



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

GRAY HUNT

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INTRODUCTION

This adventure is optimized for 1st-level characters. This means that it is primarily designed and balanced for a group of four or five 1st-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter, so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read

farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough *DUNGEONS & DRAGONS* miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemasters, and is in charge of making sure the event is run, and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM, but being one also makes you eligible to sign up for RPGA DM Rewards, and when you do, running this adventure will earn you points toward your reward goals. The RPGA DM Rewards program starts in the later part of 2003.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their *LEGACY OF THE GREEN REGENT* character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; PCs actions, shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the *DUNGEONS & DRAGONS PLAYER REWARDS* and the *DUNGEON MASTER REWARDS*, respectively. This adventure is worth four points for each program.

This adventure retires from RPGA-sanctioned play on December 31, 2003.

If you are looking for more information in regards to *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and both the *DUNGEONS & DRAGONS Player Rewards* and the *DUNGEON MASTER Rewards* programs, see the RPGA website.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the HARBINGER™ set:

Up to 3 Wolf (37/80) miniatures for Burg, Venbrook's animal companion, and summoned creatures.

4 Orc Archers (72/80) for the Red Stag orcs.
3 Orc Berserkers (73/80) for the Black Moon orcs.

1 Human Wanderer (25/80) for Mekat Zrinn
3 Man at Arms (10/80) for the Zhentarim soldiers.

1 Axe Sister (16/80) for Szetril

1 Wight (52/80) for the quasi-banedeath.

From the DRAGONEYE™ set:

Orc Druid (57/60) for Venbrook.

The Orc Berserkers and the Orc Druid miniatures also appeared in the *CHAINMAIL* line of miniatures, and if you have those, you can use them in place of the newer pre-painted plastics. You could also use the hyenas from that line for the wolves.

ADVENTURE BACKGROUND

For the past few months a handful of orc tribes have been migrating from their traditional homeland in the High Forest for points west. No one knows why the orcs are migrating, but common consensus is that the orcs are fleeing something or someone. Though there has been a good amount of paranoia about the migrations, most (but not all) have been rather peaceful, causing little more than irrational fear and loathing from homesteaders in the region.

Many of the orc tribes have already passed the lands immediately controlled by Loudwater, but their passing has caused other troubles. It has been reported by an emissary from Llorkh that the orcs are attacking Zhentarim-controlled villages and homesteads across the River Loagrann. According to a treaty between Loudwater and the Zhentarim town, the High Lord of Loudwater is required to deal with insurgences into Zhentarim territory from the Loudwater-controlled side of the regional border created by the Oath of Orllbar.

Before High Lord Kalahar Twohanded sends a full force to deal with the orcs raiding the Zhent side of the valley, he suddenly decides to send a small group of adventurers to gather information about the situation. The PCs are those adventurers.

Of course there is more than the Zhents are letting on. The orcs have good reasons for their "insurgences," as a Zhentarim necromancer is capturing their people, and using his captives as fodder for dark and grotesque experiments.

ADVENTURE SUMMARY

Gray Hunt is an event-based adventure that has the PCs searching for groups of orcs in the Grey Highlands. The very orcs the Zhents have accused of raiding across the River Loagrann. Finding them may not be easy, especially if the PC don't have an experienced tracker to navigate a dangerous expanse called Grey Highlands. Eventually the PCs search leads them to an old ruined tower sitting atop a hazardous precipice. Therein the PCs find orc raiders. After they subdue or engage in a successfully parley with the orcs, the PCs have a chance of finding out why the orcs are raiding into Zhentarim lands—to rescue kidnapped tribesmembers. The orcs are merely trying to retrieve their people.

After learning this, the PCs are faced with a tough decision. Either they return to Loudwater and report what they have found, or they continue on, investigating the kidnapping and maybe even aiding the orcs' search for their kin.

If the PCs return to Loudwater, they are rewarded for their effort, and adventure is over. If they continue, they discover further evidence that the Zhents are raiding accross the river, contrary to the Oath of Orllbar. Such evidence comes in the form of a thick fight with a Zhent ranger and his orc hunters on the wrong side of the River Loagrann.

That fight give the PCs all the proof they need to confidently report the occurrence of Zhentarim raids. It also points them in direction of a secret Zhent camp on the other side of the river—a camp that still holds High Forest orc captives. Again the PCs will have to choose: fulfill their duty to the letter, or rescue innocents (albeit orcs) from the Zhentarim, even if it means breaking the Oath of Orllbar themselves.

Gray Hunt introduces the threat and treachery of the Zhentarim forces of Llorkh, and the plight of the orcs of the High Forest in the region. It also gives the PCs some hints at the internal rifts within the government of Loudwater, and some vague understanding of the complicated politics of the region

ADVENTURE HOOKS

This adventure starts easy enough: The PCs are hired by Gauntlet Harazos Thelbrimm to investigate the claims made by the emissary of Llorkh that migrating orcs are raiding the Llorkh side of the River Loagrann. Just why the Gauntlet Thelbrimm chooses the PCs is for you to decide. Below are a number of adventure hooks. Pick one that would suit your group the best, or make up your own. If you are not familiar with your group, have each player introduce his or her character to you and the other players. From their descriptions, use one of the following hooks, or come up with a hook that would suit them best. Whenever possible attempt to add a little variety from the standard "you are summoned by the powers that be" adventure start. When starting and adventure, try to customize the start to your player's characters whenever possible.

- After a night of drunken revelry the PCs are thrown into the one of Loudwater's dungeons. Maybe they had a scuffle with the Loudwater Guard, or peevied a haughty elf from one of the noble houses; the exact circumstances are up to you. After a couple of days of sitting in the dank cells, they are called to barter for their freedom. They are brought to Gauntlet Harazos Thelbrimm, who presents a perfect opportunity for the PCs to make up for their misdeeds. This hook works best for adventure seekers, and characters of shady disposition.

- A member of the Loudwater Guard may have took notice to a PC due to some distinct trait. Maybe the PC is an excellent tracker, a Scion of the Green Regent, and or an orc of the High Forest. Whatever reason the guardmember passed on the character's description to his or her superiors. Eventually, word of the PC reached Gauntlet Thelbrimm, who decides the PC would excel at the mission. This hook works best for groups that contain an excellent tracker, a Scion of the Green Regent, an Orc of the High Forest, or that features a member with som other distinctive trait or talent well suited for the adventure.

- For whatever reason the PCs are trying to get the favor of the gauntlet. Maybe they are trying to get him to investigate some wrong done to homesteaders on the Western Marches, or maybe they are just trying to procure work in the service of Loudwater. Eventually the gauntlet gives in-if they do him a small favor. This hook works well for heroic and even mercenary PCs, or with players who want to immerse themselves in the setting.

TROUBLESHOOTING THE ADVENTURE

Reequipping characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their coin on hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000 gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items “over the counter.” As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. 1st-level characters can only purchase items found in the *Player’s Handbook*. Characters that are 2nd-level and higher can purchase *Player’s Handbook* items and legal magic items. At 2nd-level the gp limit is 450 gp, while the 3rd level gp limit is 1,350 gp and the 4th-level gp limit is 2,700 gp.

In events where you have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Gather Information: Information is sometimes power, and PCs may want to do some carousing before they leave the City of Grottos. The following are things they can find out. For more roleplaying intensive groups, feel free to add news from character hooks you didn’t use or even your own bits of rumor and strange stories. Not every bit of information a PC hears in a tavern is true or relevant (this includes the information given below).

Orcs of the High Forest are greeted with general suspicion (and sometimes overt fear and hatred) within the City of Loudwater (see Appendix 3). Orcs of the High Forest under trying to Gather Information in Loudwater suffer a –8 penalty to the check.

DC 10

Thelbrimm’s Four (one of the patrols that protect Loudwater’s eastern environs) reported that two families were killed when orcs destroyed their homestead east of Orllbar. The orcs killed everything—even the cats!

DC 15

The orcs are moving west to join the Zhentarim in Llorck. The Zhents already have allies among the orcs of the Greypeak Mountains, and now the ranks of orc mercenaries have doubled.

DC 20

Otar, the new Green Regent didn’t actually flee into the High Forest, he and a few other orcs guard the city secretly, camping in the daylight to escape attention. Others claim that he is hiding only because he plans to attack and sack Loudwater.

DC 25

A young woman emphatically insists she saw a giant rat

swimming in the harbor. The rodent climbed up on a boat and then stood on two legs. Some of the Hark’s brood are in the city!

Playing the Fool: Sometimes even the best groups can feel stalled, or find themselves stuck at a dead end due to the whim of the dice, lack of sleep on the player’s part, or just a strange lack of inspiration. In the LEGACY OF THE GREEN REGENT campaign there is a strange NPC that you can use as a plot pusher. His name is Jekris the Mad.

Sometimes called Jekris the Luckturner, or the Happy Fool, Jekris is more mystic force than person. Dressed in soiled robes, this gaunt, frazzled, and almost toothless old man mostly babbles inanely, mixed in with the occasional helpful advice. He has a habit of opening secret doors by stumbling on their trigger, finding clues and tracks seemly accidentally, and then disappearing in to thin airs, sometimes walking into walls or off cliffs without a trace. Most of all, he helps move adventurers into toward the right direction when they are stymied.

Don’t overuse Jekris, or players will find his arrival silly, obnoxious, or boring. He is tool of last resort. If using Jekris doesn’t mesh with your own personal DM style, then you don’t have to use him. That said, he is not a totally random NPC, PCs are going to encounter him later in the campaign in different roles.

Jekris never remembers people he has met before. Even the most experienced tracker can never find him when he or she wants too, but he seems to find people at fortuitous times, and usually for the better.

Everyone in Loudwater, Shinning Falls, and Orllbar has at least heard story of Jekris. Some people believe that he is some sort of strange manifestation of Tymora, while others believe that he is a spirit of some strange Netherese wizards (explaining his strange accent) that forever walks the Delimbiyr Crescent.

ADVENTURE START: CONSEQUENCES OF AN OATH

For whatever reason the PCs are brought to the Western Tower, the headquarters of the Gauntlet of the Western Marches, a stern old warhorse named Harazos Thelbrimm. Everyone who has stayed in Loudwater longer than a fortnight knows Thelbrimm, at least by reputation. The bald, grizzled veteran of many battles with goblins, Zhents, giants, and worse is easily recognizable by the jagged scar traveling away from the right corner of his lip, and down his neck. He tries to cover it with his beard, but the scar is just too pronounced. He got the scar either from High Lord Kalahar Twohands or the champion of Llorck Mayor Geildarr Ithym, depending on the story.

