

DYVIntro4-03

Lion of Westguard

A One-Round D&D LIVING GREYHAWK[®]

Dyvers Introductory Adventure

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The Knight Commander of Westguard requests the assistance of able adventurers to solve the recent abductions from Low Town. Interested parties are requested to seek an audience at the Keep. A Dyvers introductory adventure for 1st-level characters.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or

hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

This is an introductory adventure, and thus all characters must be 1st-level.

Time Units and Upkeep

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

Adventure Summary

The players begin in Westguard where Lord Robil Kelso charges them with discovering the source of a series of abductions. The players investigate the disappearances and are led to Oaken Vale. The players encounter the Ghast, Cauldeth. The players discover that Cauldeth is not responsible for the disappearance of the peasants and that a spriggan named Maeldun has taken them. The players find the Spriggan's lair, defeat him, and return the peasants to Westguard for their reward. In lieu of defeating him, they can complete a quest for him and he will return the peasants unharmed. The quest involves finding a foppergrim and having him reforge the spriggan's sword.

A Note On The Combat Encounters

The ghost, spriggan, and fossergrim are each very dangerous encounters for a group of 1st-level Players. The ghost and spriggan should be negotiated with and the fossergrim can be defeated with the *alchemical dust of dryness*. Parties who rush into combat with ginsu knives awhirl should not be given quarter. This adventure is designed to reward skill use, thought, and roleplaying.

Westguard Details

Westguard and its environs are detailed in Appendix 3 and 4. There is a map of the area included in Judge's Map 1 and Player's Map 1. DM's are encouraged to give Player's Map 1 to the players for their use during the adventure.

Encounter Summary

Encounter One: An Important Announcement – The players are present as a town crier announces that Knight Commander Lord Robil Kelso is seeking adventurers to investigate several disappearances in Low Town.

Encounter Two: Appointment with the Knight Commander: The Players meet Lord Robil Kelso, who charges them with discovering the source of a series of disappearances.

Encounter Three: Investigation of the Disappearances - The Players investigate the disappearances and are led to Oaken Vale.

Encounter Four: The Ghoul of Oaken Vale - The Players encounter a ghost named Cauldeth. Cauldeth claims that he is not responsible for the disappearances, and, in return for the removal of his curse, informs the Players that a spriggan named Maeldun has taken the peasants. If the Players kill Cauldeth before discovering this information, a local peasant seeks out the Players when they return to Westguard and points out some tracks that he found that were left by the spriggan.

Encounter Five: Following the Trail – Players continue their investigation, and it leads them to the spriggan's lair.

Encounter Six: The Giant of Westguard - The Players find the spriggan's lair, defeat him, and return the peasants to Westguard for their reward. In lieu of defeating him, they can complete a quest for him and he will return the peasants unharmed.

Encounter Seven: Archives of the Lower Hall - The Players research information about the fossergrim and, if they are skilled enough, find out about an alchemical dust that harms fossergrims.

Encounter Eight: Cereb Ak Cedi Provides the Dust - The Players collect the materials that Cereb Ak Cedi needs to craft the dust. He completes the work and gives them instructions on its use.

Encounter Nine: The Old Man Of The Cascade The Players find the fossergrim and attempt to force him to reforge the silver sword. If they are successful, he also offers the Players a shield in return for keeping his weakness a secret.

Conclusion: The Players return the missing peasants to Westguard and receive their reward.

Introduction

You are in Westguard, the westernmost settlement on the border of Dyvers. Located near the heavily-traveled Volverdyva river, and upon the main trade road that follows the river, Westguard keep overlooks the Kingdom of Furyondy to the North, and the Gnarley Forest to the South and West. To the east the Gnarley Forest gives way to green and fertile farming lands that lead all the way to the Free and Independent City of Dyvers. Here, however, there is a settlement surrounding the walls of Westguard Keep, with a High town and a Low town to the west and east of the Keep itself.. Trade is busy along the Volverdyva trade route, and Westguard shows all the signs of it. Caravans are plentiful, and a variety of people and goods are present.

Encounter One: An Important Announcement

The adventure begins with an announcement by the town crier.

“Hear ye, hear ye. The high town villain Beebe has assessed the tithe for the season and will be collecting it through the week. The honorable Beebe reminds all citizens that the concealment of titheable goods is a common infraction punishable by 3 days in the stocks and thanks you for your honesty in advance. Be it further known that his grace the Lord Knight Commander of Westguard requests the assistance of able adventurers to solve the recent abductions from Low Town. Interested parties are requested to seek audience at the Keep. Lastly, good citizens I ask you to lend an ear to the offer presented by the timberwright and charcoaler guilds who are taking apprentices for the next season. Interested individuals may seek out Guildmaster Kerris in the guild hall...”

Encounter Two: Appointment With The Knight Commander

When the players approach Robil Kelso at Westguard keep concerning the abductions, Robil provides the following information:

- **Missing Peasants:** Three peasants have gone missing from the fields since yesterday. The Knight Commander wants to determine whether the peasants have run off or have come to some harm.
- **The Army:** Lord Kelso does not wish to recall his army contingent from their current mission and wishes to have the matter resolved as soon as possible.
- **Subtle Matter:** Kelso feels that this is a matter better suited for the skills of adventurers and will give the players a temporary writ of authority to enter private residences and grant general investigatory powers.

Robil Kelso, a Lawful Good Paladin of Heironeous, is courteous, intelligent, well mannered, and extremely busy. He will do his best to help the players begin their task with the shortest negotiations possible. He offers to pay them 50 wheatsheaves (gold pieces) each for the safe return of the peasants.

Development: Diplomatic Players can convince Lord Kelso to pay them more. Allow the players to make a diplomacy check.

- DC 12: Robil Kelso will pay them 100 gp each for the safe return of the peasants.
- DC 15: Robil Kelso will pay them 25 gp each for the recovery of the peasant corpses, should they be slain.

A successful Knowledge (nobility and royalty) check DC 10 reveals to interested Players that Robil Kelso is a Knight of the Hart and is related to the Grandhearth family through his marriage to Enruhl Leardyn's sister Mara. The Grandhearths are one of the seven major gentry families that control the High Council in the government of Dyvers.

A successful Knowledge (local-Velverdyva MR) or Gather Information check DC 14 reveals the following:

- In 584 CY, at the end of the Greyhawk Wars, the growing tension with the Furyondian Knights of the Hart and the Dyvers populace ignited with the suggestion by certain Knights that the city of Dyvers be annexed to the greater glory of King Belvor IV of Furyondy. When Magister Margus passed by the issue without comment, the outcry from the city was

of such intensity that Margus was ousted in favor of the young Army officer, Larissa Hunter. The newly appointed Dyvers Magister, fearing rebellion, removed the protectorship of Westguard from the Knights of the Hart, stationing in its place the Dyvers Free Army. In a face-saving gesture, Larissa retained Sir Robil Kelso as Knight Commander of the garrison. A paladin of Heironeous, Robil has served Larissa Hunter with irreproachable loyalty to this day.



Timberwrights harvest Oaken Vale

Encounter Three: Investigation Of The Disappearances

Investigating the homes of the three peasants shows no evidence of any planned flight. The family members of all three vouch for the abductee's loyalty to Westguard, Lord Kelso, the Grandhearths, and The Free and Independent City of Dyvers.

If the Players search the peasant hovel, a successful Search check DC 14 uncovers a number of stone markers in the first hovel they check.

A successful Knowledge (arcana) check DC 10 or Spellcraft check DC 12 reveals that the markers were used to help anchor some sort of spell of binding.

A successful Intimidate check or Diplomacy check DC 12 (or DC 10, with a bribe of at least 5 gp) convinces the peasants to admit that the stone markers were collected from Oaken Vale to sell as curios in the markets of Caltaran and Dyvers. This is considered grave robbery and is illegal in Westguard.

A successful Knowledge (local-Velverdyva MR) check DC 10 reveals that the timberwright guild logged most of the trees in Oaken Vale and unwittingly destroyed the protective wards in 592 CY, freeing most of the undead of that accursed wood to terrorize the area during the Defense of Westguard.

