second round it makes a Climb check [DC 15] to get back to her cave 30' up the rough rock face. Inside her cave she will hold the victim down and bite them until unconsciousness takes them.

Treasure: C: 30 gp; L: 0 gp; M: 0 gp.

Encounter 3: Azure Lake and Crimson Steeple

The PCs arrive at the mining camp and meet the camp's leader, get rest and acquaint themselves with the inhabitants.

Rounding a bend the adventurers see in the waning sunlight the surface of Azure Lake leading to Crimson Steeple. All the surrounding lakeside are cleared of large trees and the trail is wider, rough and covered in mud, sticks and bark. Through the smoke hanging in the air is a radiant blue lake squeezing tightly between the mountainsides. To the right the lake ends in a broad sloping dark bank of gravel. Near the lakes edge are three hut sized smoking dark mounds and several small boats overturned. The bank is set against a towering red rock jutting well over a hundred feet up from its base. To it's left is a stone structure resembling an oversized chimney with a waterwheel turning to it's left. Smoke curls from the stack with little volume but much energy and the wheel turns with water falling from wooden canals. Running right from the building along the base of the monumental red rock dozens of cloth covered cave entrances are cut. Between the shoreline and the caves are pigpens, oxen, and lattice frames holding fishnets. Above the caves a dark gray plateau has been mined from the rock. Conical heaps of solid white, black and deep gray stones are piled beside wheelbarrows setting near the midsection of the chimney. Nestled to the right and left of the camp can be seen garden plots with turned ground and fluttering scarecrows.

The people of the camp wear simple hooded robes and cover their hands, feet and face in strips of cloth. A few can be seen moving in slow lurching motions untangling nets, washing clothes, weeding gardens and mining the red rock above the plateau. Carved into the cliff face beside the waterwheel is the relief of two hands taller than a man clasped together as if finalizing an agreement.

A gray-cloaked man with his face and hands wrapped in rags walks toward the group hunched as if struggling to stay up. A small brass symbol of clasped hands (Knowledge: Religion [DC 10] to know it is Allitur) are hanging from leather strips on his long spear he uses like a walking stick. He reaches Will at the front of the mule train and hands him a stone-sculpted bust of a man with a strong forceful face.

"Will you're late. The fields have been waiting for your return." His voice growls from the shadows of his cloak.

"I am sorry." Will says as he kneels before the bent figure "Uncle had to find new heroes to assure the supplies safe arrival. Let me introduce them Jerrin judge of Allitur (AH-lih-toor) these are my protectors on this trip."

Will arises and speaks of each player character as a hero. (As long as no mules died by the spider)

"Thank you all for holding off danger. You must be tired and hungry, please come in and rest. I believe Will has something he needs to do." Jerrin turns to signal two women to come and lead the mules to the camp. The women limp and stumble along to grip the mules' ropes with twisted fingers.

Jerrin shows the party to a cave set apart from the others near a large pigpen. The room is large and dry with firewood stacked in a corner near a brick firebox. The walls painted with images of a robed man on a gray horse leading families over a mountain trail and images of their arrival at what looks like this lake and the sacrifice of a sheep on a red stone dais.

Will leaves the party to head up the mountainside clasping the bust in his hands. If anyone follows him take those players to the **Encounter 4A: Grave Assent**. If they do not follow him skip to **Encounter 4B: Waters Edge**.

Jerrin Judge of Allitur

The current mining camp at Crimson Steeple has always been a leper colony and during its entire 23-year history been led by Jerrin. He did not become a leper until nearly a decade after establishing the camp. He sees it as Allitur's way of showing him their suffering in a more personal way. He holds the position of camp's guide and father image. Four years ago he felt he fail his group by bowing to the Troglodytes violent actions. He prayed and gave sacrifice to Allitur for help in leaving the burden the vicious greedy Troglodytes put on his followers. His second failing came from the massacre a year ago of Reesen and six camp members. The Troglodytes were savage in their killing. Jerrin cannot forget that day and how helpless the miners looked as they were cut down by the evil creatures. He now feels defying the monsters will only kill and injure more of the miners so he does whatever they ask without question.

Encounter 4A: Grave Assent

Will is going to the camp's graveyard on the side of the mountain to pay respect to his father's memory. Roll Will's Spot and Listen checks vs. the PCs Hide and Move Silently. If he spots or hears them he will shake his head and tell them he wishes to be alone for this.