Other than the scar, Thelbrimm is known for his non-nonsense attitude and his commanding presence. Thelbrimm doesn’t ask, he commands. And people tend to do what he orders.

When the PCs come to meet the gauntlet, they find him in the Western Tower’s main hall, sharing a meal with his some of his riders. It is a human warrior’s meal, comprised mostly of meat

off the bone, course breads, and heavy ale. He invites the PCs to join he and his men. After some healthy eating, followed by uncouth noises, and bawdy conversation, Thelbrimm speaks.

“We have trouble. It seems an emissary from Llorck has dumped his filth on the high lord’s door. Filth doesn’t belong at his door, so it comes to me. I don’t like filth either, so I find someone to give it to—someone to dispose of it. That’s why I called on you.

It seems that orcs migrating from the High Forest are raiding across the River Loagrann, into Zhentarim-controlled land. Now I could give a kobold’s crap if some orcs are giving those folks some hell, but we have this agreement called the Oath of Orllbar. According to that treaty, the Zhents have the right to ask us to do something about it, and the high lord, being the honorable man he is (there is a small chuckle at this from some of Thelbrimm’s warriors at this statement), has decided to respect the request.

Before I send soldiers, I want to know what I am getting into... and I don’t want the Zhents to know about it. That’s why I am sending you. They know my riders. They don’t know you. I want you to find out what is going on at the border. If you can solve the problem, do so. If not, report back to me that I need to send riders on a gray hunt.”

The PCs most like have question about the mission. Use the following for Thelbrimm’s answers.

What’s the pay?

“Depends on how well you do. I don’t pay for a horse until I can see what it can do. I’ll pay for the services you provide. Give me exemplary results, and I’ll pay you well. Show me little results, and I’ll pay you less.”

What other help can you provide?

“I’ll give you four things. First, I’ll give each a 20-gold piece advance to purchase items you may need. Second I’ll arrange safe and fast transportation to Orllbar. There is a caravan going that way, and its master owes me a favor. Third, I’ll give you a map of the region (use the Map of the area between Loudwater and Orllbar in this adventure), and lastly I’ll give you a *bird Quaal’s feather token*. If you think I need to send riders, you can send me that message with its magic.”

When should we send you the message?

“If the problem is something that you can’t handle. I am suspicious of the Zhents. They’ve never invoked this part of the Oath of Orllbar before, and think it might be a trap. That’s why I want to send unknowns to scout the area. You see something out of the ordinary—something much larger than you can handle—send the message and run.”

What restrictions does the Oath of Orllbar put on us?

“Technically you’re agents of the city. According to the Oath of Orllbar you can’t cross River Loagrann, but then you’re already going to Orllbar, so we are already breaking the rules a smidgen. Beyond Orllbar, don’t cross the river unless you absolutely need to. If you cross the river, I’m going to deny I even suggested you could. And I have all these fine fellows as my witnesses.” His warriors laugh and nod at the last statement.

What if we refuse?

“Fine. There’s the door. Hope you enjoyed the meal.”

And if the PCs do refuse, the adventure is over, though at your discretion the gauntlet may attempt to talk to them privately to convince them to go. If he does so, he drops some of his bravado and focuses on more refined reasons why the PCs should take the quest (civic virtue, the search for truth, foiling the evil Zhentarim, and so on). But he doesn’t beg. If the PCs are being difficult, he moves on to another group he’s heard of...

After negotiations are completed, Thelbrimm arranges transportation to Orllbar via a caravan heading to the village on the very next morning. The Gralhund family of Waterdeep, a noble clan that specializes in the trade of mercenaries and weapons, owns the caravan. They are traveling to Orllbar to fulfill a Zhent contract long overdue. The caravan master, Irut Gralhund, a minor nephew of the Hund (the nickname of the family’s patriarch), does not discuss the details of the contract, and why Thelbrimm and the High Lord allow his shipment of weapons to reach the Zhents. He or one of his people may (Gather Information DC 15) disclose that the Hund and Thelbrimm adventured together in their youth.

It takes the PCs and the Gralhund caravan four uneventful days to reach Orllbar.

Orllbar

Orllbar stands on the north bank of the confluence of the Loagrann and Greyflow Rivers. A town of only 800 or so souls, it has little to offer except for food, shelter, and a single tavern (The Unblinking Eye). There is no inn in town, and the Unblinking Eye takes no boarders. Travelers can find lodging only on the straw-covered floor of a drafty warehouse-like shrine shared by all faiths except for Bane, who has a temple in town.

The place has been under Zhentarim rule for the last five years, and that rule has taken an obvious toll on its populace. Always a sleepy and backward community, the folks of Orllbar and are now more wary of outsiders than they have ever been in the past. Just prior to the stating of the Oath of Orllbar, a Loudwater-supported uprising was put down in the village by the ruthless Zhentarim with the help of Deldron Rein’s traitorous daughter. The Zhents now control trade in the town rigidly, and anyone who attempts to make unauthorized business deals is imprisoned or disappeared. Worse yet, informants to such outside-of-the-law dealings are handsomely rewarded, making the folks of Orllbar paranoid not only of outsiders, but also of one another.

If the PCs attempt to gather information in the town, they are met with stoic faces and a wall of silence. No one risks talking

WHAT IS A GAUNTLET?

Generally gauntlet is a local title meaning something akin to lord or even baron. Shining Falls is ruled by a gauntlet, while in Loudwater the title is given to two (sometimes three, in times of war) warriors. One is the Gauntlet of the Western Marches, and the other is the Gauntlet of the Eastern Marches. Each gauntlet in Loudwater is in charge of the defense of the city from his or her half of Loudwater lands. Each reports directly to the high lord.

WHAT IS THE OATH OF ORLLBAR?

The Oath of Orllbar is a treaty between Loudwater and Llorck splitting the region into two spheres of influence. Loudwater controls the area the west of Orllbar and the River Loagrann, while Llorck controls the area to the east. The overall agreement is that each side will not interfere with or invade the other side. The treaty has many details and sub-agreements. One of them is that any insurgence from outside powers must be dealt with by the power on the side of the temporal divide where the insurgence originated. It is due to this part of the agreement that the High Lord has to send agents of the city to investigate the alleged orc raids.



with outsiders coming in on a Gralhund caravan without express permission from Lord Felishar Ivarzin, the town's ruler and toady of Mayor Geildarr Ithym of Llorckh. No one except for Helm Heltriss, that is.

If the PCs start asking questions in the Unblinking Eye, they eventually are noticed by Helm, a man who looks (and smells) like he knows the wilds of the area. Helm is friendly and very helpful, buying the PCs drinks (a local watery ale is his drink of choice), and warning the PCs of local hazards (krenshar, some gnolls, bugbear and manticore; even some tales of a chimera and hill giants nearer to the Greypeak mountains). If the PCs question him about orcs in the area, he tells them the following:

I have seen a few of them recently. They are coming from the High Forest, right? Most go to the northern Greypeaks. I saw a group of them just north of here though. They are holed up in the ruins of an ancient keep atop a pretty precarious cliff. You can't miss it. The cliff looks like some great giant's pedestal.

He tells the PCs that he doesn't know if the orcs are raiding the east side of the River Loagrann, but it wouldn't surprise him if they were. "Orcs aren't know to respect borders," he says, excusing his off-the-cuff comment if among orc PCs. He gives the general location of the tower ruins on the PCs' map.

INTO THE GREY HIGHLANDS

Less than five miles from Orlbar, grazing land ends and wilderness begins. Always a dangerous place that has resisted settlement, the Grey Highlands are full of steep and craggy hills, teetering rock formations, and dangerous creatures.

Without the aid of Helm Heltriss in Orlbar, the PCs must rely on only on keen senses and tracking skill to find the orcs. Rather than making a number of rolls each day, distill the PCs search into one roll a day. The base roll can be a Search or Track, whichever is more beneficial to the PCs. Then add a +2 bonus for the other PCs (as special assist, assume they take 10). A success (DC 25) indicates that the PCs have found some sign of orcs in the area. At least enough to move the search forward another day. If the PCs received the description of the ruined tower from Helm, give them a +4 bonus to this check. Once the PCs succeed three of these checks, they find the Tower Ruins (see below).

If the PCs fail the check by 15 or less, they run into trouble in the highlands. Roll randomly on Table LGR-2: Encounters. Once an encounter has been used, don't use it a second time. If the PCs exhaust all encounters, they find the Tower Ruins.

Table LGR-2-1: Encounters

| Roll (d6) | Encounter |
|-----------|-----------------------------|
| 1 | Strange old standing stones |
| 2 | Dire badger |
| 3 | Krenshar |
| 4 | Earth elemental |
| 5 | Step on a hornet's nest |
| 6 | A cold patch |

Strange Old Stones (EL 1): Atop a rocky crag sit three standing stones. Each has a letter written on it in the Dethek alphabet. The

first has the letter “H” (𐌹) the next has the letter “U” (𐌺) and the last has the letter “M” (𐌿). If the three stones are touched in any succession other than U-M-H (𐌺 · 𐌿 · 𐌹), arcane energy shoots out from the rock doing 1d4 points (electrical) of damage to the creature or creatures that touched the rocks in those progressions. Touching the rock in the correct sequence produces no results; at least not in this adventure.

Dire Badger (EL 2): While traversing a steep hill, the PCs accidentally come a little too close to a dire badger den. The enraged female protects her lair. The dire badgers goal is to drive off the PCs, not to kill them. Once the PCs retreat, the badger returns to the den. She has three young in the den. Since badger dens are a common hazard in the area, a successful Survival or Spot check (DC 15) can help avoid this encounter before it even begins.

➤ **Dire badger:** hp 23; see *Monster Manual*.

Krenshar Pair (EL 2): This duo of catlike carnivores hunt in a treacherous ravine the PCs are traveling down. Their favorite tactic is to use their scare screech when a creature tries to scale the wall. A failed save cause the creature to fall onto the ravine floor. If one of these creatures is felled in combat, the other one flees. Use Illustration 1 to help describe this encounter.

➤ **Krenshar (2):** hp 8, 6; see *Monster Manual*.

Earth Elemental (EL 1): Due to some strange magics (Conjuration; strong) once cast on this patch of craggy ground, intruders are attacked by an guardian earth elemental. The creature is relentless, continuing its assault until destroyed. Even after the elemental is destroyed, the place still detects as magic, but will not usmmon another elemental for another week.