Asking around Low Town, a local drunken halfling known as one-eyed Bill swears that he saw the peasants attacked by a madman and dragged by the heels into the woods, "Probably dragged toward Oaken Vale by one of the monsters that live there." he adds. If asked exactly where they were dragged into the woods, he does not recall. He claims that he would have tried to help except for his permanent injury. One-eyed Bill tells anyone who listens of his permanent ache in the back that restricted his assistance. He swears that he can produce a testimonial from a healer to this fact. One-eyed Bill has both his eyes, is bone lazy, and has never seen a healer in his life. He is correct that the peasants were dragged into woods. He is mistaken in his assumption that they were taken by a madman, it was actually a creature that looks like a giant gnome. The spriggan Maeldun abducted them, and he did not take them to Oaken Vale, as the players will discover if they investigate Oaken Vale.

One-eyed Bill has gained some notoriety, and a successful Bardic Knowledge or Knowledge (local-Velverdyva MR) check DC 18 reveals that One-eyed Bill is a former employee of the Dyvers Stone and Cement Company. He faked an injury and with the help of the Banebridge local union, acquired a decent severance that he has dedicated to the purchase and consumption of various Leardyn wines.

Encounter Four: The Ghoul Of Oaken Vale

Oaken Vale was once a heavily forested section of the Gnarley that borders both the Velverdyva and Westguard. Oaken Vale was heavily logged during the boom in the lumber industry following the Dyvers dock fire in CY 592. Oaken Vale is now mostly filled with stumps and discarded items from the timberwrights who frequent the area.

As the players search the area, allow them to make spot checks DC 15 to spot what seems to be a distraught ghoul seated before the grisly remains of several animals. A successful listen check DC 10 will allow the characters to overhear the creature whimpering.

If the Players take some time to observe the creature, a successful Knowledge (religion) check DC 14 reveals that it is a ghast and that his sentient state is indicative that he is not completely transformed. For each 5 points the Knowledge

(religion) check exceeds 14, the Players learn an additional bit of information about ghouls as follows:

DC 18 A Ghast emits a stench that sickens nearby people for minutes.

DC 22 A Ghast can paralyze its enemies for seconds by clawing or biting them.

DC 26 Ghasts are resistant to turn undead attempts.

DC 30 Anyone bitten by a ghast may contract a disease that eventually makes joints swell and the one's stamina weaken.

If the Players speak with the ghast, they may be able to prevent him from attacking with a Diplomacy check DC 5. If they fail, Cauldeth is insulted by the players, and attacks them immediately.

Cauldeth, the Ghoul of Oaken Vale: Ghast; hp 29; see Appendix 1.

Tactics: If a fight breaks out, Cauldeth fights to the death. Once combat has started and the Players have been made aware of Cauldeth's terrible stench they have another chance to determine that he is a ghast and that his sentient state is indicative that he is not completely transformed (Knowledge (religion) check DC 14).



Cereb Ak Cedi binds the Ghoul

Development: If the players slay Cauldeth, they find that Cauldeth has acquired a small stash of treasure over the years. It includes 180 gp and 6 malachite gems (10 gp each). If the players succeed at their diplomacy check with Cauldeth, Cauldeth imparts to them the details of his plight. Cauldeth's history is as follows:

Cauldeth transitions between a mindless ghastly state and a semblance of his true personae, albeit a fractured consciousness. While in his ghastly state, Cauldeth simply desires to feed. During his more lucid moments, Cauldeth can be reasoned with to some degree. During these moments, Cauldeth desires to be returned to his human state and has repented his necromantic obsessions. **He warns the Players that he cannot be trusted when in his other state and that they should avoid him then.** He insists that he had nothing to do with the disappearances, but that he can help the Players solve them if they can remove his curse.

A former mage apprentice of the alchemist Cereb Ak Cedi, Cauldeth was drawn to the dark arts and was afflicted with undeath as a consequence of his pursuit of the arcane components necessary to further his endeavors. His master, Cereb Ak Cedi, did not have the heart to slay Cauldeth and instead bound him beneath the Oaken Vale in 587 CY until a cure for his condition might be divined. (Unbeknownst to Cauldeth, Cereb Ak Cedi has discovered a means to reverse Cauldeth's ghastly state but he was unfortunately too late. The timberwrights affected Cauldeth's release before the *potion of transformation* could be administered.)

In the summer of 592 CY, timberwrights freed a number of undead from their rooted prisons when they harvested the trees that anchored the binding spells upon the creatures. Adventurers largely eradicated the undead during the Defense of Westguard in the summer of 592 CY but Cauldeth was able to escape their attentions.

Cauldeth asks for help: If the Players have succeeded in learning of Cauldeth's plight, Cauldeth asks them to go to High Town in Westguard and find the alchemical shop of Cereb Ak Cedi. Cauldeth explains that Cereb Ak Cedi may be able to cure him of his ghastly affliction. He has been too ashamed and afraid to seek help from his former master personally.

Cereb Ak Cedi offers the *potion of transformation*: Cereb Ak Cedi can be found in his alchemical shop in High Town. When the Players explain to Cereb Ak Cedi what they have learned concerning Cauldeth, he becomes very excited. He explains that he has a potion that will transform Cauldeth back into his human state, but since timberwrights cut down the tree Cauldeth was in, Cereb has been unable to administer the potion to

Cauldeth. Cereb Ak Cedi offers to give each of the players a *potion of cure moderate wounds* (300 gp each) if they can manage to convince Cauldeth to consume the *potion of transformation*.

Capture of Cauldeth: When the Players return to Cauldeth with the *potion of transformation*, he is busily shredding and eating a recent animal kill. He is in his mindless ghastly state at this point and attempts to slay and eat the Players. The Players have to grapple or somehow capture Cauldeth in order to administer the potion. Remember that undead cannot be affected by nonlethal damage and that they are destroyed if reduced to 0 hit points or less. The Players also have the option to flee Cauldeth and to wait until his sanity returns. This happens in about an hour. When Cauldeth is in control of his faculties he readily agrees to consume the *potion of transformation*.

Cauldeth tells of the spriggn Maeldun: When the Players have freed Cauldeth of his ghastly state, he tells them that he saw the peasants being dragged off by a giant into the woods. The giant did not head toward Oaken Vale but instead turned southeast toward Lady Olla Vale. Cauldeth also shows them his stash of treasure and offers it all to them in gratitude for what they have done for him.

Treasure:

APL 2: L: 0 gp; C: 40 gp; M: 5 potions of cure moderate wounds (25 gp each per character).

Encounter Five: Following the Trail

The Players can learn the direction that the spriggn took the peasants from Cauldeth. If they kill Cauldeth before discovering this information, a local peasant seeks them out when they return to Westguard and points out some tracks that he found that were left by some sort of giant.

If the Players head southeast in search of the giant or if they look where the peasant found the tracks, they can find an easy trail Survival check or Search check DC 10 created by Maeldun dragging three bodies. If they cannot find the tracks they can hire a guide for 2 gp that is able to follow the tracks for them.

Encounter Six: The Giant of Westguard

A strange-looking giant is chopping wood with a silver sword outside a crude hut. The giant looks like an oversized gnome with a wild abundance of hair.

The players find Maeldun outside a crude hut. The peasants are tied up inside.

Creatures: Maeldun is chopping wood with a very worn silver short sword, preparing to build a fire to

cook one of the peasants. He is in his enlarged form, which he has taken since once again preying on Westguard. The inhabitants of Westguard think that Maeldun is simply a strange gnome hermit and did not know of his giant form.

If the players take some time to observe Maeldun, a successful Knowledge (nature) check (DC 15) reveals that he is a spriggan and that spriggans can change their size from small to large at will. For each 5 points the Knowledge (nature) check exceeds 15, the Players learn an additional bit of information about spriggins (per *Player's Handbook* p. 78).

If the Players speak with Maeldun, they may be able to prevent him from **attacking (Diplomacy DC 5)**. If they fail, Maeldun attacks them without provocation.

Maeldun the Giant: Spriggan (Enlarged Form); hp 37; see Appendix 1.

Tactics: If a fight breaks out, Maeldun fights to kill and capture as many Players as he can. If the fight goes against him and he is reduced to 20 hp or less, he calls for a truce and offers to release the peasants if the Players repair or replace his sword. If he is reduced to 10 hp or less, he calls for a truce and offers to hand over the peasants in exchange for his life.

