

CASTLES & CRUSADES



THEY CALL HIM GUFF



CHALLENGE LEVEL
MEDIUM

STAND ALONE

ADVENTURES

THEY CALL HIM GUFF

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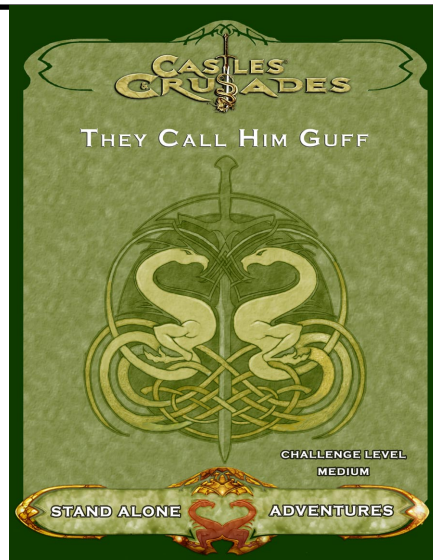
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4-6 Characters

4th-6th Levels

The Adventure continues!



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THEY CALL HIM GUFF

This adventure should take place after a long, wearisome encounter, possibly a deep dungeon or abandoned tower of some repute. The party should be under the impression they are enroute to a friendly town where they can relax, spend some money, and forget their troubles for a while. The community the party encounters has fallen victim to the Guff, an orc bandit. Guff is lording over the region, extorting protection money from the local population.

This adventure easily ports to any locale familiar to the CK, possibly one removed from cities and bustling only with open fields, suspicious farmers, and bad weather.

A quick trek from your last adventure to the warmth of a friendly village is interrupted by a pack of wolves, a slaughtered pair of merchants and dead bodies hanging from a tree. Then it gets worse.

The party walks wearily as they get closer to the next town. They have been on the road for days, weeks maybe. The weather has been anything but hospitable. The rain has been cold and heavy, and when it lessens for a few hours, a bitter wind replaces it, made worse as it penetrates the wet clothing the party has draped over them. The last adventure really took a toll on them and they are weary of soul as well as body. As they crest a small rise, they see a merchant wagon, sitting alone in the road. Oddly, they see no people around. Instinctively, they reach for their weapons. Something is amiss.

As they move closer, the party can see a large wolf, apparently feeding on a dead body. It growls deep in its chest as the party moves within its vision. Another body, similarly defiled, lays sprawled on the dirt, another wolf hovering over it. Two more wolves stand nearby; ready to feast when the larger ones are finished. The dead bodies appear to be of a man and woman, possibly a man and his wife peddling their wares in this forgotten farmland when they happened upon a pack of hungry wolves.

If the party gives the wolves a wide berth, they do not attack; however, if they appear in any way threatening to the wolves (CK's discretion), the wolves attack. The weather and lack of food have forced the wolves to find other prey, and with the taste of blood fresh on their tongue, they will have no reservations about attacking the party.

WOLVES (These neutral creature's vital stats HD 2d8, HP 8, 10, 14, 15, AC 13. Their primary attributes are physical. They attack with a bite for 2-8 points of damage.)

The caravan wagon contains only a few items of any worth to the party. It seems as if the couple made most of their money selling farming implements and supplies. Tucked underneath a large

burlap sack, the party finds a small lock-box. It is locked, but the key can be found about the neck of the slaughtered man (or picked, CL 3). Inside they find 38sp and 49cp. Among the farming supplies, they also find a long sword, a dagger, and a leather coif.

After the battle and any subsequent activities of the party with the wagon, including raiding it for supplies or burying the couple, or possibly both, the sun disappears over the horizon, taking with it what little warmth there was in the air.

Many times, a few hours spent around a campfire after a long day is a welcome respite, a time for the party members to unwind and relax. This night, however, the thought of lying on the wet, cold ground and sleeping is an anathema to anyone of a right mind. As if on cue, a steady, cold rain starts falling from the sky as the party settles in. The few trees that litter the landscape offer little resistance to the deluge.

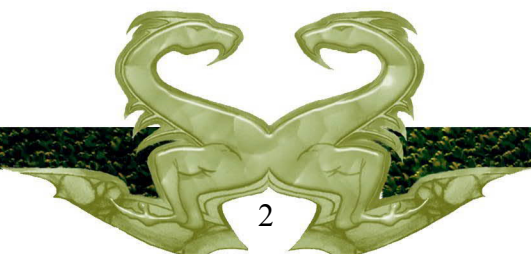
The unlucky party that has the misfortune of a random encounter should check the list below (on a d8):

- 1-2: Medium Spider, hunter (1): AC – 15, HD – 3, HP – 14
 - 3-4: Ankheg (2): AC – 18, HD – 5(d10), HP – 22, 24
 - 5-7: Black Bear (1): AC – 13, HD – 3, HP – 16
 - 8: Whirlwind Brownie (3): AC – 23, HD – 1(d12), HP – 5, 8, 11
- (See below for new monster information)

As they continue their trek the next morning, the party sees two corpses hanging from a tree about 20 yards off the road. Anyone with any experience in this region has the chance of knowing (intelligence check, CL 3) that the area is ruled by a benevolent Lord, and this sort of public execution, and subsequent display of the bodies, is very much out of place.