➤ **Small Earth Elemental:** hp 13; see *Monster Manual*.

Step on a Hornets' Nest (EL 1): One of the PCs (determine randomly) has a chance of stepping on a huge, almost subterranean hornets' nest. Until the PC steps on the nest there is no sign of activity. The PC must succeed at a Reflex save (DC 12) or suffer 1d2 points of Dexterity damage from the poison of the multiple stings each round. The hornets sting for three rounds, or until the PC moves at least 50 feet away from the shattered nest. Other PCs that stay in the area after the initial attack also take damage unless they leave. Attacking the swarm with fire or magic also end the stinging assault, as the insects disperse.

A Cold Patch (EL 2): One PC (determine randomly) accidentally puts his or her hand on a patch of stone covered with brown mold (see *DUNGEON MASTER'S Guide* page 76). A Reflex save (DC 12) avoids the chilling encounter.

TOWER RUINS

Use Illustration 2 to help describe this encounter.

Through successful tracking, luck, or the help of Helm Heltriss, the PCs eventually discover the orc hideout: A ruined tower sitting on a strange twisted cliff, less than 15 miles from the River Loagrann. A group of Red Stag High Forest orcs has taken up residence here. They recently had a nasty encounter with a

band of Black Moon orcs lead by a vicious Zhent ranger named Mekat Zrinn, and in that fight lost almost half of their warriors, including their warchief, Brak-iiit.

The only visible approach to the tower is via a long winding path to the weathered front gate. As long as the PCs are careful (moving silently and hiding), they can approach within 50 feet of the path without the two orc guards noticing. Read or paraphrase the following when they do. The text assumes the PCs approach in daylight. If the PCs decide to wait until night to approach, adjust the read-aloud text accordingly.

One of orcs spots you. He quickly informs his companion of your presence with a rough push and a point of a long-clawed finger in your direction. He gives a grunted shout toward the tower, and then one toward you.

Those who speak Orc know that he yells “visitors” to the tower, and then “move no further, or I will kill you.”

The PCs have an opportunity here to use diplomacy to thwart a fight (see *Developing the Encounter*, below). The orcs have just survived a thick fight, and if they can avoid it, they will. At the same time, they do not surrender or show weakness. If the PCs try to treat them like inferiors or try to bully them, they tend to respond with violence. The Red Stag orcs are very proud of the battle prowess and cherish their freedom.

1. FRONT GATE (EL 1 OR EL 4)

The front gate is little more than the stunted remains of two guard towers, cracked and worn to nubs by the wind and the rain. The orc guards wait here, sometimes playing an orc version of knucklebone, but usually trying to huddle under a bit of shade.

Creatures: The two orcs that stand watch here are exhausted from their battles, and irritated by the hot sun. They suffer a –2 penalty to Spot and Listen checks. They also suffer from daylight sensitivity.

➤ **Orcs (2):** hp 6, 3; see *Monster Manual*; **Atk:** Instead of javelins, these orcs are armed with shortbows +1 ranged (1d6/x3).

Tactics: These two fend off attackers while calling for the aid of their companions inside the ruined keep. It takes the others a scant 2 rounds to respond to the call.

2. FIRST HALL (EL 1)

Beyond the ruined front gate stands the inner gate. Its frame is still intact, but what little is left of the doors is now barricading area 4 and obscuring the pit in the hallway beyond.

Trap: The pit is as old as the tower itself, once serving as a last ditch defense. The orcs have camouflaged it using parts of the old inner door, with dirt and gravel on top. The orcs know exactly where it is and avoid it.

➤ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable device DC 20.

3. INNER COURTYARDS (EL 3)

The inner courtyard is the living quarters for the warriors of the

FALLING OFF THE PRECIPICE

This fight has the extra danger of being atop a cliff with a sheer drop some 60 feet to the bottom. If a PC or opponent falls off, it is almost certain death. If this happens allow a Reflex save (DC 12) to grab on to the ledge. Once on the ledge, it takes a full-round action to pull his or herself up.

Red Stags, and the tribe's druid, a huge formidable orc covered in ritualized scars. He has a wolf animal companion.

Creatures: The orcs are not found here unless the PCs used a great amount of stealth in their approach of the ruined tower. When the Front Gate guard's call, these orcs rush to the aid of their compatriots.

➔ **Orcs (2):** hp 6, 3; see *Monster Manual*; **Atk:** Instead of javelins, these orcs are armed with shortbows +1 ranged (1d6/x3).

➔ **Venvrook** male orc Drd2; hp 15; see Appendix 1.

➔ **Burg, Venvrook's Wolf Animal Companion:** hp 13; see Appendix 1.

4. BARRICADED ROOM (EL 2)

The orcs have barricaded this room with the remains of a slate table and wooden stakes to limit the nuisance of the bats that dwell inside.

Creatures: If the PCs force the door it disturbs a bat swarm. The bats attack those any who disturb them. The bats are not here at night.

➔ **Bat Swarm:** hp 18; see *Monster Manual*.

5. EMPTY CHAMBERS (EL 0)

These chambers are empty. The only things in them are debris and the occasional pile of orc filth.

6. BROKEN STAIRS (EL 0)

These stairs once lead up to the tower's upper level. Now they are just a crumbling mess.

7. OLD STINKY PRIVY (EL 1)

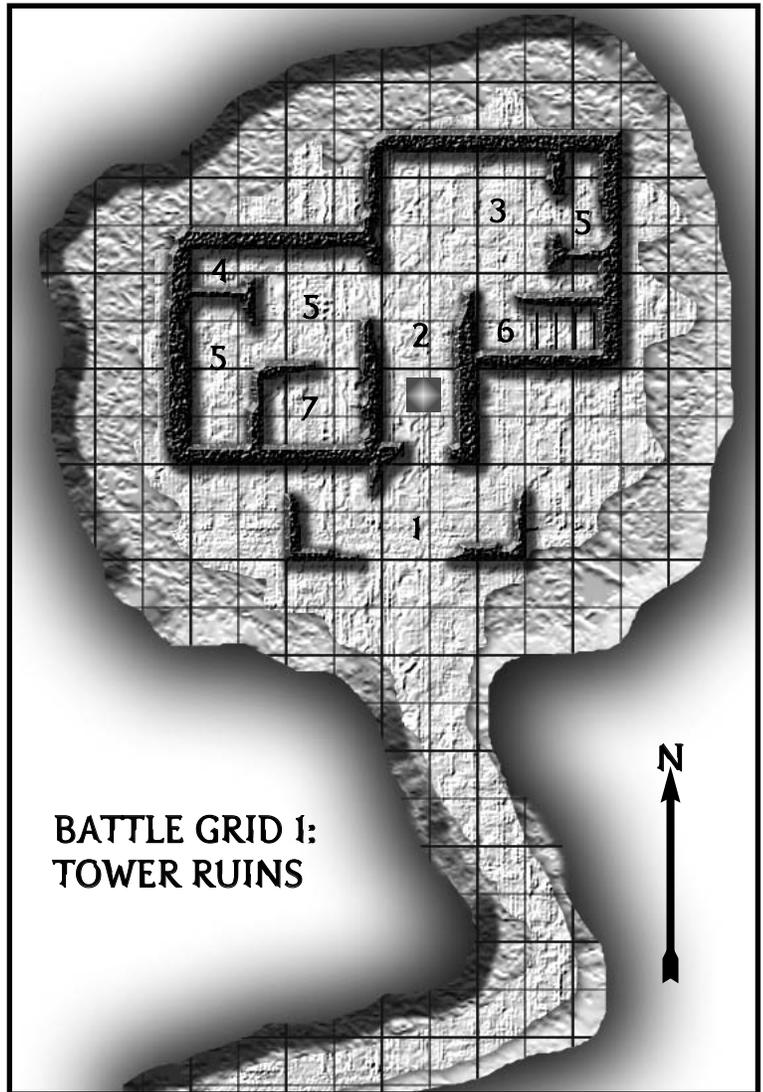
The stench in this small room is overpowering. On the far end of the room, on a raised bit of stone, are two large 3-foot wide holes; obviously large privy holes. If the PCs investigate further (Search, DC 10), they find that the orcs have only used one. The other is relatively clean. The clean privy leads down to the secret passage, where the orcs are hiding their women and children. The passage down to the Secret Cave (area 8, below) has handholds (Climb, DC 15).

8. SECRET CAVE (EL 0)

Some forty feet down the "clean" privy, the PCs find a secret cave. In this cave there are four adult female orcs and seven orc children. Most are suffering from a disease similar to filth fever, but a little less severe. They do not fight, but in exchange for help (food, water, and some healing [a Heal check DC 12 eases their pain somewhat]) they may be able to give the PCs some valuable information. See Encounter Development for details.

8 ENCOUNTER DEVELOPMENT

The Red Stag orcs respond to anything that even vaguely looks like an attack with violence. After their encounter with Zrinn,



they are none too trustful of humans and half-elves, even if they happen to be among orcs and half-orcs. Past experience has taught them not to trust elves and dwarves, or even gnomes and halflings. It's going to take a great deal of effort to get the orcs to stand down.

The orcs' attitude toward the PCs is best described as unfriendly; it is just that an orc's unfriendly attitude is just more violent than a human's unfriendly attitude. In order to change their attitude the PCs have to engage the orcs in parley. If they don't take the early almost-invitation by the shouting orc guard, allow the PCs to come up with an inventive way to initiate the parley. They must succeed at a Diplomacy check (DC 10) just to open negotiations. The PCs don't have to succeed at this check if they respond to the shouting guard's command at the start of the encounter. Regardless of how they enter parley, grant them a +2 bonus to the check if they speak Orc during the negotiations. Once parley is started, they may attempt to influence the orcs' attitude normally (see the Diplomacy rules on pages 71 and 72 of the *Player's Handbook*). As long as the PCs can change to attitude to at least indifferent, the orcs don't attack.

If the PCs get the orc to the point of indifference, Venvrook agrees to speak with them inside the tower, but only if the PCs agree to leave all weapons and spell components outside. He is very



inflexible about this point. This could also be potentially dangerous for the PCs. At any time during their discussion with Venvrook if the PCs are less than respectful, the volatile druid is insulted, which provokes an immediate Diplomacy check. If the status ever of the negotiation drops to unfriendly again, fighting ensues, and all further Diplomacy checks suffer a -4 penalty.