Development: If the players are successful in starting a conversation with Maeldun, he assumes that they have come to honor the pact and demands a new sword. Maeldun states that if the Players repair or replace his sword, he will release the peasants. If the Players inquire further, Maeldun provides details of the pact. Base Maeldun's conversation concerning his pact with Eriador on the following information:

- In the past days of Westguard (519 CY), before the Keep was crenellated, Maeldun inhabited the Gnarley south of the Westguard encampment. He would sneak into the caravan commons at night and consume the draft animals kept outside the palisade by merchants stopping over for the night on their way to and from Dyvers. A young lord Eriador was Knight Commander of Westguard and took it upon himself to deal with Maeldun. He rode out one early morning fully armed and determined to put an end to the giant's predations. After tracking the giant to its lair, a fierce battle ensued. Neither Maeldun nor Eriador could gain the upper hand. After some time the two halted their combat, exhausted, and negotiated a truce. Maeldun agreed to leave Westguard in peace in exchange for a finely crafted silver short sword that Eriador had borne into battle that day. The sword was to be repaired or replaced every 75 years for so long as Maeldun lived. So long as the bargain was kept, Maeldun would trouble

Westguard no more. In 594 CY the bargain came due.



Eriador bargains with Maeldun

The tale of Maeldun is long forgotten by most of the inhabitants of Westguard, including Lord Kelso and Cereb Ak Cedi. They know of Maeldun only as a strange gnomish hermit in the woods.

Treasure: L: 21 gp; C: 0 gp; M: 0 gp.

Encounter Seven: Archives Of The Lower Hall

None of the craftsmen in Westguard are able to repair Maeldun's silver sword. They tell the players that it has a fey-like quality that would be lost if they reforged it. The craftsmen tell the players that maybe Lord Kelso or Cereb Ak Cedi can help.

Lord Kelso and Cereb Ak Cedi both recall that Eriador once had a fine silver short sword. They tell the players that information on the origin of Eriador's short sword may be found in the archives in the Lower Hall of Westguard Keep. Either of them will recommend the players to look into the archives for more information. Lord Kelso will allow them access to the archives.

Allow each player looking through the archives to make a Search check once per day with the following results. Do not allow Players to take 10 on this check, as the peasants' lives hang in the balance, so they are considered rushed. Players get a +2 bonus to this check if they have 2 or more ranks in Knowledge (history).

- **Search DC 5:** The player finds a journal detailing the event Maeldun described.
- **Search DC 8:** In addition to the previous journal, the player finds a journal detailing how Eriador acquired his silver short sword from the fossergrim and the location of the fossergrim's dwelling within the cascade on the Gladden Brook about four miles south of Westguard. The journal tells of how Eriador was forced to challenge the fossergrim to a combat. If he lost he would serve the fossergrim for half a year. If he won, the sword would be his.
- **Search DC 12:** In addition to the previous journals, the player finds a journal that tells of how Eriador overcame the fossergrim by means of trickery. Eriador employed a pouch containing an alchemical dust. The dust both stunned and subdued the fossergrim, giving Eriador an advantage that enabled him to win. The fossergrim honored his pact and made the silver short sword. The journal entry mentions has some details on how to make the dust, but it would require a skilled alchemist to craft the complex alchemical substance.



Poison fumes of the Bausor Tree

Encounter Eight: Cereb Ak Cedi Provides The Dust

If the Players relate what they have found to Cereb Ak Cedi regarding the alchemical dust, he agrees to craft the dust for the them. In order to do this however, Cereb Ak Cedi requires the Players to find a strip of Bausor Bark which is used to make the dust. He warns them that the noxious fumes of the Bausor are poisonous. He cannot elaborate further because he doesn't know much about the Bausor tree, although he does not admit this fact.

The Bausor tree is uncommon in the Gnarley and the Players have to search one out. A successful Knowledge (nature), Bardic Knowledge, or Survival check DC 12 allows the Players to locate a Bausor tree. If the Players cannot find a Bausor tree, they can hire a guide for 2 gp who leads them to one. Once the players find the tree, they must remove the bark. Stripping bark from the Bausor Tree releases a cloud of poisonous fumes.

Bausor Tree Trap: CR 1; natural; mechanical trigger (stripping bark); poison fumes 5 ft. radius (DC 12 Fortitude save resists, 0/1d4 Con + 1d4 Wis); Search DC 12; Disable Device DC 20 (+2 bonus to check for 2 or more ranks in either Knowledge (nature) or Survival).

GM note: Holding their breath will not protect the Players from the fumes of the Bausor tree as the fumes are a contact poison that affects any exposed skin. Anyone outside the 5 ft. radius is unaffected by the fumes. The bark itself does not have any toxic properties. The fumes issue from the tree for 10 rounds after the bark is damaged. The effect cannot be healed until the end of the adventure.

If the Players return with the Bausor bark, Cereb Ak Cedi crafts 6 doses of the alchemical dust for the players. This substance loses all potency after 24 hours, but it has a unique effect upon a fossergrim. It has no affect on anyone or anything other than the fossergrim. If a player makes a successful ranged touch attack (max. range 10 ft., no increments) against the fossergrim, the fossergrim must make a successful Fortitude save (DC 18) or be stunned for 1d4 rounds and take 5d6 points of nonlethal damage. Cereb Ak Cedi explains this information to the Players in general terms.

Encounter Nine: The Old Man Of The Cascade

When the Players know to look for the cascade, they can easily find it.

Following the sound of falling water, you step into a clearing with a waterfall. Oddly enough, the waters of the stream here seem to be frozen solid everywhere except at the bottom of the waterfall. A handsome and rugged man with flowing white hair steps out of the falling water. As he approaches, the ornate silvery chainmail he wears glitters like ice. "Who are you," he asks, "trappers and woodcutters have no business here. Travel near the cascade is ill-advised for mortals who value their lives. Now begone!"

If the players attempt to make a bargain with the fossergrim for the repair of the Maeldun's sword, the fossergrim asks the players to make a bargain. The bargain is identical to the one he made with Eriador long ago. If the players defeat the fossergrim in nonlethal combat, the fossergrim will repair the sword.

If the players fail to defeat the fossergrim, they will serve him for 6 months (26 time units).

Fossergrim: hp 32; see Appendix 1.

Tactics: Many of the fossergrim's special abilities work only when it is standing in "splashing" water. This includes the waterfall itself, plus an area that extends out 30 feet downstream.

The fossergrim takes a -4 penalty to all of his melee attacks in order to deal nonlethal damage. Many of the fossergrim's special abilities work only when it is standing in "splashing" water. The waterfall itself, plus an area that extends out 30 feet downstream is considered to be "splashing" water for this purpose. The fossergrim uses his bow or long spear, fighting from within the cascade (and gaining 20% concealment) until an opponent gets close to the edge of the ice. Then he attempts to grapple and pull the opponent into the water.

GM Note: The Players cannot serve the fossergrim if they are dead. The fossergrim inflicts nonlethal damage on any player he feels is near death.

If things are looking grim for the fossergrim, he dives under the water, and begins breaking the ice (his goal is to isolate 1 or 2 Players). If a player is standing on the ice, he attacks that square.

See the Judge's Map 2 for a map of the Fossergrim Cascade. The pool at the end of the cascade is covered with ice except for the area immediately surrounding the cascade. The pool is 10-feet deep, but the outlet stream (starting at the edge of the map) and the area immediately surrounding the cascade is only 3-feet deep. The water is fast moving and very cold. Each 5-foot square of ice has the following properties.

Ice (5-foot square): Hardness 0; hp 9; Break DC 18.

Moving into an ice square costs double movement. A character can choose to move at normal speed, but it requires a successful Balance check (DC 15) for a

normal move action, two checks for a double move action. Failure indicates no progress; failure by 5 or more indicates a fall. In any case, a character cannot run or charge on ice.