Will climbs the stairs to a wide cliff overlooking the lake two hundred feet below. He crosses

between two carved dragons and into a green space with ferns and bright yellow flowers sprouting from the soil. On the sheer stone mountain wall hangs thirty large urns from brass chains. Above each urn except one is a stone bust of a proud man and woman. Will places the bust upon the empty shelf and places his hand on the vase and begins to chant "Reason is the greatest gift. It leads to discourse, which leads to peace, which leads to serenity." His prayer to Rao drones on though his voice cracks again and again. The prayer stops "Father I hope you are serene where you rest." Will looks at six other urns that seem new like his fathers. He bids each a sad goodbye before heading back down the stairs.

Each of the urns hold the ashes of the dead. The newer urns are filled with those that died last year during a battle with troglodytes. Will is still hurt by loss of his father. His father was killed here at the massacre delivering supplies a year ago.

Encounter 4B: Waters Edge

The PCs will be strongly urged to stay at the visitor's quarters for the night. Any who choose not to may stay back along the road until morning. For those who stay at the visitor quarters read the following:

The night gets cool as a light breeze drifts through the valley. The quiet is disturbed by someone fast approaching the visitor quarters through the darkness. A female elf wearing a nightshirt huffs up to Will. In the doorway she whispers "Jerrin says everyone is to stay in here out of sight and ear shot!"

As Will asks why four boats twice as long as a man is tall rows up on shore between two of the smothering piles. The woman signals for everyone to duck down as she holds her finger over her mouth to shush him.

Eight figures climb from the boats and are met by Jerrin, carrying a torch near the lakeshore. The creatures are slightly taller than Jerrin and blend in to the ground making them very hard to see. They carry two spears each in their spindly arms and have human skulls hanging from their hips. Crests stand out from their reptilian head and run down to the base of the neck. Who you presume to be the leader has a bright red and slightly larger crest than the other creatures. They stand on two bent legs and drag a long slender tail as they walk.

For those who make a Listen check [DC 15] gather the following from the conversation:

Jerrin and the reptilian talk of some iron from Jerrin. Jerrin gets slapped when he tells the reptile the iron is not ready and the furnace is damaged. Jerrin's face

begins to bleed as he repeats that the iron is not refined yet. The reptilian licks the blood from his claw and roars at Jerrin about respect and demanding the iron before breaking into a strange language that echoes of dragons. Jerrin quietly waits as the leaders anger calms not even wiping the cut on his face. The reptile holding forward his spears promises to return in seven nights to collect the iron or he will take whatever he wants from the camp. The reptiles return to the boats and row back into the darkness.

If the PCs stay quiet and don't intrude then the encounter passes without further incident. The players can ask about the reptile men. Anyone in the camp will tell them that every month except the winter months they come to take the iron their tribe needs. They would have taken people to feed on if it wasn't for the iron the camp refines. Will is very upset that the adventurers did nothing to the creatures that killed his father. Jerrin will flat out tell the players to stay out of it. In fact this is the first time they've seen Jerrin get angry. Red faced and sternly he recounts the killing of six miners, his friends, by the troglodytes.

Will is full of vengeance against the troglodytes that he also fears greatly. He wants to kill the raiding party.

Jerrin did not support the foolish attack on the troglodytes that cost the lives of six friends and the injury of many more. He will put his own life at risk to stop any more foolish attacks. Jerrin deduces that if the troglodyte party is all killed then more will come from the tribe to take revenge. If outsiders drive off the troglodytes then the monsters will return when the guardians have left. Jerrin is afraid that there will not be enough iron when they return and the camp will suffer for it.

The miners and families do not want to suffer from the troglodyte but know they are no match for the monsters. They would fight back if they only knew how to fight well. Without any strategy or plans anyone could see the miners could not defeat the trogs now.

Development: If you cannot stop the PCs from fighting now then run the battle. If the Troglodytes are killed Jerrin will be enraged and send the PCs away with what little iron they have. The message he will give Will is not to send more mule trains since the miners will all be killed by the Tribe of Troglodytes before the next shipment. If the PCs are defeated or driven off, the miners will all be killed by the Troglodytes.

APL 2: EL 5

👉 **Troglodytes (6):** hp 16, 12, 11, 10, 12, 9; see *Monster Manual*.

EL reduced because of the preparation of the PCs and townsfolk having the element of surprise.