If negotiations every turn friendly (or even helpful), the PCs are in the clear: Venvrook and the Red Stag orcs see them as trusted allies, and explain to them the current state of events, but even then they are reluctant to disclose information about the hidden women and children in the cramped cave below the keep.

If the PCs question Venvrook as to why the Red Stags are raiding over the River Loagrann, he explains they are only doing so to retrieve prisoners taken by the “purple men and their foul moon-orcs.” Through the conversation the PCs find that Zhent soldiers, priests of Bane and orc mercenaries from a tribe called the Black Moons have been kidnapping migrating orcs of the High Forest, and the Red Stag tribe has been severely affected by these raids. Venvrook then tells the PCs a strange tale.

In a dream, a great and savage wolf from the realm of Herne came to me and showed me my people. They are in an old cairn on the other side of the River Loagrann, a cairn dedicated to a strange god of death with an insect head. Our missing people are there. Some are alive; many others are dead or worse. The purple men are mutilating the corpses, turning them into foul minions. I must do something to save my people. We tried to breach the purple men’s defenses a couple days ago, but were defeated by the purple men’s moon-orcs and their hunter. Now we are depleted, and I don’t think my handful of orcs can accomplish this.

Venvrook’s dream has made up his mind that it’s crucial to save

the orcs that are still alive. But he also has a duty to protect the people he has here, especially the woman and children of the tribe that are hiding under the ruins. He is not the strong leader that Brak-ii is, and this quandary puts him in a position of utter desperation and ultimately indecision. He opts to stay and protect the women and children of his tribe, rather than try to save the warriors entrapped across the river.

If the PCs don’t offer their help, Venvrook eventually asks for it. If the Oath or Orllbar is explained to him, he attempts to argue that since the Zhents are the one raiding the border, Loudwater has a duty to make this right.

There is a good chance that the PCs may have to subdue the orcs in order to find out why they are raiding the Zhent side of the river. If this is the case, with defeat comes respect on the part of the orcs. Those who are vanquished share the entire story with PCs when asked.

On the off chance that the PC just kill the orcs, never asking them a question, the PCs may have to Track the orcs’ movements. If successful, they run afoul of Zrinn and the Black Moons (see Hunting Party, below). If the PCs find the women and children of the tribe, the chief matron, a strong and intelligent, but now very ill, orc named Hettul can retell what has happened to the Red Stags, and explain that the Zhents started raiding first.

In the end, the PCs have to make a hard decision: Investigate further, or go back and report what they have found. If they choose the former, the adventure continues. If the latter, the adventure ends.

SCALING THE ENCOUNTER

2nd-level Characters (EL 5)

Increase the number of orc in the inner courtyard to 4 (hp 9, 5)

3rd-level Characters (EL 6)

Increase the number of orcs in the inner courtyard to 5 (hp 9, 5, 5) and increase Venvrook’s level to Drd3 (hp 23; Burg’s hp 23), see Appendix 1.

4th-level Characters (EL 7)

Increase the number of orcs in the inner courtyard to 7 (hp 9, 6, 5, 5, 3) and increase Venvrook’s level to Drd4 (hp 27; Burg’s hp 23), see Appendix 1.

HERNE THE HUNTMASTER

The orcs of the High Forest don’t worship the normal orc pantheon, rather they worship a hunter deity called Herne the Huntmaster (or Herne Hurkgruum in the Orc language).

Herne is a neutral deity that uses a single stylized antler pictograph as his symbol (at least among the orcs of the High Forest), and a spear called “Boarskewer” as his weapon of choice.

Divine spellcasters who revere this deity are almost exclusively druids and adepts, but the few clerics have the following domains: Animal, Repose, Strength, and Travel.



INTERESTING ORC QUIRK

If at any point during the encounter with the orcs a PC mentions that he or she is a Scion of the Green Regent, or that he or she serves the Green Regent in the Orc language, the attitude of the orcs drifts one step worse than it was before. This is a misunderstanding of sorts. The words “green regent” are the same as “green chief” or “forest chief” and is currently a taboo phrase to the Red Stags. While they react negatively to the uttering of the word, they do not explain why the word is taboo, even if elevated to friendly status. Pressing the point triggers more Diplomacy checks.

THE HUNTING PARTY (EL 2)

On the way to Jergal's Cairn, or while tracking the orcs', and on the Loudwater side of the River Loagrann, the PCs run afoul of a Zhent raiding party. The raiders are lead by the half-elf ranger Mekat Zrinn; the same half-elf responsible for decimating the earlier Red Stag raiding party. He and his orcs have snuck across the river to finish the job.

The encounter assumes that the group comes across the PCs while they are camped, just as first watch begins. Modify it if the PCs don't camp, or there is a better place to start the encounter.

When the encounter starts, the PCs see and hear the approaching orcs. The Black Moon orcs aren't particularly subtle.

Screaming from the bush comes a trio of orcs. Their clothing is not as savage as the Red Stag orcs, and each has a sideways black crescent moon tattooed on their forehead. The arch of the moon centered above their nose, with each end of the crescent ending on each cheek just below the eyes. They are armed with dangerous looking greataxes.

Use Illustration 3 to help describe this encounter.

Creatures: The orcs charge the PCs, while Mekat fires arrows from the trees.

➤ **Mekat Zrinn:** male half-elf Rgr1; hp 8; see Appendix 1.

➤ **Orcs (3):** hp 4, 3, 3; see *Monster Manual*: Atk: instead of falchions, the orcs are armed with greataxes +4 melee (1d12+4/x3)

Tactics: Mekat is in the foliage of one of the large trees (some 15 feet off the ground), ready to act as sniper against the PCs (Have the PCs attempt a Spot check against his Hide). He has used this tactic many times with devastating effect, and is confident he can take care of these "people in the wrong place at the wrong time." He delays his actions until the orcs have reached the PCs, and then picks off spellcasters or the occasional rogue trying to flank the orcs. When he starts shooting, he has a much more difficult time hiding (it

is practically impossible, so he gets a -20 penalty to the hide check). The foliage does grant concealment (making the Hide check possible and providing a 20% miss chance on attacks against Mekat).

Development: If the PCs are able to capture Mekat or one of the orc, they may be able to find out useful information via the Intimidate or Diplomacy skills. Once friendly, they share the following bits of information. Mekat can share all of them, the orcs are limited to the ones that feature the "†" symbol.

☛ They were coming across the river to kidnap orcs. They do so for a wizard and cleric of Bane named Hevergath. He is using the orcs in an attempt to create special undead minions. He has only successfully created one (maybe two if played at higher levels); all other experiments have been disastrous. †

☛ Hevergath is conducting these experiments in a secret



location—Jergal's Cairn. †

☛ Mekat gets the impression the experiments are not condoned by the Zhenturim leaders in Llorkh.

☛ Currently there are five orcs being held captive in Jergal's Cairn. One is feisty orc named Brak-iit. †

☛ Hevergath thinks Brak-iit will make an excellent subject for his necromantic experiments.

☛ Hevergath is currently in Llorkh. His under priest Szetril is in charge of the cairn (Mekat or the orcs can also give numbers of Zhent soldiers currently inhabiting the cairn). †

If the PCs didn't get directions to Jergal's Cairn from the Red Stag orcs, Mekat or one of the Black Moon orcs can give the PCs directions during interrogation. If all else fails, Mekat has a rough map of the location on a bit of skin that he keeps under his armor (Search, DC 10). If asking why they are doing this both the orcs and Hekat reply simply, "for the money." Hevergath has promised to pay them handsomely when the job is done.

SCALING THE ENCOUNTER

2nd-level Characters (EL 3)

Increase Mekat's level to Rgr2 (hp 12; see Appendix 1).

3rd-level Characters (EL 4)

Increase the number of orcs to four (hp 7), and increase Mekat's level to Rgr3 (hp 18; see Appendix 1).

4th-level Characters (EL 5)

Increase the number of orcs to five (hp 7, 4), and increase Mekat's level to Rgr4 (hp 24; see Appendix 1).

WHERE'S MEKAT?

In Illustration 3, there is a hint of Mekat Zrinn's hiding place. On one of the far treetops, observant players may observe the bowlike shape sticking out of the foliage. If a player takes a look at the illustration and asks about the shape, feel free to grant a +4 circumstance bonus to their Spot check to find the hiding ranger.

JERGAŁ'S CAIRN

Over a log bridge across a beautiful bit of rocky falls, the PCs cross the River Loagrann. A half-a-day's journey deep into the Llorck-controlled side of the Gray Highlands, the PCs find themselves among rivulet-scarred hills. It takes little work finding the distinctive landmarks described by Venbrook or Mekat, and soon the PCs wind up a trail obviously used by men and horse in the last tenday (no Track check required). This path meanders up and over a hill almost a quarter mile to a hidden recess in a small and fertile dale. At the end of that recess sits the entrance to Jergal's Cairn.

Jergal's Cairn is the secret laboratory of a cleric of Bane and wizard named Hevergath. Hevergath, like most Zhentarim spellcasters, has dreams of grandeur and power, and, uncreatively, those dreams involve the creation of a potent undead army. Hevergath has uncovered the secrets of creating banedead, an excellent creature for his purposes, but there is one problem: banedead are created from zealots of an evil religion (usually Bane), and while the Zhentarim controls the town of Llorck, and there are many who profess to the religion of the Tyrant Reborn in that town, few are anything close to zealots. And those that do qualify are usually watched and protected by Hevergath's rivals.

Undaunted, Hevergath began research away from the prying eyes of Llorck. He was bent on creating banedead from non-worshippers. When the orcs of the High Forest started migrating to this area, Hevergath found a ready supply of experiment subjects coming almost to his doorstep. He has been capturing and experimenting on orcs for almost a month now, and while Hevergath has had many setbacks in his research, recently he was able to create his own quasi-banedead from a particularly strong orc captive.

His success was short lived. Skulldiggery is the rule among the Zhentarim, and one's success can be easily twisted into another's weapon. One of Hevergath's rivals found out about the cleric-wizard's operation in the Grey Highlands, and took steps to use that information to create a scandal. The rival reported fierce orc raids (a severe exaggeration playing on current paranoia) to Lord Mayor Geildarr Ithym, who, in turn, sent a formal request to Loudwater asking them to respect the Oath of Orllbar and stop the raiders.

