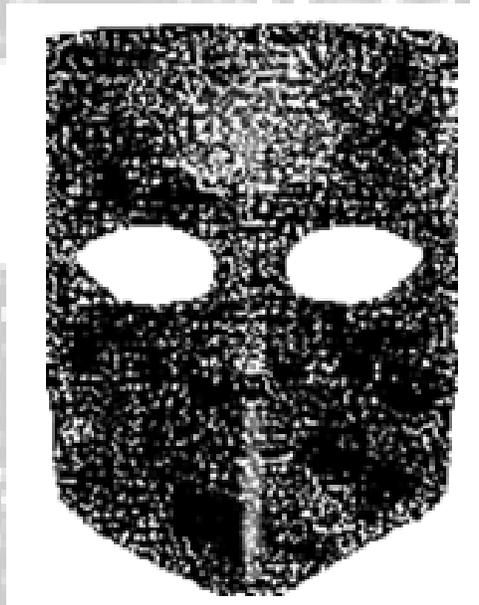


DUNGEONS & DRAGONS®

Basic Game Adventure

Order of the Griffon Part III



Modified version of adventure from the TurboGrafx16 game Order of the Griffon

The adventurers were commissioned by Lord Korrigan to investigate strange rumors of vampires, lycanthropes, and undead roaming the lands. At the conclusion of Part II the adventurers have Zirchev's Staff of Life and Halav's Shield. They have been summoned to Specularum by Lord Korrigan.

CREDITS

Thanks to: The Vaults of Pandius, Agathokles, Sean Meaney, Brian Caraway, John Walter Biles, Religion, Victor Caminha, TurboGrafx 16 Order of the Griffon, TSR, Amaldis

PART III

How to play this module

1. If they completed Part I and/or II the PCs should have the staff of Zirchev (and Shield of Halav from part II) and are enroute to Specularum after being summoned by Lord Korrigan.

OR

2. If the PCs never acquired the staff/shield in Part I / II (or you just want to start the adventure at this point), Kier will have retrieved them and will be traveling to meet with Lord Korrigan. The PCs will witness Kier being stopped on the street and he will request their assistance.

The encounters in this adventure are not on a set order, but some will occur after others chronologically. After entering Specularum, The PCs can choose how they will proceed and who to talk to. I recommend GAZ 1 the Grand Duchy of Karamaikos for additional information on Specularum but it is not required. While in Specularum, the PCs could also complete St. Kruskiev's Gold (by Agathokles on the Vaults of Pandius), The Veiled Society (module B6, TSR), or the Specularum Scenario Series (by Ville Lahde on the Vaults of Pandius) of adventures.

ARRIVAL AT SPECULARUM (North Road Gate or Westron Road Gate)

As you approach the outer wall gate leading into the city a guardsman halts you.

"The gate tax is 7 sp, no blades, no bows or any weapons worn openly. All blades except daggers must be wrapped. Disobey the duke's law at your own peril gents, and welcome to the capital."

The guard detachment at the gate will provide cut cloth to wrap bladed weapons. Staves, rods and walking sticks are allowed but any threatening behavior with one will not be tolerated.

If they are en-route to meet with Lord Korrigan from Kelvin (Part II), the guards will direct the PCs to go through the foreign quarter, merchant quarter and follow the road to the hilltop to reach the Duke's fortress.

OR

As the PCs enter the city from Radlebb (Part I), a ducal courier will pass a message from Lord Korrigan instructing them to come see him as soon as possible at the Duke's fortress.

Regardless, they enter the city and observe the Radu Encounter.