The eight Troglodytes have a member hoping to become a leader. He displays a unfurled red crest on the top of his head

Tactics: The troglodytes are itching for a fight since they left their village last night. Four of the trogs in the back are using their 90 ft. darkvision and taking Ten on Spot checks to see if there are any trouble they can point out. Three others are taking ten on Listen checks to hear any trouble. If PCs stay quiet and hidden they will not be seen. If they move from cover or speak above a whisper will cause the Troglodytes to stop talking and proceed to find and attack the PCs. Move silently has a [DC 12] anyone speaking cannot listen those near those speaking takes a -3 penalty to listen checks. With spears at the ready they will loose them on enemies trying to cut as many down as they can in the first couple of rounds. They will target PCs first hoping to kill the unknown before the weak miners are attacked. Jerrin will attempt to stop the fight by pleading to the troglodytes to stop and the PCs to hold their attack. If the PCs hold attack the Troglodytes will also. This will still make the Troglodytes angry and demanding of the miner's resources and telling the PCs to leave and never come back or the camp will be destroyed. The PCs will find various masterwork items and weapons.

Treasure: C: 100 gp; L: 170 gp; M: 0 gp.

Encounter 5: Gray Dawn

The next day (assuming the PCs did not attack the troglodytes) Will is loading pigs of iron on half the mules as tears stream down his face. Jerrin has told him to take what they have made and the rest will be ready in two weeks.

"I am going to stay and wait for the rest of the iron order. The way back is marked on the stone so you should be able to get back to Kempton in two days." His eyes are red and puffy "My hope is, if the monsters attack I can help the miners even if it means my life. I do not expect your help. You are but hired mule train guards and the end seems to be a foregone conclusion and hopeless."

Here the PCs have two choices: A) leave with the mules or B) stay and help the miners. There are of course more choices these are the ones you should present to the players. Let them decide then move on to their respective choices.

Obviously try to get the PCs to stay and help the miners with their plight and to return with the full shipment of iron.

Encounter 5A: Half Back

The players decide to leave and lead the mules back through the mountains.

Sherry's Clearing is a welcome sight even though a camp is being made there. Some dwarves are making camp with their mules laden with heavy packs.

The dwarves are delivering armor they made to the markets in Kempton. If the players tell the dwarves about their time in Crimson Steeple they will groan that the mine is doomed. The camp was long ago populated by a dwarven clan that was preyed on by the filthy trogs until it was abandoned.

The second day's trip back to Kempton is uneventful under the spring drizzle. Arrival in the smith district is met with mixed reaction. Glad to see a shipment but very upset over Will remaining in Crimson Steeple and the undelivered iron. Pounce refuses to pay the group the full amount and decides to pay them 15 gp. He'll view them as cowardly moneygrubbers. The next morning Pounce will head out with two of his kin to hopefully aid the miners. After two weeks none return and all are assumed dead and the camp lost. The adventure is over.

Encounter 5B: We Need a Plan

The players have decided to stay or have turned back from Kempton to help. Give them **Player Handout #3** to use as they prepare the town for defense. Their presence is noticed by Jerrin and the rest of the camp. Jerrin feels that the players will bring death upon the camp when the troglodytes return but will help them as needed. The troglodytes will return in seven days if any of the PCs ask. (If they didn't over hear Jerrin and the leader talking)

Will is very happy and hails it as vengeance for the killings of last year. The camp on the whole seems skeptical of anyone willing to stick their neck out for them. Exceptions to this are the repairwoman and two of the fishermen.

Tennibalm, the repairwoman is a sad gnome who lost her right hand in the battle with the troglodytes. This has made it hard to repair the blast furnace. The billows are torn and don't blow hard enough to heat the metal quickly. This has also shown her that there are places that could be improved but her injury keeps her from making them. If help is offered by a PC she will use them to make repairs to the furnace.

Weekle and Rammish, the two fishermen hope to drive the troglodytes off with the right training. They ask the players to show them how to fight and tell the players about a supply of spearheads that are kept in the camp. They just need shafts. Others will join the combat

training in hopes of defending their families and friends.

Jerrin prays for the first day the players are there, emerging from his temple the next morning. He will suggest to the group some one help Tennibalm (**Encounter 5C: Hot Box**) with the furnace if they haven't and check with Chumm for a list of all the camps supplies that can be used to defend them. He wants a plan by dinnertime or they will be asked to leave in the morning.