Word of these events got back to Hevergath, and now he has returned to Llorck to see what he can do to twist the situation back to his favor. Being away from the scene of the crime doesn't hurt either. Hevergath, a very crafty manipulator, has instructed his agent in Orllbar (Helm Heltriss, who is actually a Zhent agent, and a high level rogue, with many ranks of Bluff and a *ring of mind shielding*) to aid agents of Loudwater in finding the Ruined Tower. If worse comes to worse, he is betting that he can pin this fiasco on his assistant, a physically beautiful, but mentally unstable woman named Szetril.

Enter the PCs. When they arrive Hevergath has left, with a majority of his bodyguards and his research. He has left enough Zhentarim soldiers and evidence to put up a veneer of normalcy, but he is not disappointed if a group of Loudwater do-gooders destroys the operation, and frees the orcs. Especially if Szetril is a casualty in the assault. Even the lose of his creation is not particularly bothersome—he knows the process now, and his first creations is somewhat flawed.

Unknowing of any Zhent duplicity, the PCs will assume this is a smash-and-grab operation. Likely they will assault the cairn, defeat the Zhentarim inside, get a taste of what is happening to the orcs, and then save the survivors, while staying woefully ignorant of the elaborate machinations that have brought them to this spot.

All the treasure that may have once been in the various tombs of the cairn were robbed long ago. Other than the supplies left here by the Hevergath, all that is left in the cairn are bones, rocks, and dust.

1. ENTRANCE (EL 1 OR 3)

When the PC move close enough to get a good look at the cairn, read or paraphrase the following:

A guard dressed in splint armor, with the device of the Zhentarim emblazoned prominently on his large shield, stands alertly outside the cairn's entrance. Framed with large stones, the entrance is decorated with strange symbols of skulls, insect-headed, robed creatures, and vultures. Vines and other overgrowth hang down on the entrance stones.

Use Illustration 4 to help describe this encounter.

The guard outside is rather alert, taking 10 on both his Spot and Listen checks (+1 Wisdom modifier), which means that unless the PCs are hiding and moving silently when approaching, chances are good that he sees or hears them.

The various symbols outside the cairn are dedicated to the deity Jergal (Knowledge [religion] DC 10). Jergal is now the seneschal to the Lord of the Dead, but he was once the Lord of Death before Kelemvor and Kelemvor's predecessor Myrkul (Knowledge [religion] DC 15). This cairn appears to be from an age where Jergal was still the Lord of the Dead (Knowledge [religion] DC 20).



Creatures: While the Harpers and others joke that the Zhents are witless buffoons, reality is a cruel mistress. Professional, and cunning, Zhentarim soldiers can be difficult opponents.

➔ **Zhentarim Soldier:** hp 15; see Appendix 1.

Tactics: This soldier's first action is calling for reinforcements from area 2 (see below) and readying his crossbow in an attempt to get at least one shot off before the PCs close. When joined by his compatriots, the group tends to fight back-to-back to avoid flanking maneuvers.

Note that because Szetril (see area 3) is in the middle of some important "experiments," she does not come to the soldier's aid.

2. MORE GUARDS (EL 2)

This large cavern serves as a makeshift barracks for Hevergath's soldiers. They stay here until they are called to action. If the PCs are able to infiltrate the place by stealth, read the following:

The small fire in this room illuminates walls marked with skull-filled alcoves. Three rolls of bedding sit on the west side of the room. Two warriors sit next to a fire, playing some card game with a talis deck. The soldiers are cooking something in a pot with an earthy and pungent, but strangely intoxicating, aroma.

The Zhentarim soldiers end their game immediately when they spot the intruders.

Creatures: The guards call for Szetril, but the focused cleric does not come.

➔ **Zhentarim Soldier (2):** hp 13, 10; see Appendix 1.

Development: The soldiers are brewing coffee from Maztica in the pot. One has a small bag of the stuff under his beadroll.

Scaling the Encounter

2nd-level Characters (EL 3)

Increase the number of soldiers to three (hp 13; see Appendix 1).

3rd-level Characters (EL 4)

Increase the number of soldiers to four (hp 15, 13; see Appendix 1).

4th-level Characters (EL 5)

Increase the number of soldiers to six (hp 15, 13, 12, 8; see Appendix 1).

3. MAKESHIFT LABORATORY (EL 2)

This is Hevergath's laboratory. Here he has conducted his foul banded experiments. Currently it is being used as the workspace for his assistant, Szetril.

A torturer's rack, an old tomb converted into a now blood-soaked operation tables, and a few tables cluttered with vials, beakers, jars and flask are crammed here and there in this cave. It smells of death and decay here.

A blond, attractive, but cold-eyed woman works diligently at one of the tables. A vial with a volatile liquid reacts in front of her, as she scribbles something onto the pages of an open tome.

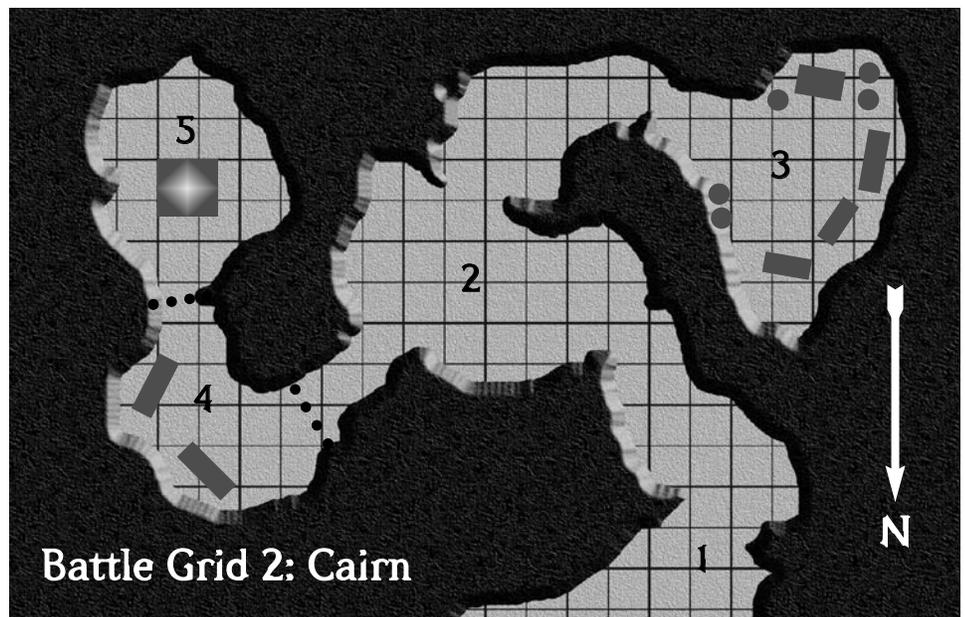
Szetril's first reaction to intruders is to let loose a maniacal shriek. She curses the PCs for their interruption of her "supremely important work," and then flings a vial of alchemist's fire at one of the PCs.

Creature: Hevergath's assistant is as ruthless as she is depraved and insane.

➔ **Szetril:** Female human Clr2 (Bane); hp 14; see Appendix 1.

Development: With an examination of the tables, the PCs find lots of strange stuff. A successful Knowledge (arcana) check (DC 15) reveals most of the substances on the table are mundane items associated with Necromantic magic. A close examination of the project that Szetril was working on (Knowledge [arcane] DC 20) may puzzle PCs. It doesn't seem serve any purpose. She was mixing unrelated ingredients into a nauseating soup, and writing her thoughts (none of which are very enlightening or even relevant) about their mixture onto the book's margins.

Szetril is doing exactly what Hevergath has instructed her to do. In the wizard-cleric's mind the attractive Szetril is noting more than the object of casual distraction, and servant for minor choirs, but he has fooled her into thinking that she is an important assistant to his work. Megalomania is an affliction popular within the Zhentarim, and Szetril has it worse than many. She has exaggerated her own importance to Hevergath, and has tackled her task with unusual relish, eager to prove that it is she, not Hevergath, who has the power to create this new kind of banded. The problem is she has no idea what she is doing, and



is using a book written in Infernal (which she can't read, so she is "following the pictures"). Needless to say, intelligent decisions, like surrendering when faced with a superior hostile force, never occur to this profoundly troubled mind.

Also in the room are five entire barrels filled with cadaver parts. Each barrel contains an assortment of orc and human parts in a preservative mix.

Treasure: There are only a couple of real useful items in this room. There is another vial of alchemist's fire, and two vials of acid. There is also the *Deathsticher's Tome*—one copy of the book that Hevergath is using as a basis of his necromantic research. He gave Szetril this copy to make her feel more important that she is, and because he knew she can't read Infernal. His reimbursement was very pleasurable. Give the single player whose character takes the book the adventure's Story Object: *Deathsticher's Tome*.

SCALING THE ENCOUNTER

2nd-level Characters (EL 5)

Increase Szetril's level to Clr3 (hp 18; see Appendix 1).

3rd-level Characters (EL 6)

Increase Szetril's level to Clr4 (hp 23; see Appendix 1).

4th-level Characters (EL 7)

Increase Szetril's level to Clr5 (hp 32; see Appendix 1).

4. TERRIBLE TRANSFORMATION (EL 3)

The entrance to this place (and the egress into area 5) is guarded with sturdy iron bars framing a locked iron door. Like the makeshift laboratory, this place smells of death and decay. Once the PCs open the lock (average lock, DC 25), bend the bars (Strength DC 24) or break the door (hp 30; hardness 10, or break DC 23), Hevergath's creation makes itself known.

Ghastly creatures jumps up from its hiding place to atop one of the old tombs. It was once an orc, but now it's a creature of undeath. Its eyes burn red in undying hatred. On his chest is a branded symbol of Bane.

Use Illustration 5 to help describe this encounter.

Creature: Hevergath's creature attacks without provocation and relent.

➤ **Quasi-Banedeadead:** hp 33; see Appendix 2.

Tactics: The quasi-banedeadead's tactics are simple: focus as many attacks on one opponent until it drops, and then move on to the next. The creature is a hellion in combat and knows it.

Development: Once the PCs defeat the quasi-banedeadead and reach the other side of the room they are faced with iron bars and locked doors of the same strength as the entrance. They must bypass these to get to the prisoners (see area 5, below).

SCALING THE ENCOUNTER

3rd-level and 4th-level Characters (EL 4)

Increase the number of banedeadead to two (hp 39; see Appendix 2).