Use the following rules if any character falls into, jumps into, or gets dragged into the water. A character in the water must succeed at a DC 15 Fortitude save at the start of his turn each round or take 1d2 points of nonlethal damage and be treated as fatigued (however, further failures and attempts to escape do not cause the character to proceed to the exhausted condition). He must also make a successful Swim check (DC 15 (for 10-foot deep areas) or DC 5 (for 3-foot deep areas)) at the start of his turn each round or be swept 20 feet downstream. Success allows the character to stay in the same square. Success by 5 or more allows a character to swim (or wade) up to 5 ft. in any direction as move action, or 10 ft. as a full round action. Note that a character cannot use the delay action to avoid either the save or the skill check. A character in an open square adjacent to land or ice can climb out of the water with a successful Climb check (DC 15). Breaking the ice from beneath follows normal rules of underwater combat. There is a hole in the ice 40 feet downstream past the edge of the map where a character can easily escape.

For underwater combat refer to page 92 of the *Dungeon Master's Guide*.

If the ice breaks under a character he must succeed on a DC 15 Reflex save to jump to an adjacent square or fall in.

If the Players defeat the fossergrim, it repairs the spriggan's short sword in one day. If the players used the alchemical dust, the fossergrim offers the players one of the shields it made for Eriador, on one condition. They must promise to do their best to persuade Lord Kelso to lock away the secret to defeating the fossergrim, and agree not to speak of it or the secret to defeating it to anyone. The shield is a *+1 heavy steel shield* bearing the the lion of Westguard.



The fossegrim holds a shield bearing the lion of Westguard

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: +1 *Heavy Steel Shield* (97 gp per character).

Conclusion

When the Players return the peasants to Westguard, Lord Kelso is exuberant and praises them lavishly. He rewards them with the promised golden wheatsheaves. The Players are invited to feast with Lord Kelso at Westguard Keep. Their heroic deeds are retold throughout the evening.

If the players made the bargain with the Fossegrim, and tell Lord Kelso about it, Lord Kelso sees to it that the journals referring to how Eriador defeated the Fossegrim are removed from the archives.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter Four: The Ghoul of Oaken Vale

Defeat or rescue Cauldeth.
APL 2 90 xp

Encounter Six: The Giant of Westguard

Defeat the giant or ransom the peasants with a new sword.
APL 2 90 xp

Encounter Seven: Archives Of The Lower Hall

Successfully find the journal that tells of how Eriador overcame the Fossegrim by means of trickery.
APL 2 30 xp

Encounter Eight: Cereb Ak Cedi Provides The Dust

Collect strip of Bausor Bark.
APL 2 30 xp

Encounter Nine: The Old Man of the Cascade

Defeat or subdue the fossegrim.
APL 2 120 xp

Discretionary Roleplaying Experience

APL 2 90 xp

Total Possible Experience

APL 2 450 xp

Treasure Summary

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

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

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

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

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

- L: Looted gear from enemy
- C: Coin, Gems, Jewelry, and other valuables
- M: Magic Items (sell value)

Encounter Four: The Ghoul of Oaken Vale

APL 2: L: 0 gp; C: 40 gp; M: 5 potions of *cure moderate wounds* (25 gp each per character).

Encounter Six: The Giant of Westguard

APL 2: L: 22 gp; C: 16 gp; M: 0 gp.

Encounter Nine: The Old Man of the Cascade

APL 2: L: 0 gp; C: 0 gp; M: +1 *Heavy Steel Shield* (97 gp per character).

Conclusion

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

Total Possible Treasure

APL 2 400 gp

Appendix 1: NPC Stats

Encounter Four: Investigation Of Oaken Vale

Cauldeth, the Ghoul of Oaken Vale: Ghast; CR 3; Medium Undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17; touch 12; flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite); Full Atk +5 melee (1d8+3 plus paralysis, bite) and +3/+3 melee (1d4+1 plus paralysis, 2 claws); SA ghoulish fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Undead (Ex): Immune to poison, sleep, paralysis, stunning, disease, death affects, mind-influencing effects (charms, compulsions, phantasms, patterns, morale), criticals, nonlethal damage, physical ability damage (Str, Dex, Con), fatigue, exhaustion, ability drain, energy drain, death from massive damage, or any effect requiring a fort save (unless it also works on objects or is harmless).

Languages: Common.

Possessions: None.

Encounter Six: Meeting the Giant

Maeldun the Giant: Spriggan (Enlarged Form); CR 3; Large Fey; HD 5d6+20; hp 37; Init +7; Spd 30 ft.; AC 16; touch 12; flat-footed 13; Base Atk +2; Grp +10; Atk/Full Atk +6 melee (1d8+3/19-20, large shortsword); Space/Reach 10 ft./10 ft.; SQ Low-light vision, size change; AL CN; SV Fort +5, Ref +7, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8; Improved Initiative, Weapon Finesse.

Languages: Gnome and Common.

Possessions: 96 gp, large chain shirt, large alchemical silver shortsword.

Encounter Nine: The Old Man Of The Cascade

Fossergrim: CR 5; Medium Fey (Aquatic); HD 5d6+15; hp 32; Init +7; Spd 30 ft., swim 60 ft.; AC 18; touch 12; flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+3/x3 [10 ft. reach], masterwork longspear), or +5 melee (1d8+2/x3, masterwork battleaxe), or +6 ranged (1d8/x3, 100 ft., masterwork longbow); Full Atk +5 melee (1d8+3/x3 [10 ft. reach], masterwork longspear), or +3 melee (1d8+2/x3, masterwork battleaxe) and +3 melee (1d6+1/x3, masterwork handaxe), or +6 ranged (1d8/x3, 100 ft., masterwork longbow); SA *true strike* (in water only); SQ fast healing 5 (in splashing water only), low-light vision, spell resistance 15 (in splashing water only), waterfall dependency; AL N; SV Fort +4, Ref +7, Will +6; Str 15, Dex 17, Con 16, Int 12, Wis 15, Cha 18.

Skills and Feats: Diplomacy +13, Heal +9, Hide +10, Knowledge (nature) +10, Sense Motive +9, Spot +9, Survival +9 (+11 in aboveground natural environments), Swim +17; Improved Initiative, Two-Weapon Fighting.

True Strike (Sp): As long as both a fossergrim and its opponent are standing in the fossergrim's river, the fossergrim gains a +20 insight bonus on attack rolls as if affected by the spell *true strike*. The distance between the fossergrim and target does not matter, although range increments still apply.

Fast Healing (Ex): When in splashing water, a fossergrim regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a fossergrim to regrow or reattach lost body parts.

Waterfall Dependency (Su): Each fossergrim is mystically bound to a large waterfall and must never stray more than 1,000 feet from it. Any fossergrim who leaves the waterfall will become ill and die within 4d6 hours. A fossergrim's waterfall does not radiate magic.

Skills: A fossergrim has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

Languages: Common, Sylvan.

Possessions: +1 Chainmail (1300 gp), masterwork longspear (305 gp), masterwork battleaxe (310gp), masterwork handaxe (306 gp), masterwork longbow (375gp).

Appendix 2: New Rules

Fossergrim

As presented in *Fiend Folio* (and modified by 3.5 revision update)

Medium-Size Fey (Aquatic)

Hit Dice: 5d6+15 (32 hp)

Initiative: +7

Speed: 30 ft., swim 60 ft.

Armor Class: 18 (+2 Dex, +6 +1 *chainmail*), touch 12, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: masterwork longspear +3 melee (1d8+3), or masterwork battleaxe +3 melee (1d8+2), or masterwork longbow +6 ranged (1d8)

Full Attack: masterwork longspear +3 melee (1d8+3), or masterwork battleaxe +3 melee (1d8+2) and masterwork handaxe +3 melee (1d6+2), or masterwork longbow +6 ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: *True strike* (in water only)

Special Qualities: Fast healing 5 (in splashing water only), low-light vision, spell resistance 15 (in splashing water only), waterfall dependency

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 15, Dex 17, Con 16, Int 12, Wis 15, Cha 18

Skills: Diplomacy +13, Heal +9, Hide +10, Knowledge (nature) +10, Sense Motive +9, Spot +9, Survival +9 (+11 in aboveground natural environments), Swim +17

Feats: Improved Initiative, Two-Weapon Fighting

Environment: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 6-8 HD (Medium-size); 9-15 HD (Large)

Level Adjustment: -

Fossergrims are reclusive fey that are mystically tied to waterfalls in the same way that dryads are bound to oak trees. A fossergrim does not bother anyone who uses its waterfall for bathing or drinking, but it is merciless toward anyone who pollutes or dams the river that feeds the waterfall. Fossergrims have been known to give assistance or information to those in need, as long as those receiving the information act politely and don't do anything to harm the water.