Encounter 5C: Hot Box

The blast furnace is a grand piece of work. Charcoal made by the lakeside along with limestone and iron ore are shoveled into the furnace and heated with billows until the iron separates into molten metal and slag. The iron is drained into the sandy ground at the base through troughs into deeper pits where the iron is shaped into units called pigs. The power for the billows comes from the turning water wheel that pumps constantly over the flames. The billows are in poor shape though. A light haired gnome named Tennibalm tries without success to repair them despite the fact her right hand is missing and she is covered in scars and the grayish blotches of leprosy.

Entering the structure beside the furnace you hear the rhythmical wheezing of some great beast. By the furnace light you can see large bellows rising and falling along with a sickening chorus of whistling, wheezing, squeaks, and groans. A female gnome wearing a lamp on her head sits hunched over a table struggling with tools in her left hand while her right arm hangs uselessly missing the hand. The worktable is covered in a hundred crafted parts of brass, wood and leather.

Tennibalm the gnomish woman is unable to fix the billows but to proud to accept help from her fellow miners. An adventurer though she will welcome if they will only help her and she can pay them for their work. She can afford 10 gp and will have them start immediately and keep them busy until it is finished. It will take 3 days to repair the billows with one player character helping. If more PCs help the time will be divided by the total number of PCs assisting Tennibalm.

If the billows look like they will be repaired in a day (3 PCs helping) then Tennibalm asks if they will help her for one more day and improve the furnace's output. The furnace output will be greatly enhanced by the new design and more iron can be produced.

This next part are for those PCs that go to visit Chumm and get a list of supplies of what the camp has to use.

Someone is afraid to let anything go it seems. You have been shown a set of rooms carved from the rock full of all manner of things. The hobbit showing them to you legs are mangled underneath him. So he pulls himself along on a wheeled board with a small cart behind it. He talks about all the select things sorted into labeled crates. How important they are each and every one. After showing you all the rooms he hands you a list that he has lovingly made of all the items in his storerooms.

Chumm gives the PCs **Player Handout 2- Storage Item List**

If the players want to help the miners but are short on ideas help them a little. Jerrin will support a plan that does not leave the camp vulnerable. Through him, the DM can help wayward players develop a solid defense of Crimson Steeple if the PCs want help. A strong show of force and resolve will drive off the Troglodytes. Some of the things to aid them with is stress the Troglodytes natural defense and weaknesses. Their strength being the horrid smell that sets off extreme nausea in most of the camp and players within 30' and an evil vicious nature. Their weakness being unprepared for a show of force and limited ranged weapons. If the players confronted the Trogs at the earlier encounter then some of that advantage will be lost. The players might try and find a way to keep them at a distance while they attack them with ranged attacks. An ambush would also be good if the Trogs are taken by surprise. Traps may take too long except for the simplest of them. Walls may also take too long to build and would alert the Trogs. One idea that may pop up in a plan would be to stretch a chain across the lake to keep them from landing in the shallows. The miners can help anchor the chain with their experience with working with the hammer and spike and then stretch the chain between the spikes. From here they are vulnerable to range attacks and too far away to cause nausea.

Jerrin wants one thing. Drive the Troglodytes back and do not slaughter all of them so the tribe will know the camp is too much trouble to deal with.

If someone suggests just leaving the camp the request falls on deaf ears. The miners shunned from society has found someplace to live and work and be productive. They refuse to leave their home and it's abundant rescues.

Also Jerrin does not want outsiders to be known to be involved in the fight for the camps liberty. If the Troglodytes suspect outsiders helped to defeat them then they will surely come back to attack when the outsiders are gone. Chumm has the disguise skill that can make the players look like lepers. Troglodytes can't recognize most individual humans and demi humans

so only the scars and grayish blotches tell them the person they are fighting are a part of the camp.

With the plan brought to Jerrin and approved the miners begin in the preparations. The camp turns into a hive of activity as they work to defeat the coming invasion.

Encounter 6: Sleepless Night

Here is where all the preparations come together. Take a minute to look over the players defenses and bring on the enemy. The battle may not be a battle at all if the Troglodytes are intimidated enough by the miners.