5. PRISONERS (EL 0)

Beyond the quasi-banedeadead's lair, is the cairn's prison. Dug into the ground, it is nothing more than a square-shaped pit covered with iron grates. When the PCs look in, read or paraphrase the following:

Five orcs, looking miserable and malnourished, sit at the bottom of the grate-covered pit. One reaches out to you and says "get me out of here now!" in Common.

Use Illustration 6 to help describe this encounter.

The orc that demands his freedom is proud Brak-iiit. He is honestly surprised if the PCs respond to his request by setting him free.

To open the grate, the PCs have to pick the four locks (DC 30), break each lock or the chains attached (hardness 10, hp 30; break DC 23) or break the entire door (break DC 40).

The orcs are weakened, scared (though none admit it), and grateful to saviors in their own peculiar orc way. Except for the display of excess bravado from time to time, and the fact that they never really thank their rescuers (the closest equivalent to "thank you" in Orc is "you obviously see my worth"), the orcs are both helpful and courteous to their rescuers, following them back across the river as soon as possible.



CONCLUDING THE ADVENTURE

This adventure could end at a variety of points. Barring character death, the PCs may decide that after encountering the Red Stag orcs, they are done. If this is the case, the PCs return back to Loudwater where Thelbrimm rewards them for the information (50 gp each), and thanks them for their service to the city and the region's peace.

If the PCs go on, they may find out even more of the plot, which the gauntlet is even more pleased with. He ups his reward to 100 or even 150 gp, based on how far the PCs got, and they have earned the respect of Gauntlet Harazos Thelbrimm. The Higher amount is given if the PCs defeat the Zhentarim and free the orcs.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progression digitally. At the adventure you report what the characters did by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece value increase each character gains.

At the end of this adventure you'll find an RPGA Session Tracking form tailored to this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions will ask whether or not PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

The maximum reward available for this adventure is 550 XP and 600 gp.

1. Did the PCs encounter random hazards in the Gray Highlands?

- Yes. They encountered one hazard.
- Yes. They encountered two hazards.
- Yes. They encountered three or more hazards.
- No. They encountered no hazards.

2. How did the PCs deal with the Red Stag orcs?

- They were able to successfully parley with the orcs and find out about the Zhent raids. No fight occurred.
- They subdued the orcs, but found out about the Zhent raids after interrogating the orcs.
- They defeated the orcs, but found out about the raids from Hettul in the cave under the ruins.
- They defeated the orcs, but didn't find out about raids.
- They neither defeated the orcs, nor found out about the Zhent raids.

3. Did the PCs defeat Mekat Zrinn and the Black Moon Orcs?

- Yes. They defeated Mekat and the orcs.
- No. They didn't defeat them.

4. Were the PCs able to rescue the prisoners from Jergal's Cairn?

- Yes. They rescued the prisoners.
- No. They didn't rescue the prisoners.

5. Rate the group's roleplaying.

- Fantastic. Everyone had interesting and engaging characters they interacted with the adventure in very fun ways.
- Good. Most everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- Okay. There was some roleplaying.
- None. They treated the adventure as a set of objectives. There was no roleplaying.

APPENDIX 1: NPCs AND MONSTER STATISTICS

TOWER RUINS

➤ **Venvrook (EL 4 and 5 version):** male orc Drd2; CR 2; Medium humanoid (orc); HD2d8+4; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1 Grp +2; Full Atk +3 (1d10+2, masterwork greatclub); Atk +3 (1d10+2 masterwork greatclub); SA spontaneous cast *summon nature's ally*; SQ darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy, woodland stride; AL N; SV Fort +5, Ref +0, Will +4; Str 12, Dex 10, Con 14, Int 11, Wis 13, Cha 10

Skills and Feats: Concentration +7, Handle Animal +5, Heal +6, Survival +6; Melee Weapon Proficiency (greatclub).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell

Possessions: Hide armor, masterwork greatclub, spell component pouch, scroll of *cure light wounds*.

Spells Prepared (4/3; DC = 11 + spell level): 0—*create water, cure minor wounds, read magic, resistance*; 1st—*entangle, longstride, magic fang*.

➤ **Burg, Venvrook's Wolf Animal Companion (EL 4 and 5 version):** Medium magical beast; CR—; HD 2d8+4; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Full Atk +3 melee (1d6+1, bite); Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, scent, link, share spells; AL N; Sv Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Trip (Ex): When Burg hits with a bite attack, he can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack, or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Burg.

Link (Ex): Venvrook can handle Burg as a free action, or push him as a move action. Venvrook gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Burg

Share Spells (Ex): At Venvrook's option, he may have any spell (but not spell-like ability) he casts on himself also affect Burg. Burg must be within 5 feet of Venvrook at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Burg if he moves farther than 5 feet away from Venvrook and will not affect Burg again, even if he returns to Venvrook before the duration expires. Additionally, Venvrook may cast a spell with a target of "You" on Burg (as a touch range spell) instead of on himself. Venvrook and Burg can share spells even if the spell normally does not affect creatures of Burg's type (animal).

Tricks: attack, defend, guard, seek, stay, track, work.

➤ **Venvrook (EL 6 version):** male orc Drd3; CR 3; Medium humanoid (orc); HD3d8+6; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 13; Base Atk +2 Grp +3; Full Atk +4 (1d10+2, masterwork greatclub); Atk +4 (1d10+2 masterwork greatclub); SA spontaneous cast *summon nature's ally*; SQ darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy, woodland stride, trackless step; AL N; SV Fort +5, Ref +1, Will +4; Str

12, Dex 10, Con 14, Int 11, Wis 13, Cha 10

Skills and Feats: Concentration +8, Handle Animal +6, Heal +7, Survival +7; Augmented Summoning, Melee Weapon Proficiency (greatclub).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell

Possessions: Hide armor, masterwork greatclub, spell component pouch, 2 scrolls of *cure light wounds*.

Spells Prepared (4/3; DC = 11 + spell level): 0—*create water, cure minor wounds, read magic, resistance*; 1st—*entangle, longstride, magic fang*; 2nd—*heat metal*.

➤ **Burg, Venvrook's Wolf Animal Companion (EL 5 and EL 6 version):** Medium magical beast; CR—; HD 4d8+8; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Full Atk +6 melee (1d6+1, bite); Atk +5 melee (1d6+1, bite); SA trip; SQ low-light vision, scent, link, share spells; AL N; Sv Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +3, Survival +2; Dodge, Track, Weapon Focus (bite).

Trip (Ex): When Burg hits with a bite attack, he can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack, or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Burg.

Link (Ex): Venvrook can handle Burg as a free action, or push him as a move action. Venvrook gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Burg

Share Spells (Ex): At Venvrook's option, he may have any spell (but not spell-like ability) he casts on himself also affect Burg. Burg must be within 5 feet of Venvrook at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Burg if he moves farther than 5 feet away from Venvrook and will not affect Burg again, even if he returns to Venvrook before the duration expires. Additionally, Venvrook may cast a spell with a target of "You" on Burg (as a touch range spell) instead of on himself. Venvrook and Burg can share spells even if the spell normally does not affect creatures of Burg's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful save.

Tricks: attack (2) defend, guard, seek, stay, track, work.

➤ **Venvrook (EL 6 version):** male orc Drd4; CR 3; Medium humanoid (orc); HD4d8+8; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2 Grp +3; Full Atk +4 (1d10+2, masterwork greatclub); Atk +4 (1d10+2 masterwork greatclub); SA spontaneous cast *summon nature's ally*; SQ darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy, woodland stride; AL N; SV Fort +6, Ref +1, Will +5; Str 12, Dex 10, Con 14, Int 11, Wis 13, Cha 10

Skills and Feats: Concentration +9, Handle Animal +7, Heal +8, Survival +8; Augmented Summoning, Melee Weapon Proficiency (greatclub).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell

Possessions: +1 hide armor, amulet of natural armor +1, masterwork greatclub, spell component pouch, 2 scrolls of *cure light*

wounds.

Spells Prepared (4/3; DC = 11 + spell level): 0—*create water*, *cure minor wounds*, *read magic*, *resistance*; 1st—*cure light wounds*, *entangle*, *longstride*, *magic fang*; 2nd—*bull's strength*, *heat metal*.

THE HUNTING PARTY

➤ **Mekat Zrinn (EL 2 version):** half-elf human Rgr1; Medium humanoid (elf); CR 1; HD 1d8+2; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1, Grp +2; Full Atk +2 melee (1d8+1/19-20, longsword), or +4 ranged (1d6+1/x3, composite shortbow [+1]); Atk +2 melee (1d8+1/19-20, longsword), or +4 ranged (1d6+1/x3, composite shortbow [+1]); SA favored enemy (orc); SQ immune to sleep spells an similar magic effects, +2 racial bonus on saving throws against enchantment spells and effects, low-light vision, wild empathy; AL NE; Sv Fort +4, Ref +4, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Concentration +6, Diplomacy +1, Gather Information +1, Heal +4, Hide +6, Listen +1, Knowledge (geography) +3, Knowledge (nature) +3, Move Silently +6, Search +1, Spot +1, Survival +4; Point Blank Shot, Track.

Possessions: Masterwork studded leather armor, composite shortbow (+1), longsword, 10 masterwork arrows, *potion of cure light wounds*.

➤ **Mekat Zrinn (EL 3 version):** half-elf human Rgr2; Medium humanoid (elf); CR 2; HD 2d8+4; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2, Grp +3; Full Atk +3 melee (1d8+1/19-20, longsword), or +5 ranged (1d6+1/x3, composite shortbow [+1]); Atk +3 melee (1d8+1/19-20, longsword), or +5 ranged (1d6+1/x3, composite shortbow [+1]); SA favored enemy (orc); SQ immune to sleep spells an similar magic effects, +2 racial bonus on saving throws against enchantment spells and effects, low-light vision, wild empathy; AL NE; Sv Fort +5, Ref +5, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Concentration +7, Diplomacy +1, Gather Information +1, Heal +5, Hide +7, Listen +1, Knowledge (geography) +3, Knowledge (nature) +3, Move Silently +6, Search +1, Spot +3, Survival +5; Point Blank Shot, Rapid Shot, Track.

Possessions: Masterwork studded leather armor, composite shortbow (+1), longsword, 10 masterwork arrows, *potion of cure light wounds*.