Legends are told of fossergrims that seduce young maidens who come to bathe or wash clothing at the banks of their rivers. This mating produces more fossergrims, who appear as normal humans until maturity, at which point they seek out a waterfall of their own.

Fossergrims look like handsome and rugged human males with flowing white hair and beards tinged with blue. They have piercing eyes that shimmer like pools of water. Fossergrims wear beautiful shining chainmail and carry weapons of fine quality. They also wear attractive clothing and exquisite silver jewelry that glints in the sunlight.

Although mystically bound to its waterfall, a fossergrim can leave its river, but it never strays far. The creature can swim up its waterfall as easily as it walks across solid ground. Although they do not need shelter, most fossergrims create comfortable and well-furnished lairs in the caves that are found behind their waterfalls.

When its waterfall freezes during the cold winter months, a fossergrim falls into a deep torpor inside the frozen cascade of ice. It is still aware of its surroundings, however, and emerges from the ice to protect its river from harm.

Fossergrims speak Common and Sylvan.

Combat

A fossergrim prefers to fight from within the cascading sheet of its waterfall (providing at least one-half concealment) and attack with its longspear or longbow. If attacked while caught away from its waterfall, a fossergrim retreats to it as quickly as possible.

Many of its special abilities work only when a fossergrim is standing in "splashing" water. This includes the waterfall itself, plus an area that extends out 2d10x5 feet downstream (or farther for bigger waterfalls).

A fossergrim can be summoned using a *summon nature's ally V* spell.

True Strike (Sp): As long as both a fossergrim and its opponent are standing in the fossergrim's river, the fossergrim gains a +20 insight bonus on attack rolls as if affected by the spell true strike. The distance between the fossergrim and target does not matter, although range increments still apply.

Fast Healing (Ex): When in splashing water, a fossergrim regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a fossergrim to regrow or reattach lost body parts.

Waterfall Dependency (Su): Each fossergrim is mystically bound to a large waterfall and must never stray more than 1,000 feet from it. Any who do become ill and die within 4d6 hours. A fossergrim's waterfall does not radiate magic.

Skills: A fossergrim has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

Spriggan

As presented in *Fiend Folio* (and modified by 3.5 revision update)

Natural Form

Small Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +9

Speed: 20 ft.

Armor Class: 19 (+1 size, +4 Dex, +4 chain shirt), touch 15, flat-footed 15

Base Attack/Grapple: +2/-2

Attack: +6 melee (1d4/19-20, shortsword)

Full Attack: +6 melee (1d4/19-20, shortsword)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +3d6, spell-like abilities

Special Qualities: Low-light vision, size change

Saves: Fort +2, Ref +9, Will +3

Abilities: Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11

Skills: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10

Feats: Improved Initiative, Weapon Finesse

Environment: Any forest

Organization: Solitary or pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment: +2

Enlarged Form

Large Fey

Hit Dice: 5d6+20 (37 hp)

Initiative: +7

Speed: 30 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 chain shirt), touch 12, flat-footed 13

Base Attack/Grapple: +2/+10

Attack: +6 melee (1d8+4/19-20, shortsword)

Full Attack: +6 melee (1d8+4/19-20, shortsword)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision, size change

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11

Skills: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8

Feats: Improved Initiative, Weapon Finesse

Environment: Any forest

Organization: Solitary or pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment: +2

Spriggans are evil, nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through woodland areas, sometimes venturing into towns and villages. Spriggans live to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly, mean gnomes with greasy, reddish-brown hair and dull, yellow skin. They grow their hair to ridiculous proportions, proudly sporting bushy mustaches, sideburns and ponytails. They are disgustingly unclean things, exuding an almost nauseating smell of rancid flesh.

Spriggans speak Gnome and Common. A few spriggans take the trouble to learn Sylvan and Kobold.

Combat

Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attacks of opportunity on advancing enemies. More dexterous spriggans serve as back-up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthy thieving, or casting their shatter ability.

A spriggan can be summoned using a *summon nature's ally IV* spell.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities: At will—*produce flame*, *scare*, *shatter*. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge person* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and armor class. A spriggan's short sword has the same attributes as a large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock, and Sleight of Hand checks.

Spriggan Society

Raucous and nasty fey, spriggans only linger in an area for short periods of time before being driven out by nearby inhabitants. They usually settle underground in woodland areas in dismal burrows or in long forgotten ruins. Spriggans live by thievery and murder, robbing and terrorizing all who pass near their lair. During particularly desperate times, spriggan packs disband and individual spriggans disguise themselves as gnomes to gain entry into towns and cities. Spriggans are extremely fond of weapons and armor, which they usually acquire unlawfully.

Spriggan Characters

A spriggan's favored class is rogue. Because of its special abilities, a spriggan PC's effective character level (ECL) is equal to its class level +7. Thus a 1st-level spriggan rogue has an ECL of 8 and is the equivalent of an 8th-level character.

Appendix 3: Westguard Keep Background



In the keep courtyard, Robil Kelso reassures the peasants while Lord Enruhl and the Heironion Lay Grandmaster look on.



Westguard is the westernmost settlement on the border of Dyvers. Located near the Volverdyva and upon the River Road, Westguard keep overlooks the Kingdom of Furyondy to the north, the Gnarley Forest to the southwest, and Low Town and High Town to west and east.

History

Elves have considered the Westguard site mystical from a time predating the Keep and human settlement. They would often stop there on trips between the then elvish city of Verbobonc, and the now lost elvish city of Lochdrathnail.

The keep itself originated as a simple hill fort built in 65 CY by Legate Ashrand of the Aerdi province of Ferrond, from his seat in Dyvers. It served to keep watch for humanoid incursions from the Gnarley Forest. In 100 CY, when Velerked Desier was crowned Viceroy of Ferrond, Overking Manshen Rax began withdrawing Imperial troops from small outposts like the fort. The last soldiers left the fort in 114 CY, and none returned until 134 CY when the Lord Rovland Grandheart moved into the Westlands area. Rovland drove out bandit barbarians that had taken up residence in the fort, and refurbished it to serve as an outpost. The settlement grew as a caravan stopover and the site of a seasonal tribal moot where Ferrond merchants exchanged their civilized goods for the furs and raw materials of local barbarians.

Westguard Keep was built and garrisoned upon the hill fort site in 260 CY by order of Thrommel I, King of Furyondy. In 304 CY the trade war with Veluna broke out, and the Keep forces were bolstered to collect outrageous tariffs from all trade on the River Road. The Keep forces were ordered to turn a blind-eye towards “wandering” bandits who attacked those who refused or were unable to pay the tariffs.

In 345 CY, the noble Knights of the Hart returned from battling the Relentless Horde in northern Furyondy. King Avras I of Furyondy recognized the growing threat of Keoland’s designs on Veluna and possibly Furyondy. He appointed the Knights to restore and strengthen Westguard Keep. The keep was heavily garrisoned just in time for Keoland to annex Veluna in 350 CY. King Avras I protested the move, but sent no aid to Veluna. Ninety years later, when Keoland finally made moves towards Furyondy, large forces passed through Westguard Keep for the Small War (also called the Short War) in 438 CY. Keoland was driven from Veluna within months and the Knights drove on to Bissel and Gran March. Furyondy annexed those countries with ease. Trade along the River Road expanded, and so did Westguard Keep and its caravan stop.

In 477 CY, Margrave Rollo of Bissel saved King Hugh III of Furyondy from a jebli horde, and Bissel was returned its sovereignty out of gratitude. In 480 CY, the new menace of luz began threatening Furyondy’s

northern counties and the Knights of the Hart expanded its membership during the battles. In 488 CY, Westguard Keep underwent a period of restoration that lasted for the next 10 years. The bas-relief stonework depicting Heironeon moral lessons and achievements of the day still adorn much of the keep proper. The revival heralded the era of courtly virtues, a time for Westguard in which many heroes of renown governed in succession as Knight Commanders. The noble Knights championed Westguard against threats of invasion, pirates, and the beasts of the Gnarley Wood.