The breeze drifts across the lake as all the camp waits in the dark night with breathless anticipation. Jerrin Judge of Allitur is nervously praying for safety for everyone while those near him hold hands to join him in prayer. Suddenly someone puts his hand to his lips to quiet the prayers and you hear oars breaking the surface of the lake. The paddling grows louder and louder and everyone readies themselves. Those creatures have returned.

APL 2: EL 5

☛**Troglodytes (6):** hp 16, 12, 11, 10, 12, 9; see *Monster Manual*.

EL reduced because of the preparation of the PCs and townsfolk having the element of surprise.

The Troglodytes patrol has a member trying to lead this group. He displays a unfurled red crest on the top of his head. His hit points are underlined.

Tactics: The troglodytes have no plan unless they know the players are there. They'll assume that their threats were enough to secure the iron they demanded a week ago. It will take them some time to react to any suspicious actions. Once alerted they will attack ferociously until they begin to take casualties. Every two Troglodyte casualties will place a -1 moral modifier to their rolls. When half the eight are down the remainders will flee to a boat to row away as fast as they can leaving any fallen tribesmen and abandoning the extra boats.

Treasure: inside two of the pine troglodyte row boats left behind are some sacks containing masterwork weapons and armor.

Treasure: C: 100 gp; L: 170 gp; M: 0 gp.

Jerrin wants survivors to return to their tribe. So there will be no question as to the dangers that await bandits at Crimson Steeple. Any fallen Troglodytes will be protected by Jerrin who will try and stop any further harm. He will hope to heal them and send them back

with more warnings for the distant tribe. Jerrin's first priority though is any fallen miners who he rushes to and tries to save from death.

If the battle begins to claim ten or more miners and PCs Jerrin may yell for the miners to lay down their arms in hopes to avert any further bloodshed. He will offer anything to save his people and offers his life and all the iron for their safety. The troglodytes will take both and kill Jerrin on the spot before urinating on the corpse. They toss his body into the boat to rot to a palatable state. For hours they will beat the unarmed miners and PCs into unconsciousness if they surrender as Jerrin asks. The Troglodytes will then take all the iron and boats along with most of the supplies from the camp. The camp will be left in worse shape struggling to survive. Will and the players have nothing to take back to Kempton but empty pack animals.

Conclusion

This is assuming that the PCs managed to drive off the troglodytes.

After the defeat of the vile troglodytes, the miners celebrate singing songs to the gods for the safety of their families and of the brave adventures that brought them liberty.

The joy last well into the night as each miner comes to thank each PC for saving them. There are various outcomes depending on what the PCs did while at Crimson Steeple.

If the players did NOT help repair the furnace:

Jerrin is the last to thank the heroes. He sadly tells them the iron order still is not complete but most of the mules will have iron to carry back to Kempton. The next morning Will has loaded the mules and with much waving and cheers from the miners starts on their trip back out of the mountains and to Kempton.

The Ironsmiths emotions will be mixed. They are happy that the PCs saved their loved ones but not thrilled that the iron is still lacking. However Pounce will pay the PCs their due for saving the families.

If the furnace was repaired but not improved:

Jerrin limps up to thank the heroes. He is proud to tell them the iron order is filled for the trip back to Kempton. The next morning Will has loaded the mules and with much waving and cheers from the miners starts on their trip back out of the mountains and to Kempton.

The Ironsmiths welcome back the PCs with much gratitude. Over the day people approach the PCs and thank them for helping out Crimson Steeple where their loved ones lived

If the mules show that the furnace was repaired by their tired backs then the ironworkers will reward the adventures well for increasing the supply of iron from Crimson steeple.

If the furnace was repaired and improved:

Jerrin is the first thank the heroes. He is proud to tell them the iron order is filled and the mules will have extra for the trip back to Kempton. The next morning Will has loaded every mule and with much waving and cheers from the miners starts on their trip back out of the mountains and to Kempton. On the way back he tells you that there are an extra twelve pigs of iron and his uncle will reward them handsomely for increasing the mine's output with the furnace.

The Ironsmiths welcome back the PCs with much gratitude. Over the day people approach the PCs and thank them for helping out Crimson Steeple where their loved ones lived.

If the mules show that the furnace was repaired by their tired backs then the ironworkers will reward the adventures well for increasing the supply of iron from Crimson steeple. Pounce will pay the PCs an extra 20 gp for their efforts.

Also Jerrin hid a gift for them within the packs. A potion of Wisdom, a potion of Cure Moderate Wounds and a note written by Jerrin thanking the group and saying he will remember them in his prayers to Allitur in hopes to keep them safe.