➤ **Mekat Zrinn (EL 4 version):** half-elf human Rgr3; Medium humanoid (elf); CR 3; HD 3d8+6; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3, Grp +4; Full Atk +4 melee (1d8+1/19-20, longsword), or +7 ranged (1d6+1/x3, masterwork composite shortbow [+1]); Atk +4 melee (1d8+1/19-20, longsword), or +7 ranged (1d6+1/x3, masterwork composite shortbow [+1]); SA favored enemy (orc); SQ immune to sleep spells an similar magic effects, +2 racial bonus on saving throws against enchantment spells and effects, low-light vision, wild empathy; AL NE; Sv Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Concentration +8, Diplomacy +1, Gather Information +1, Heal +6, Hide +8, Listen +2, Knowledge (geography) +3, Knowledge (nature) +3, Move Silently +7, Search +1, Spot +4, Survival +6; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: +1studded leather armor, masterwork composite shortbow (+1), 10 masterwork arrows, *potion of cure light wounds*.

➤ **Mekat Zrinn (EL 5 version):** half-elf human Rgr4; Medium humanoid (elf); CR 4; HD 4d8+8; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4, Grp +5; Full Atk +6 melee (1d8+1/19-20, masterwork longsword), or +8 ranged (1d6+1/x3, masterwork composite shortbow [+1]); Atk +6 melee (1d8+1/19-20, masterwork longsword), or +8 ranged (1d6+1/x3, masterwork composite shortbow [+1]); SA favored enemy (orc); SQ immune to sleep spells an similar magic effects, +2 racial bonus on saving throws against enchantment spells and effects, low-light vision, wild empathy; AL NE; Sv Fort +6, Ref +6, Will +1; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +8, Concentration +9, Diplomacy +1, Gather Information +1, Heal +6, Hide +9, Listen +2, Knowledge (geography) +4, Knowledge (nature) +4, Move Silently +8, Search +1, Spot +4, Survival +7; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: +1studded leather armor, masterwork composite shortbow (+1), 10 masterwork arrows, *potion of cure light wounds*.

➤ **Curental—Mekat Zrinn's Owl Animal Companion (EL 6 version):** Tiny magical beast; CR—; HD 1d8; Spd 10 ft., fly 40 ft. (average); AC 17, touch 15, flat-footed 14; Base Atk +0, Grp -11; Full Atk +5 melee (1d4-3, talons); Atk +5 melee (1d4-3, talons); SQ Low-light vision, link, share spells; AL N; Sv Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 11, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +6; Weapon Finesse.

Link (Ex): Mekat can handle Curental as a free action, or push him as a move action. Mekat gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Curental.

JERGAŁ'S CAIRN

➤ **Zhentarim Soldier:** human male or female Ftr1; CR 1; Medium humanoid (human); HD 1d10+5; Init +1, Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1, Grp +3, Full Atk +3 melee (1d6+2/19-20, short sword), or +2 ranged (1d8/19-20, light crossbow); Atk +3 melee (1d6+2/19-20, short sword), or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Reflex +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Climb -1, Jump -1, Ride +5; Endurance, Toughness.

Possessions: Splint mail, large metal shield, masterwork short sword, masterwork light crossbow, 20 bolts.

➤ **Szetrl (EL 2 version):** Female human Clr2; CR 2; Medium humanoid (human); HD 2d8+2; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1, Grp +1; Full Atk +3 melee (1d6+1, masterwork light mace); Atk +3 melee (1d6+1, masterwork light mace); SA rebuke undead; SQ spontaneously cast *inflict* spells; AL LE; Sv Fort +4, Ref +1, Will +7; Str 10, Dex 12, Con 13, Int 8, Wis 15, Chr 14.

Skills and Feats: Concentration +6, Knowledge (religion) +3; Dodge, Iron Will.

Possession: Chain mail, small wooden shield, masterwork light

mace, spell component pouch, vial of alchemist fire.

Spells Prepared (4/3+1; DC = 12 + spell level): o—*cure minor wounds, detect poison, read magic, resistance*; 1st—*command**, *divine favor, doom, entropic shield*.

**Domain spell*; *Deity*—Bane; *Domains*—Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute) and Tyranny (Add a +2 to the saving throw DC of any compulsion you cast).

➤ **Szetril (EL 3 version)**: Female human Clr3; CR 3; Medium humanoid (human); HD 3d8+3; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2, Grp +2; Full Atk +4 melee (1d6+1, masterwork light mace); Atk +4 melee (1d6+1, masterwork light mace); SA rebuke undead; SQ spontaneously cast *inflict* spells; AL LE; Sv Fort +4, Ref +4, Will +7; Str 10, Dex 12, Con 13, Int 8, Wis 15, Chr 14.

Skills and Feats: Concentration +7, Knowledge (religion) +4; Dodge, Lightning Reflexes, Iron Will.

Possession: Chain mail, +1 small wooden shield, masterwork light mace, spell component pouch, vial of alchemist fire.

Spells Prepared (4/3+1/2+1; DC = 12 + spell level): o—*cure minor wounds, detect poison, read magic, resistance*; 1st—*command**, *divine favor, doom, entropic shield*; 2nd—*bear's endurance, death knell, enthrall**.

**Domain spell*; *Deity*—Bane; *Domains*—Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute) and Tyranny (Add a +2 to the saving throw DC of any compulsion you cast).

➤ **Szetril (EL 4 version)**: Female human Clr3; CR 3; Medium humanoid (human); HD 4d8+4; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3, Grp +3; Full Atk +5 melee (1d6+1, masterwork light mace); Atk +5 melee (1d6+1, masterwork light mace); SA rebuke undead; SQ spontaneously cast *inflict* spells; AL LE; Sv Fort +5, Ref +4, Will +8; Str 10, Dex 12, Con 13, Int 8, Wis 15, Chr 14.

Skills and Feats: Concentration +8, Knowledge (religion) +5; Dodge, Lightning Reflexes, Iron Will.

Possession: Chain mail, +1 small wooden shield, masterwork light mace, spell component pouch, vial of alchemist fire.

Spells Prepared (5/3+1/3+1; DC = 12 + spell level): o—*cure minor wounds, detect poison, read magic, resistance, virtue*; 1st—*command**, *divine favor, doom, entropic shield*; 2nd—*bear's endurance, death knell* (2), *enthrall**.

**Domain spell*; *Deity*—Bane; *Domains*—Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute) and Tyranny (Add a +2 to the saving throw DC of any compulsion you cast).

➤ **Szetril (EL 4 version)**: Female human Clr3; CR 3; Medium humanoid (human); HD 4d8+4; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3, Grp +3; Full Atk +6 melee (1d6+2, +1 light mace); Atk +6 melee (1d6+2, +1 light mace); SA rebuke undead; SQ spontaneously cast *inflict* spells; AL LE; Sv Fort +5, Ref +4, Will +8; Str 10, Dex 12, Con 13, Int 8, Wis 16, Chr 14.

Skills and Feats: Concentration +9, Knowledge (religion) +6;

Dodge, Lightning Reflexes, Iron Will.

Possession: Chain mail, +1 small wooden shield, +1 light mace, spell component pouch, vial of alchemist fire.

Spells Prepared (5/3+1/3+1/2+1; DC = 13 + spell level): o—*cure minor wounds, detect poison, read magic, resistance, virtue*; 1st—*command**, *divine favor, doom, entropic shield*; 2nd—*bear's endurance, death knell* (2), *enthrall**; 3rd—*bestow curse**, *contagion, dispel magic*.

**Domain spell*; *Deity*—Bane; *Domains*—Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute) and Tyranny (Add a +2 to the saving throw DC of any compulsion you cast).

APPENDIX 2: NEW RULES

NEW MONSTER

Quasi-Banedead

Medium Undead**Hit Dice:** 6d12 (39 hp)**Initiative:** +4**Speed:** 30 ft. (6 squares)**Armor Class:** 16 (+6 natural), touch 10, flat-footed 16**Base Attack/Grapple:** +3/+4**Attack:** +4 melee, claw (1d4+1 plus one point of Dexterity damage)**Full Attack:** +4 melee, 2 claws (1d4+1 plus one point of Dexterity damage), and -2 melee (1d6, bite)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Dexterity damage**Special Qualities:** Damage reduction 5/holy or magic, undead**Saves:** Fort +2, Ref +2, Will +6**Abilities:** Str 13, Dex 10, Con —, Int 10, Wis 12, Cha 15**Skills:** Hide +8, Listen +9, Move Silently +8, Search +5, Spot +9**Feats:** Multiattack, Improved Initiative.**Environment:** Any land**Organization:** Solitary, or pack (2-12)**Challenge Rating:** 3**Treasure:** None**Alignment:** Always lawful evil.**Advancement:** —

While banedeadd are a form of undead created from the fanatical worshippers of an evil deity, quasi-banedeadd are a similar form of horror created from an unwitting soul, perverted by foul rites to evil deities.

Like normal banedeadd, these creatures appear as withered forms of their former self, drained of life and vitality. The malevolent force that animates them manifest in their glowing read eyes. One of a quasi-banedeadd's hands is always twisted into a hideous claw.

Combat

Quasi-banedeadd retain much of their mortal cunning, and use tactics and teamwork much more effectively than most undead.



They attack with their claws and a fierce bite. They go out of their way to attack good clerics and paladins.

Dexterity Damage (Su): A quasi-banedeadd, in addition to inflicting hit point damage, also deals 1 point of Dexterity damage on a successful hit.

Undead: Darkvision 60 ft.; immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects; Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects.

APPENDIX 3: LOUDWATER

Loudwater (small city): Conventional; AL NG; 15,000 gp limit; Assets 6,105,000 gp; Population 8,137; Integrated (3,010 human, 1,627 half-elf, 1,465 elf, 814 halfling, 570 gnome, 407 dwarf, 244 half-orc—does not include the entire adventuring community).

Authority Figures: High Lord Kalahar Twohands (half-elf male Ftr7/Wiz5/Eldritch Knight 2); Gauntlet Harazos Thelbrimm (human male Ftr11), and Gauntlet Jaida Zerezeal (half-elf female Rgr8).

Typical Town Guard: When the folks of Loudwater are in trouble, or they witness strange happenings, they yell for the guard. Usually in 1d10 rounds, a group of them responds. The group typically consists of 2d6 guards lead by one fist (the Loudwater name for sergeant). About 30% of the time they will come with one of their spellcasting member (d%: 01–30 2nd-level sorcerer; 31–60 2nd-level evoker; 61–00 3rd-level cleric, usually of Helm, Torm, or the Red Knight. Use the NPC stats in the *DUNGEON MASTER'S Guide* for spellcaster's statistics).