The most notable of these Knight Commanders was Eriador Grandhearth. After earning his rank battling luz in Northern Furyondy, he was appointed Knight-Commander of Westguard in 506 CY. Over the next few years, Eriador aided Celene against the humanoids in the most bitter battles of the Hateful Wars. His virtue in these combats forged the link between Westguard and Celene. The Hateful Wars ended in 510 CY. Eriador married Ayhntressa, a minor elven noble of the Celenian court, in 530 CY. Ayhntressa died giving birth to daughter Cassia in 534 CY.

The death of Eriador's first wife prompted his self-imposed exile into the fading lands of the Fey Court, where his exploits earned him the fabled cloak of Eriador, a gift from the Fey King. Eriador emerged from his self-imposed exile to counter the growing threat of Elemental Evil and the machinations of the pretender Maldreth, steward to the Knight-Commandership of Westguard in Eriador's absence. Eriador's leadership turned the battle of the Host of Arnt in favor of the forces of Verbobonc, aiding in the route of the evil hordes at Emridy Meadow in 569 CY. Eriador disappeared shortly thereafter. Rumors of his death by minions of Vampire Lord Gulthias persist, though without evidence. His marriage to his second wife during his time in exile bore him a son, Enruhl, who was fostered by the Grandhearth's of Caltaran. Enruhl became a childhood friend of Klabbert Grandhearth, maintaining his close relationship long after his departure from Caltaran and his inheritance of Eriador's lands at Leardyn Manor.

With the secession of the Free and Independent City of Dyvers in 526 CY, the Knights of the Hart pledged the loyalty of the order to Dyvers. The Heironeons were allowed to retain Westguard as a protectorship, with each successive Heironeon Knight-Commander swearing fealty to Dyvers. In 582 CY, the Greyhawk Wars began, and most of the Knights left Westguard for the frontlines against luz. In 584 CY, at the end of the Greyhawk Wars, the growing tension with the Furyondian Knights of the Hart and the Dyvers populace ignited with the suggestion by certain Knights that the city of Dyvers be annexed to the greater glory of King Belvor IV of Furyondy. When Magister Margus passed by the issue without comment, the outcry from the city was of such intensity that Margus was ousted in favor of the young Army officer, Larissa Hunter. The newly appointed Dyvers Magister, fearing rebellion, removed the protectorship of Westguard from the Knights of the Hart, stationing in its place the Dyvers Free Army. In a face-saving gesture, Larissa retained Sir Robil Kelso, Knight of the Hart and relation of the Grandhearths by marriage to Enruhl's sister, as Knight Commander of the garrison. A Heironeon Paladin, Robil has served Larissa Hunter with irreproachable loyalty to this day.

Judge's Aid 1: Westguard Area Key

The population of Westguard and its surrounding villages is about 1000 people. See Judge's Map 1 and Player's Map 1 for the location of the following described areas. Some of the surrounding villages are off the map.

The Treen Circle

This pristine wooded grove is a sacred site of Ehlonna, called Ehlenestra by the Celenian elves who use the circle during trade festivals and for religious ceremony. The wooded grove is maintained by Asherlund of Vale, an 8th-level druid. The hunting of game and felling of timber within the grove is forbidden by decree of the Knight Commander of Westguard.

The Green Downs

A lovely grazing pasture, this open field is often used for horse riding and tournaments.

Gladden Brook

This brook provides water but is not navigable. There is a cascade about four miles upstream that is home to a fossergrim. It has a small shrine where simple locals leave gifts.

Oaken Vale

Part of the Gladden Brook valley, stretching from the Keep all the way to the Volverdyva in the north. It was once heavily wooded, but most of the best woods have been cleared.

Thorny Thicket

Just as its name implies, this is a dense patch of thorny dwarf trees and brambles. It is home to some wildlife, but little else. A fey creature with a wicked sense of humor is believed to live there. It is blamed for all manner of minor misfortunes, such as lost objects and broken furniture and spilled milk.

Slatter Hill Manor

This manor was once the residence of a wealthy family that moved from Hardby in 514 CY, about the time the Merchants Alliance took control in Hardby. Lady Nelle Slatter, called Widow Slatter because she had no husband, lived here with seven daughters. Nelle died in 565 CY, and all of her daughters have died except for one. Jakva Slatter took a foreign husband in 570 CY, and bore a daughter, Hrodyn, at the unnatural age of 45. The man died, and now the widow and her daughter live alone, rarely coming to town. Interestingly, a strangely-dressed foreign man was seen visiting the Manor a few months ago.

Lady Olla Vale

Named for a time-lost elvish noble, the beautiful lilies of this vale still thrive, despite the terrifying presence of Maeldun the spriggan.

Holven Road

This road leads into the Gnarley and several small and reclusive woodsmen communities there.

River Road

This long road travels near to the Volverdyva most of the way. However, as the river bends north, this road cuts across the rugged central hills, directly towards Verbobonc. Parts of the road are too rough for wheeled vehicles, so travelers are all on foot or mount. The path on either side of the central hills is pleasant woodlands, with tall well-spaced trees.

Oaken Vale Road

This road heads directly to the Volverdyva river from Westguard. The entire path is only sparsely shaded by trees, as rampant cutting has cleared most of the Oaken Vale. There is a small (population 25) community at the river end that fishes and offers a dock for boats that wish to stop. Pirates rarely bother, but some horrendous tales have been told of the dangerous folk sailing the river. These stories are sometimes told by Rhennee who do occasionally stop here.

Caravansary

This large open square is where caravans pitch camp, whether passing through or setting up trade booths. The River Road doesn't accommodate wheeled vehicles, so these are groups of pack animals. Harnesses and pack supports can be repaired and new animals purchased. The locals always frequent the square. Animal pens are available, as is a hotel, tavern, and general store.

C1: Three Bells Inn

With the help of brave adventurers, this inn survived the attack of 592 CY. Unfortunately, the owner died several months later. Olis of One Oak bought the inn which has become well known for its food, but not for the tidiest of rooms.

C2: Felgoot's Tradepost

Good-natured Jens Felgoot is busier than he seems. He keeps secret journals of people in town and visitors, and sells the information to another Gentry house.

C3: Stone Bridge

A sturdy stone bridge built in 489 CY, it has Heironeon markings similar to the Keep.

C4: Livestock Pens

Keeping livestock in this safe area costs 1 sp per 24 hours. The locals get better deals by the month. The gate is locked with a simple lock, and a boy keeps the animals fed and watered. At any given time there is usually someone looking in this direction, able to get a spot or listen check against intruders.

C5: River Spirits Tavern

A typical roadhouse tavern. Plenty of good food, drinks, travelers, and people who are interested in travelers. Jenson (he gets irritated with people confusing his name with Jens Felgoot) Dolikan is the main bartender. He is very dexterous when pouring drinks and performs slight-of-hand tricks to dazzle the women. He is a good dancer, and might jump up on his own bar if the music is good and crowds large. The locals always ask him what he is doing here when he could make so much more in the big city of Dyvers, and he always mysteriously answers that he can't right now, without explaining why.

Low Town

Peasants live on the west side of the Gladden Brook in multi-family houses. Two or more families share quarters and fields, and all work on land owned by the Lord of Westguard and the Leardyns.

L1: Villain Beebe

Beebe is a vile man who thinks he is hated by all because he collects the taxes, but in truth it is his distrusting nature. He sneaks about and is always on the lookout for suspicious signs of uncredited wealth. Only the relative good-nature of the locals and the protection of the Keep soldiers keep him from being seriously injured on a regular basis. The few people who have beaten him badly have ended up mulling over a regretful season slopping away the Keep privies from winter's frozen muck to the odiferous mosquito infested summer heat.

L2: Big Barn

The community barn is for the animals kept by the peasants. It sits on a hillside, and has three levels. The hayloft is huge and kept stocked with hay and feed. The first floor opens on the west, away from the Gladden Brook. It has stalls and lots of farming equipment. The lower floor is dug into the hillside like a basement, and opens on the brook side only, where a path winds directly towards the gate leading to the brook. Much of the local livestock

can be crowded into this sturdy structure during dangerous weather or raids. It is also often used as a dry shelter for vagabonds who slip the husbandman a gift.