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 role-playing) to each character.

Encounter 2: Fallen Arch

Defeat the spiders.

APL 2 – 60 xp

Encounter 4B: Waters Edge

Defeating the Troglodytes.

APL 2 – 150 xp

- OR -

Encounter 6: Sleepless Nights

Defeating the Troglodytes.

APL 2 – 150 xp

Encounter 5: Gray Dawn

Coming up with a plan to defeat the Troglodytes.

APL 2 - 90 xp

Encounter 5: Gray Dawn

Helping out around the town to ensure more iron.

APL 2 - 90 xp

Discretionary Role-Playing Award

APL 2 – 60 xp

Total Possible Experience:

APL 2 – 450 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 (that is., 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 treasures from each encounter add it up and that is 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.

Encounter 2: Fallen Arch

Loot the Spider.

APL 2: C: 0 gp; L: 30 gp; M: 0 gp

Encounter 6: Sleepless Nights

Loot from the Troglodytes.

APL 2: C: 100 gp; L: 170 gp; M: 0 gp

Conclusion

Reward from Jerrin.

APL 2: C: 20 gp; L: 43 gp

Total Possible Treasure:

Due to the nature of this scenario being an Introductory one the PCs get max gold for the APL.

APL 2: 400 gp

Appendix One: NPCs

◆ **Will Stone:** Male Oeridian Com1; CR 1/4; Medium-sized humanoid; HD 1d4; hp 4; Init 0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee [(1d6, club)] or +0 ranged [(1d6, club)]; AL NG; SV Fort +0, Ref +0, Will +0; Str 8, Dex 10, Con 10, Int 8, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Ride +2, Use Rope +2; Run.

◆ **Jerrin Judge of Allitur:** Male Suloise Clr3; CR 3; Medium-sized humanoid; HD 3d8-3; hp 13; Init +0; Spd 20 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee [(1d8+1, shortspear)] or +2 ranged [(1d8, shortspear)]; AL LG; SV Fort +2, Ref +1, Will +6; Str 13, Dex 11, Con 9, Int 13, Wis 17, Cha 13.

Skills and Feats: Concentration +4, Diplomacy +4, Heal +7, Knowledge Religion +6, Spellcraft +4; Scribe Scroll, Brew Potion, and Healing Focus

Spells Prepared (4/4/3; base DC 13 +spell level): 0—Cure Minor Wounds, Guidance, Virtue, Purify Food and Drink; 1st—*Protection From Evil, Bless, Sanctuary, Divine Favor; 2nd—*Aid, Cure Moderate Wounds and *Calm Emotions.