Guard: Human male War3; CR 2; Medium humanoid (human); HD 3d8+3; hp 16 each; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3, Grp +4; Atk +4 melee (1d8+1/19-20, longsword), or +3 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +1, Will +2; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +1, Spot +1, Swim –3; Alertness, Iron Will, Point-Blank Shot.

Possessions: Guard uniform (an electric blue tabard with the triple, gold moons of Loudwater emblazoned on the front and back, over dark brown britches and blouse), chainmail, light wooden shield, longsword, light crossbow, 20 bolts.

Fist (Loudwater Guard Sergeant): Human male or female Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 30; Init +1; Spd 20 ft.; AC 19, flat-footed 11, touch 18; Base Atk +4; Grp +7; Atk +8 melee (1d8+5/19-20, masterwork longsword), or +5 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Listen +1, Spot +1, Swim +4; Diehard, Endurance, Iron Will, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Fist uniform (a white tabard with the triple, gold moons of Loudwater emblazoned on the front and back, over dark brown britches and blouse), +1 chainmail, +1 light wooden shield, masterwork longsword, light crossbow, 20 bolts, 5 alchemical silver bolts, *potion of cure light wounds*.

City Description: Loudwater is a picturesque city where no two vine-covered buildings look the same. The Delimbiyr River cuts the town in half. To its north is what the locals call High Town, or sometimes Elf Town. Sitting above the river atop craggy highlands, High Town is a winding, organic jumble of merchant shops, quieter taverns, some guild halls, and at its farther north end is the home of the elven houses. The most prominent feature of High Town is High Lord's Hall, which stands above the spot that the falls that gave this town its name were once located.

The south side of the city is Low Town. Low Town is the more human side of the town, while far more green and clean than most cities, the elves call it something that roughly translates to “ugly town”—at least that's the nice translation. Low Town is home to warehouses, coster headquarters, rowdy taverns, merchants, and workshops.

The following are some further details on important locales within the village:

High Lord's Hall: A walled manor at the center of town, High Lord's Hall was built during the Rensha Rule. Its architecture has a strange mix of southern and elven influences. It is rumored that crypts under the hall are haunted with the restless spirits of old Rensha rulers.

Red Boar Inn: Owned but not operated by Deldron Rein, this inn is a popular meeting place for the human merchants and costermaster of Loudwater, and those who wish to be hired by them. In the inn's common room there is a large pillar used by the human community to communicate events and ideas.

The pillar was made from the remains of a giant oak that the Rein forefathers fell to build the inn, an event still infamous to the elves.

The Merry Mer-She: At night, this place is a tumult of loud music and frequent fights. It is not a place to relax or hold a conversation, but rather a place frequented by adventurers with too much coin to spend, and not enough “adventure” out of them. The beer is watery, and the stronger stuff is potent.

The Scarlet Shield: This dirty little tavern has poor furnishings, and a lazy staff, but for some reason it is very popular with a number of adventurers and warriors that serve under the gauntlets.

All Faith's Altar: A large shrine open to the devout of all faiths (with a few exceptions, like Bane, Cyric and Malar). Visiting clerics and pilgrims can sleep here for no longer than a tenday.

The Houses of Morning: Three temples devoted to Lathander. One stands on the east side of town, another at the west, and one sits atop Loudwater Crag in High Town, not far from High Lord's Hall.

Velti'Enorethal: Not really a temple (even though it is devoted to the path of Labelas Enoreth) or a school of the arcane arts, this place is more like a school of philosophy, where the sons and daughters of elven nobles, or the friends of elven nobles are saturated in elven traditions, magic, religion and history through years of patient study and practice.

History: Most of the following information can be recalled or discovered with a successful Knowledge (history) check (DC 15). According to the histories of the elven houses, Loudwater was founded when the first two elven houses settled here to create the Velti-Enloethal. While that institution and those two elven houses still stand, today Loudwater is primarily a human town, even though almost a quarter of town's inhabitants are half-elf,



**Gauntlet Harazos
Thelbrimm**

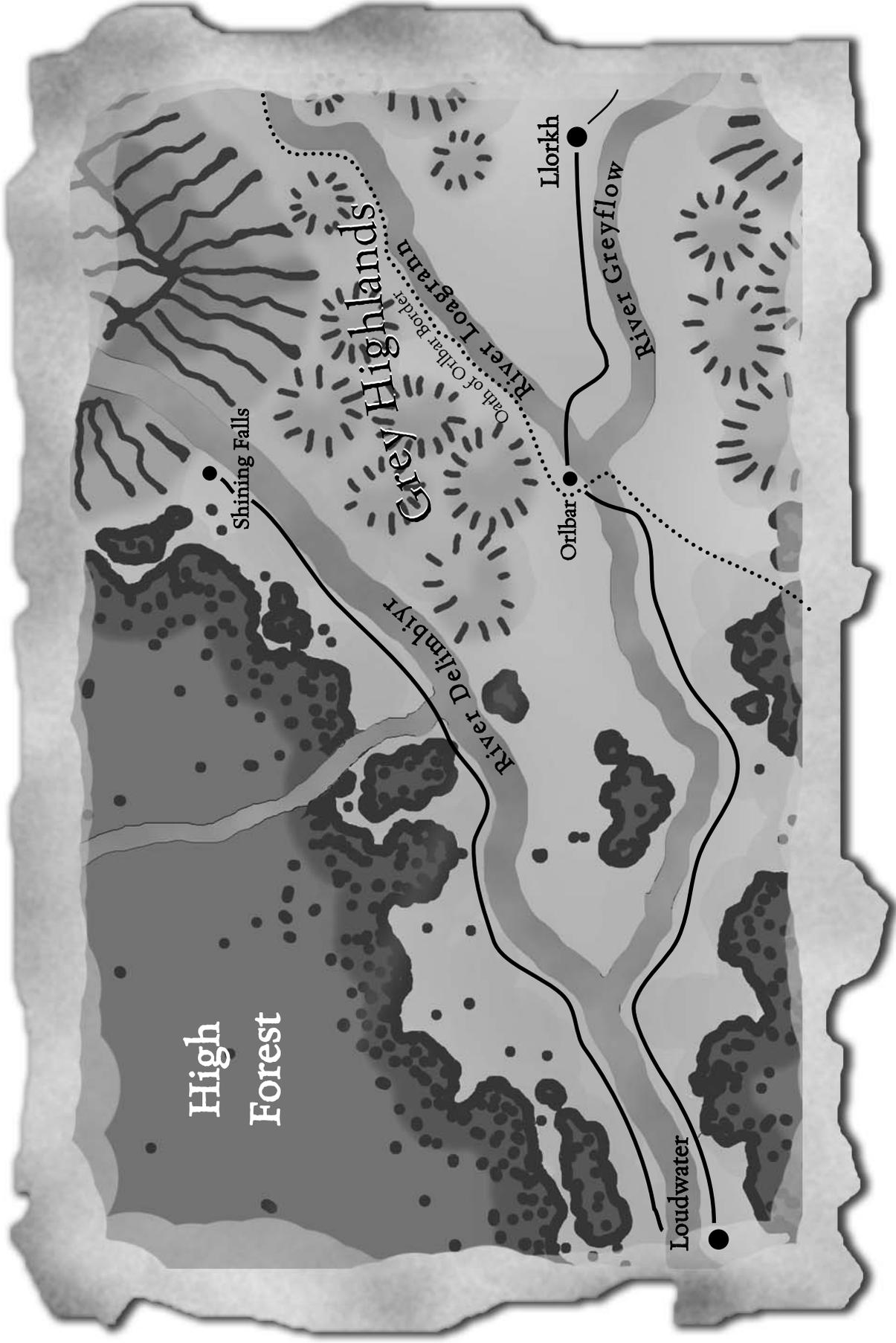
descended from the elves of Eaerlann.

Current Clack: These bits of information can be found out by a successful Gather Information check of the appropriate level. Orcs of the High Forest suffer a -10 penalty to these checks, while Scions of the Green Regent and Agents of the Red Fellowship gain a +2 circumstance bonus. Typically this information is gathered at one of Loudwater's taverns after spending a couple of gold pieces on drinks. Other methods can yield similar results.

DC 10: An orc! Mielikki has chosen an orc as her Green Regent. The world has gone mad I tell you.

DC 15: I went in the basement and found it had been inundated by a colony of rats. It is a bad tiding. With the Hark's brood out in force, and the rats coming into the city, old Augathra didn't name this the Year of the Rat.

DC 25: A ranger I was talking to saw Zhents in the Southwood. They were camped outside of Phantom's Cloister, and traveled with stunted beastman thralls.



Map of the Western Marches and the Greyvale

Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned).

Adventure Title: LGR-2 Gray Hunt Adventure Code: GRAYH1GR

Date Played: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the session was played. Instead list the closest 30-minute interval the session was scheduled to start at (30 or 00).

A legal RPGA session has no less than four players, and no more than six players.

GAMEMASTER

GM Name: _____

RPGA Number: May be less than a 10-digit number.

Complete the following information based on the entire group's play:

Adventure Questions
(see question in the adventure)

1. (a) (b) (c) (d)

2. (a) (b) (c) (d) (e)

3. (a) (b)

4. (a) (b)

5. (a) (b) (c) (d)

PLAYERS

| Player Name | RPGA Number | Character Played | Character Status |
|-------------|---|--|--|
| 1 | <input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small> | <input type="text"/> <input type="text"/> <small>Number</small> | GP Debt _____ XP Drain _____ Dead? Y |
| 2 | <input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small> | <input type="text"/> <input type="text"/> <small>Number</small> | GP Debt _____ XP Drain _____ Dead? Y |
| 3 | <input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small> | <input type="text"/> <input type="text"/> <small>Number</small> | GP Debt _____ XP Drain _____ Dead? Y |
| 4 | <input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small> | <input type="text"/> <input type="text"/> <small>Number</small> | GP Debt _____ XP Drain _____ Dead? Y |
| 5 | <input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small> | <input type="text"/> <input type="text"/> <small>Number</small> | GP Debt _____ XP Drain _____ Dead? Y |
| 6 | <input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small> | <input type="text"/> <input type="text"/> <small>Number</small> | GP Debt _____ XP Drain _____ Dead? Y |

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Complete the following information based on the entire group's play:

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(see question in the adventure)

1. (a) (b) (c) (d)

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3. (a) (b)

4. (a) (b)

5. (a) (b) (c) (d)

PLAYERS

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