High Town

Home to the artisans, merchants, and freemen of Westguard, High Town is the center of trade activity. Markets open at dawn and close at dusk each day.

H1: Fetrig's Mill

Fetrig and his two sons run the water powered mill in Westguard. The mill was damaged by fire during the Defense of Westguard in 592 CY and has not been fully repaired.

H2: Sneed's Snips

Owned by Merwyn Sneed, a tailor who spends most of his time fishing to escape the draconian shrewery of his wife Gerta. His suits are of fine quality, though his slothy pace in finishing orders discourages a large amount of business.

H3: Tobias' Wick

Tobias "Wick" Ethshire is a passable chandler who deals in common tallow and candles for an average price. Rumors persist throughout High Town that Tobias is a wizard (evoker) of some skill. Evidence of a past life of adventuring can be spotted decorating the chandler shop, most notably a strange bone dice display. The dice are for an Ogre game of chance called "roll 'em bones." Certain candles are said to have special powers. Friends call Tobias "Wig," though the explanation is "a long story" according to Wick.

H4: Three Wise Gnomes

Three gnomish brothers who fancy themselves the smartest folk in town live here. They are friendly and helpful, but in a condescending manner. They live in three small circular houses, and each specializes in a particular skill, lexicographer, locksmith, and jewelcrafting.

H5: Oak Secrets Woodcraft

Glars Havgrim and his employees are kept very busy these days with all the wood coming through town. In his younger years, he was part of the druids, but an incident changed his career. He is capable of creating things in bronzewood and hornwood. He has access to *wood shape* spell once per day as well as his druidic abilities. He is still concerned about the forest. He gripes daily about the amount of cutting going on. His wife and grandchildren bear most of this talk. As a Beory follower, he attends but doesn't assist in the Treen Circle ceremonies, which are Ehlonna centered.

H6: Red Earth Pottery

Leilah Herdis the half-elf binds more than just clay into her pots. She puts her whole heart into the designs, and it is said that once a year one will have the effect of a *purify food and drink* on its contents. She also has a grimalkin cat as companion and pet. It wanders the area listening to people, causing mischief, and preying upon camp rats.

H7: Metalsmith

A simple sign with the word “Metalsmith” hangs in front of this building. Twelve years ago, this one-eyed dwarf Droakgirn Hammerbern appeared. He quickly drew local attention because he was so strong he could bend his wares with his bare hands. He is not entirely trustworthy in the work he does for travelers, but he makes sure to treat the locals fairly. He has a seedy past in that he had a shop in Nulb during the days of the Temple of Elemental Evil. He tells no one this, but certain heroes from that time might recognize him, so he wears his hat low and keeps his beard tied differently when strangers come around.

H8: Ollo’s Blades

This place carries all standard weapons in its racks. Ollo Resson is known for his masterwork blades. He won’t let anyone into his design room for fear of losing trade secrets. His apprentices are no exception. They work on standard weapons. One Samid Hammod is nearly his rival in blades, but Ollo doesn’t trust Samid because he is Baklunish. It is likely that Samid will be driven out before he becomes a master bladesmith, unless Ollo’s heart can be changed. It will be difficult because Ollo’s father was slain in Ket by Baklunish ambushers. The fact that Samid is even allowed to work here is due to Ollo attempts to prove that he isn’t prejudice. This motivation doesn’t extend to recognizing Samid’s potential.

H9: Timberwright And Charcoaler Guildhall

These guilds have been very active and profitable in the Westguard area, supplying timber to rebuild the Dock District of Dyvers through 594 CY. They are currently negotiating with Furyondian buyers to maintain their breakneck deforestation efforts. The enthusiasm of the guild has drawn the concern of Asherlund of Vale, druid guardian of the Treen Circle, and Glars Havgrim of Oak Secrets Woodcraft.

H10: Prulask The Leech

Prulask the Leech cares for any wounds or disease that a person can’t afford to have healed

by the local priest or druid. He has slick black hair and needs spectacles to see properly. He makes house calls, but surgeries must be done at his place. No one is allowed into his secret garden, and though he’s not a druid, the thorny hedge keeps all trespassers at bay. He grows herbs and performs strange ceremonies in the dark loam. Strangest of all is a child who once claimed to see a fair haired young elvish-looking woman in the garden one night. How the boy managed to peek through the hedge is unknown, and inquiries were met with incredulity and denial by Prulask.

H11: Kempster’s Wool

Kempster’s Wool is run by “Hairy” Jac Kempster, who creates wool cloths and yarns. The family has been working with the local shepherds for several generations. He doesn’t dye them, yet, but his youngest daughter is almost finished with a dying apprenticeship in Dyvers. He has great hopes for her.

H12: Cleaver Masonry

Cleaver Masonry employs those who require jobs but have nothing but muscle to offer. Cleaver himself was once in their shoes, and it took twenty years of training to gain the skill he now has. He treats his men with patience, feeds them well and gets them drunk once a week. They are extremely loyal to him. There are some in the Keep who fear him and his gang, but Sir Kelso shows them respect and they return it. This relationship may come in handy someday.

H13: Goodlady’s Brewery

Run by the widower, Old Sam Druton. The name predates Old Sam, and the label is well known in these parts for its ales and beers. It was once a tavern where his wife bartended. When she died ten years ago, he shut that part down. When he passes on, his son intends to reopen the bar, but he’ll have to build on because the brewery vats and stocks have slowly filled the space.

H14: Flindar Cartwright

Flindar Cartwright not only repairs carts and wagons, but also does simple smithing jobs. He did most of the metalsmithing before the dwarf Hammerbern arrived. He has horses and wagons of his own, which he hires out for delivering goods as far as Caltaran. He requires a security deposit of a single drop of the renter’s blood, plus 2 gp per day. Usually, the person just pays to have Flindar’s sons or cousins (twenty of them) deliver the goods.

H15: Salter

Varas Kulth recently purchased this business and is looking for a partner. The previous owner left a store of salt with no paperwork or clues as to where he acquired it. Varas knows a distributor in Dyvers, but is looking for something cheaper. A dreamer and entrepreneur, he only intends to get the business running as an investment, then turn it over to a trusted manager and move on to other interests.

H16: Hideworker

Kutrel the Bairn is a giant of a man at 7' 4". Kutrel's father made the family fortune collecting Gnarley spider silk from the edges of the fabled elven city of Lochdrathnail. He retired when an encounter with a bear caused the loss of his arm. Kutrel's father has been missing since 594 CY. Kutrel cures his hides with a potent animal urine concentrate that is the bane of his neighbors.

H17: Ribeye Butchery

Ribeye Butchery takes wild game from the Gnarley as well as local domestic beasts, and turns them into their best cuts. The butcher and his wife handle everything, from the smallest squirrels and possums to boar, moose and bear, to pigs, cows and old horses. The left-overs are made into a spicy sausage that is cheap enough for the local peasants to enjoy regularly. A widow that lives with them also sells delicious sauces and jams, and can be hired to cook entire meals.

H18: Wood Ranger

Quinn, "Warder of the West Hills," is in charge of enforcing the law in the nearby area of the Gnarley. His Yeoman's quill owes fealty to Lord Knight Kelso, though they are also good friends. He is on good terms with the Gnarley Rangers of this arm of the Gnarley Forest. He and his sons are also Ostlers. They have light and heavy horses, trained and untrained.

The Keep

The Keep is on a 20-foot high limestone formation that was just an oddly shaped hill when Legate Ashrand chose it to build his fort. Over the years, laborers dug the sides and quarried the stone to make the cliffs that are there today. It has changed slightly following the ferocious attack in 592 CY that prompted the approval of Westguard's latest writ of crenellation. A 10-foot high wall was built across the bailey to form an upper and lower bailey. The buildings that open on the upper bailey include the Keep, Stables, Stores, Officers Barracks, Armorer/Weaponsmith, and South Guardpost. Opening on the lower bailey are the Barbican, Chapel of Heironeous, Men-at-Arms

Barracks, Blacksmith/Carpenter, and North Guardpost.