Investigating the bodies turns up a few surprises. First, the bodies were apparently dead before they were hanged. Sword wounds are apparent on both bodies, one stabbed through the abdomen, the other a deep slash across the neck, near the left shoulder. The rope is not tied in a traditional hangman's noose, but in a simple knot that barely holds the weight of the bodies. The unfortunate victims appear to be simple farmers, bereft of any armor or weapons. Slung across the neck of one of the victims hangs a crude slate attached to a frayed length of rope. Written in white paint, in a scrawling hand, is the phrase, "I lied to Guff."

The surrounding area is mainly open plains, but a few farms dot the landscape, mainly potato and carrot farms. The farmers are a fairly insular bunch, prone to suspicion and doubt. They are, however, honest and hard-working. This is mainly due to the fact that they see few patrols from the cities and feel they are on their own, far removed from the sanctuary of the castle.



Unbeknownst to the party, a half-orc named Guff has taken residence in an old abandoned house about a mile off the road. Several months ago he, and a few orcs, began terrorizing the farmers, demanding money in the form of protection. Many farmers rejected his demands, but enough have acquiesced to satisfy Guff's greed, at least initially. In an effort to garner more victims, Guff and his band of thugs have killed two unarmed farmhands and hanged them from this tree. Guff hopes this will frighten local farmers into paying him for protection.

If the party has a ranger present he can attempt to search for the tracks leading away from the grisly scene (CL 0). The tracks are fresh, the ground wet and muddy and the villains that perpetrated the crime were not trying to hide their tracks. The lead away from the road, to the southeast, for about a mile. And old, abandoned farmhouse, complete with barn, seems to be the destination for the brutes.

If a ranger is not in the party, or if the one they have fails his track check, the party may wish to approach some of the few farmhouses that lie in the distance to find any assistance.

The farmers greet the party with suspicion and dubitation. While not unfriendly, the farmers are leery of outsiders and will be closed-mouthed and taciturn. If explained, the situation with the dead bodies, especially the part with the slate and cryptic message, the farmers come round and divulge the situation to the party, hoping these people can offer some help. They tell the party that Guff and his retinue live in an old farm house about a mile southeast of here. This encounter should be handled delicately by the CK. Realize that these farmers are distrustful of outsiders. If the party contains any demi-humans, especially half-orcs, overcoming these suspicions will be very difficult. Also, just relating the story of the dead bodies will not always be sufficient to satisfy these men. More likely than not, someone in the party will have to succeed in a successful charisma check. The Challenge Level for this check is dynamic and must take into account any extenuating circumstances, such as role playing.

Whether the party gained the location of Guff's lair via the farmers or by tracking, they can plan their approach.

The sky is cloudy and dark, making a stealthy advancement easier than normal. The house is guarded at night by two orcs, but during the day, most of the band seeks sanctuary from the sun in the large barn that sets near the house. Guff, being half-orc and thus not as adverse to the sun as his companions, keeps the watch during the day. Though he does this half-heartedly at best.

Guff spends most of his time in the house proper. He is rarely if ever alone, however, for his concubine of late is a female orc shaman. She has overcome her dislike of sunlight to spend time with Guff, whom she admires (and she is not blind to the perks that come from being the concubine of the leader of these brigands).

THE BARN

The barn is filled with all manner of debris and has not been used as an actual barn for many a long year.

Guff's minions have dug themselves a hole in the floor of the barn that they have partially covered with hay, wood, and dirt (marked A on the map). Anyone entering the barn must make a successful wisdom check (CL 4) to spot the haphazard hiding place. During the day the orcs lay up in the hole, occasionally strolling about the barn. They are not particularly alert and post no watch, depending upon Guff to keep watch. During the night one orc is on watch at all times, but the guards are generally complacent, anyone attempting to surprise them gains a +2 on their wisdom check.

With the orcs is a whirlwind brownie. He has traveled with Guff for some time and serves as a sometimes scout. He lies up in the day generally; presently he is gambling with some of the orcs in their hole.

If called, they charge across the open, the orcs suffering a -1 to all attack rolls. They attempt to get in the building and to their chief. The brownie rushes to his aid no matter what, though he will not fight to the death under any circumstances.

WHIRLWIND BROWNIE (*This neutral evil creature's vital stats are HD 1d12, AC 23, HP 7. Its primary attributes are physical. It attacks with two dagger attacks each round for 1d4 points of damage. They do not suffer a penalty for two swings. They gain initiative every round. See below for more details.*)

ORCS, 5 (*These chaotic evil creature's vital stats are HD 1d8, AC 12, HP variable. Their primary attributes are physical. They carry leather armor, long swords, battle-axes or war hammers (1d8 damage for any) and 1-6gp apiece.*)

THE FARMHOUSE

The old farmhouse that Guff has commandeered was in bad shape when they moved in, and is in even worse shape now. The windows are all boarded up and the house is quite dark, even in the daytime.