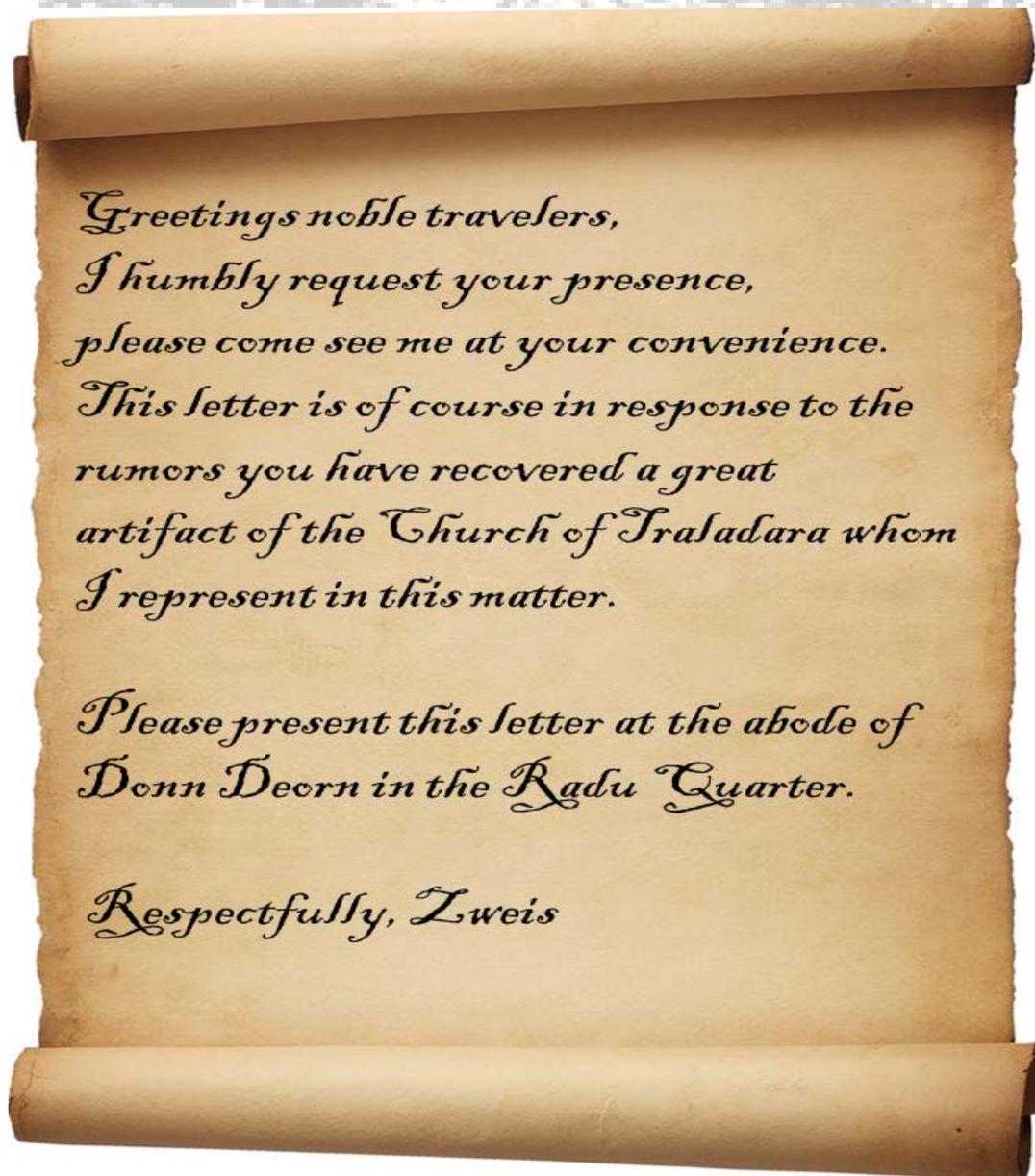
RADU ENCOUNTER

While walking through the foreign quarter or merchant district, the PCs path will be blocked (or they will see Kier stopped) by a band of 10 Traladarans (F1s) dressed in multicolored tunics. Their leader a tall slender man named Rollo (F2), steps forward from the group of men and holds out a scroll to the lead PC (or Kier). Rollo simply states:

“My master bids you meet with him.”