K1: The Keep

Three stories tall, and 50 feet x 80 feet, this stone bastion is decorated in carvings that are over a century old, depicting Heironeon moral lessons and virtues. Its first floor is the main hall, dining area, servants quarters, armory and privy. The second floor holds bedrooms, study, bath, library, and guest chambers. The small third floor holds the master bedroom suite, bath, vault, and private study. There are two levels of basements and cellars. The first holds the lower hall, food stores, general storage, prison cell, wine cellar and the dusty archives. The lower hall is a large room carved with stories of heroic events. The entrance to the lower hall is a metal door, which, like the floors, walls and ceiling, has been heavily magicked to prevent unauthorized entry and exit. There are two secret doors in the basement. One leads from the archives to an escape tunnel that opens across the Gladden Brook beneath shrubs on the hillside of Ehlenstra's grove. The other is in the lower hall and leads to the secret level of the basement—the catacombs. (See Appendix C for a map of the catacombs.) The catacombs are a huge maze with the bones of prior occupants. They also have a secret crypt room, guarded by numerous deadly traps, that houses the Sphere of Myrgund. The catacomb maze has another escape tunnel, kept secret by deadly guardians. It leads to a cellar deep beneath the Slatter Hill Manor.

K2: Stables

This fancy stables is suitable for up to a dozen large steeds and their equipment. It has a fireplace and a groom lives here full time. There is a low hay loft.

K3: Officers Barracks

There is a bath, common room, and two bedrooms on the lower floor. There are four bedrooms on the upper floor. The bedrooms can each house one officer and a squire or page.

K4: Armorer/Weaponsmith

An officer must have the best armor and weapons, so this is a double-sized fancy armory. There are weapons and armor sufficient for ten officers and 25 soldiers.

K5: South Guardpost

This looks over the caravansary and the approach to the keep. One guard is stationed here.

K6: Heironeous Chapel

This is a fancy stone chapel, combined with a two story bell tower. The windows are arrow slits and the door is reinforced so that it serves as a defensible strong-point. Its tower provides commanding cover over the entire lower bailey.

K7: North Guardpost

This overlooks the small rear postern gate, the lower bailey, and the north and east walls. One guard is stationed here.

K8: Gatehouse And Barbican

There are at least four guards stationed here. The gatehouse has a guardroom on each side, and the barbican holds the winches to open the front gate and rear portcullis. Most of the time the portcullis is up, but the gate is kept closed. There are murder holes through the gatehouse, and the top is crenellated. The wooden approach causeway is

rigged with a trapdoor that can be released, opening a 15-foot long, 20-foot deep hole.

K9: Men-At-Arms Barracks

The barracks can hold up to 25 soldiers.

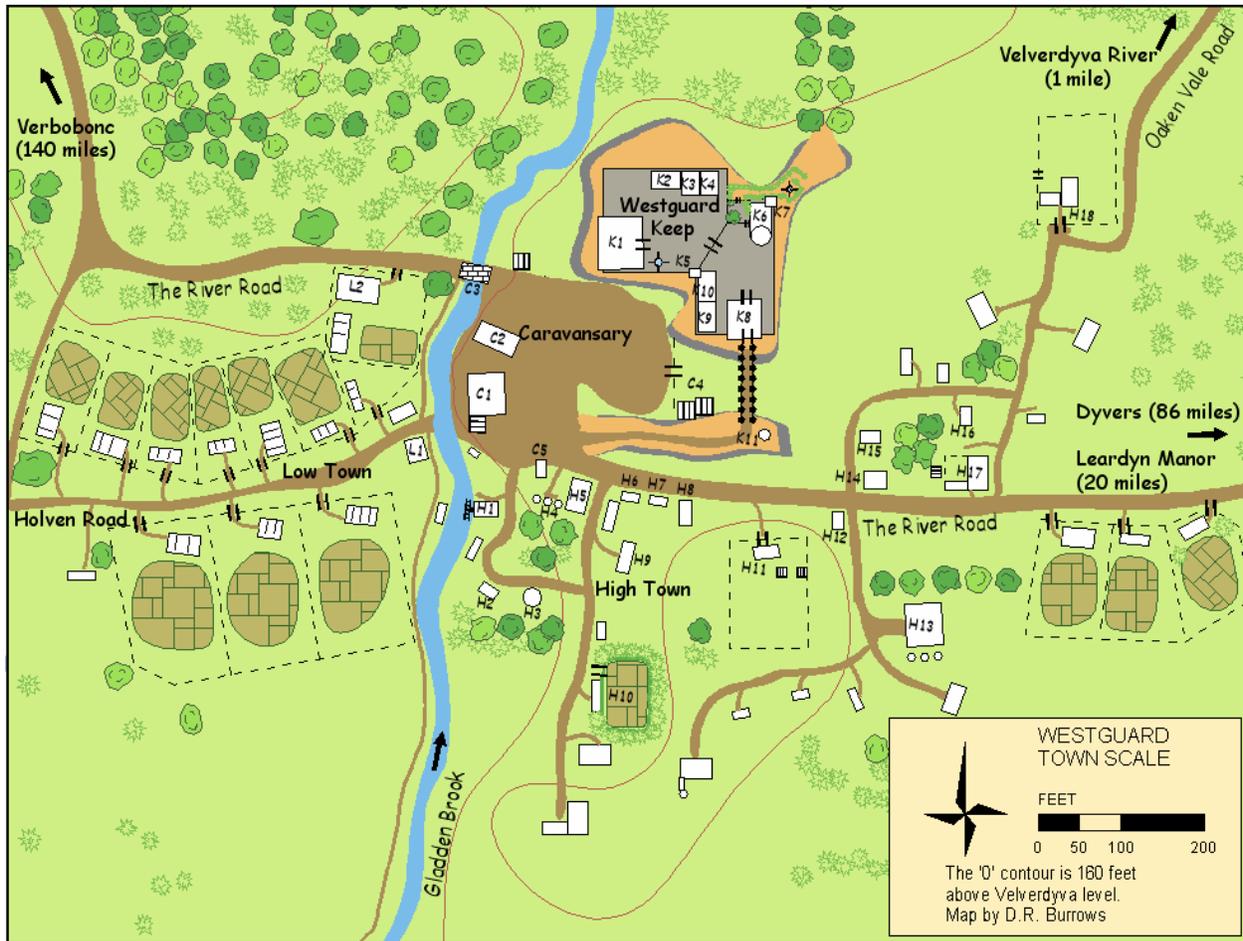
K10: Blacksmith/Carpenter

The bonded blacksmith and carpenter share two sides of this building and have living quarters upstairs. Giliris is a pure Flan from the Stonehold area. She is both a good blacksmith and a good fighter. She has a young boy apprentice. Calob the carpenter is old and lives here with his wife.

K11: Guard Shack

This is a small one-room building for a single guard who takes the name and business of any who wish to approach the keep.

Judge's Map 1: Westguard Town Map



Caravansary Key

- C1: Three Bells Inn
- C2: Felgoots Tradepost
- C3: Stone Bridge
- C4: Livestock Pens
- C5: River Spirits Tavern

Low Town Key

- L1: Villian Beebe residence
- L2: Big Barn

High Town Key

- H1: Miller
- H2: Clothier
- H3: Chandler
- H4: Lexographer/Locksmith/Jewelcrafter
- H5: Woodcrafter
- H6: Potter
- H7: Metalsmith
- H8: Weaponcrafter
- H9: Charcoaler and Timberwright guild
- H10: Physician
- H11: Wool Maker
- H12: Mason
- H13: Brewer
- H14: Cartwright
- H15: Salter
- H16: Hideworker
- H17: Butcher
- H18: Wood Ranger

Keep Grounds

- K1: The Keep
- K2: Stables
- K3: Officers Barracks
- K4: Armorer / Weaponsmith
- K5: South Guardpost
- K6: Heironeous Chapel
- K7: North Guardpost
- K8: Barbican
- K9: Men-at-Arms Barracks
- K10: Blacksmith / Carpenter
- K11: Guard Shack

Judge's Map 2: Fossergrim Cascade