1. The entry way doubles for the dining room and kitchen area. A large table and six chairs dominate the room, and a hearth resides on the wall opposite the table. Two doors lead out of this room. Pieces of bone, feathers, and various other animal parts lay carelessly about the room. The smell of decay permeates the air. In the hearth the party will find more dead animals, burned beyond recognition.

2. The door on the right that leads from the dining area is a small bedroom. A bed sits in the northeast corner. Like the entry way, this room is in disarray and smells horrible. Aside from the smell and filth, the party will find nothing in this room.



3 There is a large bedroom that houses not only a bed, but also a small writing table and a bedside nightstand. It also contains Guff and his mistress, Yokona.

4. Outside, but still attached to the main house, is a small storage area. Inside, the party can find a few farming implements. Also, they find a small can of white paint, the very white paint used to scrawl Guff's warning on the dead bodies found hanging from the tree.

Guff spends much of his time in the bedroom with his mistress. He usually wears his mail as he finds it comforting, but he is not on the alert. Any characters using the drainage ditch gain a +2 to any hiding checks or move silently checks they make. If he is attacked and has the opportunity to do so, he calls his minions.

Guff, Level 8 Fighter (This 8th-level lawful evil half-orc fighter's vital stats are HP 64, AC 15. His primary attributes are strength and constitution. His significant attributes are strength 18 and constitution 17. Guff specializes in the two-handed axe (gaining +2 to hit, +2 to damage. He carries a +2 two-handed axe, mail hauberk, norman helm; he wears a ring with a signet on it worth 150gp. The signet is the design of a local lord who would pay twice that for its return. He also has a pouch with 78gp in it.)

Yokona, 1/2 orc Shaman (This lawful evil creature's vital stats are HD 5, AC 13, HP 9. Her primary attributes are physical. She is able to cast the following cleric spells once per day: command protection from good, darkness, hold person, and dispel magic. She is able to cast the following wizard spells once per day: shocking grasp, acid arrow, scare. She wears leather armor and carries a serrated knife in battle. She also keeps a silver bronze holy symbol of her god in a small wand strapped to her arm.)

Under the bed, the party will find a small, locked chest. The chest is trapped with a small needle coated with a Type III poison. Those affected by the poison, and failing a saving throw (CL-5), will take 1d6 damage and suffer a -1 on all physical attributes (strength, dexterity and constitution) for 1d4 hours. Those successfully passing their saving throw take 1d4 damage and suffer a -1 to their strength attribute for 1d4 hours. Inside the party will find 47gp, 3 gems (10gp, 50gp and 100gp respectively) and a small silk pouch filled with *Dust of Illusion*.

If the party enters the barn and fights the orcs inside (if they were not called by Guff for assistance), they will find another 20gp secreted away by the orcs.

WHIRLWIND BROWNIE

NO. ENCOUNTERED: 2-8

SIZE: Small

HD: 1 (d12)

MOVE: 100 ft.

AC: 23

ATTACKS: Dagger (1d4) x2

SPECIAL: Automatic Initiative, Double Attack

SAVES: P

INT: Superior

ALIGNMENT: Neutral Evil

TYPE: Fey

TREASURE: 4

XP: 100 + 3

Whirlwind Brownies are a race of fey creatures that legend says have dabbled in dark, malevolent arts better left alone. The exposure has turned them dark, evil, and malicious. The magic that now flows through them has given them extremely fast speed, sometimes even too fast to see clearly. A whirlwind brownie, traveling at top speed, is but a blur to most eyes. As such, they have a tremendously high armor class and are deadly in combat. They normally travel in small bands and can be found in any climate, save the coldest arctic areas. As there has been little contact with these fey, their intent is only speculated.

Combat: In combat, whirlwind brownies will always win initiative and thus strike first in all rounds. Also, their quickness gives them two attacks per round. For the second attack, assume the brownie always rolls a 5, thus they attack at the beginning of every combat round and in the middle, as it were.

Spell Like Abilities: Darkness, Faerie Fire, Ventriloquism. These abilities are usable once per day, at 5th level ability.

Not much is known about the Whirlwind Brownies. It is theorized that, due to such an accelerated metabolism, their life span is relatively short, which is correct. Most Whirlwind Brownies mature at age 3 and die around age 10. Whirlwind Brownies speak the fey language common to Sprites, Grigs, et al. as well as Elf and a smattering of Common. However, it is almost impossible for most creatures to understand them as they speak in such an accelerated and high pitched voice.



A

BARN



WELL

DRAINAGE
DITCH 2'-3' DEEP

4

3

2

1

GUFF FARMHOUSE

1/4TH INCH = 5 FEET

BER
5' HI