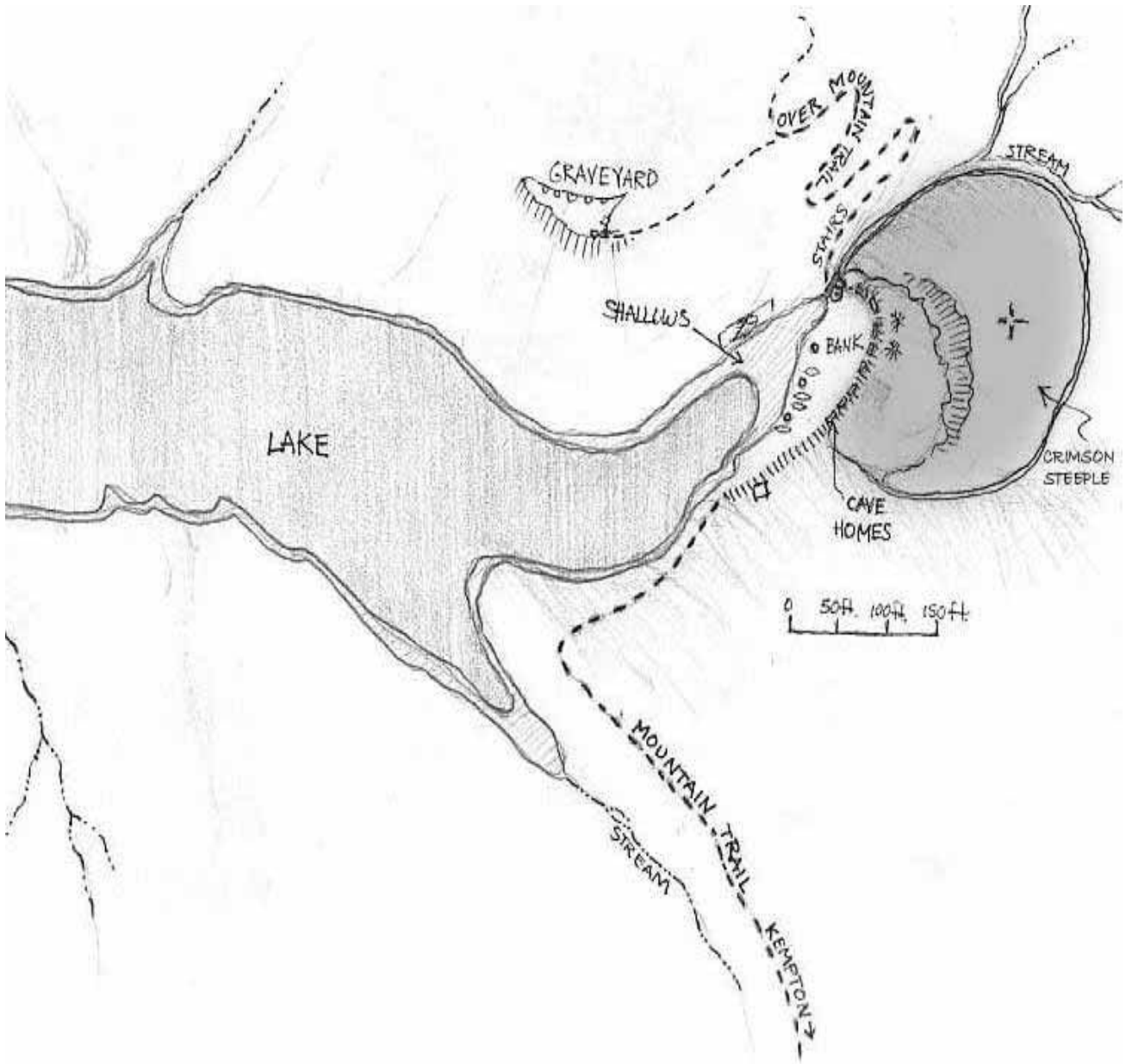
*Domain Spell. Domains: Good (All Good spells are cast at +1 Caster level); Law (All Law spells are cast at +1 Caster level).

Equipment: Shortspear, Tattered clothes, (2) scrolls cure moderate wounds, potion lesser restoration, Holy symbol of Allitur, prayer book to Allitur.

Player Handout #1 Storage Item List

6	Bedrolls, motheaten	20	Waterskins
8	Bells, small brass	2	Whetstones
50	Blankets , winter	5	Wine Common (barrel)
5	Block and tackles		
4	Buckets		
4	Caltrops		
12	Candles		
2	Carts		
3	Chain (50 ft.)		
12	Chalk, pieces		
3	Chests		
20	Cold, weather outfits		
4	Crowbars		
30	Feed (per day)		
30	Firewood (per day)		
100	Fishhooks		
24	Fishing nets, 25 sq. ft.		
2	Flint and steel		
30	Flour		
15	Hammers		
8	Hand Axes		
1	Hourglass		
24	Jugs, clay		
7	Knives		
5	Ladders, 10-foot		
40	Lamps, common		
3	Lanterns, bullseye		
8	Lanterns, hooded		
2	Mirrors, small steel		
45	Mug/tankards, clay		
15	Oars		
34	Oil (1 -pint flask)		
4	Pepper		
23	Pick, miner's		
8	Pitchers, clay		
42	Pitons		
19	Poles, 10-foot		
2	Pots, iron		
12	Ropes, hemp (50 ft.)		
2	Rowboats		
36	Sacks (empty)		
5	Salt		
8	Sealing wax		
10	Sewing needles		
3	Signal whistles		
45	Spades or shovels		
28	Spearheads		
33	Torches		

Player Handout #2



Player Handout #3

1. Trail to Kempton
2. PCs cave they stay in
3. Piggens
4. Boats
5. Charcoal piles
6. Furnace
7. Water wheel and pump house
8. Drying racks
9. Limestone pile
10. Iron ore
11. Stairs to mountain trail/graveyard
12. Wooden channel
13. Mine site
14. Sand molds in the bank