If the PCs did not meet Kier in the previous modules he will see them and call out to assist him promising a reward.

The thugs will not initiate combat but are armed with clubs hidden under their tunics. If the PCs refuse the scroll or ignore the request the group may scowl and curse them but will not start a fight. If the PCs take the scroll, it reads:



*Greetings noble travelers,
I humbly request your presence,
please come see me at your convenience.
This letter is of course in response to the
rumors you have recovered a great
artifact of the Church of Traladara whom
I represent in this matter.*

*Please present this letter at the abode of
Donn Deorn in the Radu Quarter.*

Respectfully, Zweis

The elf adventurer Gharalain will step from the crowd when the thugs block the street and stand with the PCs and/or Kier against the Radu thugs. Gharalain will offer her services to the PCs after the thugs leave or are dealt with.

Gharalain, Callari Elf 1, Lawful (*from the Mystara netmag*)

STR 14 INT 12 WIS 16 DEX 18 CON 8 CHR 11

Weapon Masteries: Longbow (skilled), Short sword (skilled)

General Skills: Survival (Forest), Tracking, Hunting, Persuasion

Languages: Elven (Callari dialect), Thyatian, Traladaran

Notes: Gharalain is a new adventurer and wants to live up to the legend of her older brothers, the twins Esselian and Fresnian. She carries Chainmail; Shortsword +1, 124 gp, Bag of Holding and 120' of Climbing Rope (will hold twice normal weight)

Spells: Light, Hold Portal

After the Radu leave, Kier will explain he is on a mission for the duchy and will request the PCs escort him to the Duke's fortress, with payment upon arrival.

Kier, Squire, Order of the Griffon

Traladaran, Fighter 4, Neutral

STR 18 INT 9 WIS 8 DEX 10 CON 17 CHA 10

Weapon Masteries: Long sword (skilled), spear, Dagger

General Skills: Reading/Writing, Religion (Church of Karameikos), Riding

Languages: Thyatian, Taladaran (native),

Notes: Kier was orphaned at a young age and grew up in the Nest of Specularum. He saw the crime and misery and decided to do something about it. He joined the Church of Karameikos as soon as they would take him in and when he was of age submitted himself into the Order of the Griffon. His equipment consists of: chainmail, shield, longsword and silver dagger.

From here the PCs can proceed to any of the encounters or run into them.

The Meeting - pg. 5

Cartha's Ambush – pg. 6

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Specularum encounter table – pg. 19

The Hideout – pg. 12

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THE MEETING

Any PC asking around in the Radu Quarter will be directed to Donn's house which is a stone two story abode with a gated courtyard. Upon arrival the party is invited into the house of Donn Deorn (a Radu supporter). Donn is away traveling on business but has allowed his home to be used in his absence.

The PCs are met at the door by Rollo and ushered into the large lavishly furnished great room. Seated next to the fireplace is Zweis Radu (F3). Zweis will cordially greet the party and offer drinks and sweet cakes from the table next to his chair. Zweis will make it very clear he is there to negotiate the transfer or purchase of the Staff of Zirchev and/or the shield of Halav for the Church of Traladara. Zweis will not make threats or attempt to coerce the party. He will only identify himself as representing the church in this matter and will not reveal he is in the Veiled Society. Zweis is conducting this meeting to gain standing within his family. Zweis hopes to impress his father Anton, the head of the Veiled Society.

Zweis will offer to pay the party up to 1,000 gp in gems. Zweis is attempting to curry the favor of the common people by presenting the artifacts to the church from the Radu. Zweis will be courteous and will congratulate the party on their abilities and tell them they can be known as heroes of the people by turning over the artifacts to the rightful church of the Traladarans.

Zweis has 2 bodyguards (F2) and Rollo (F2) in the room; however in the next room are a human MU3 and 6 human F1s in case any trouble breaks out. The bodyguards will be flanking Zwies and will not allow the PCs to approach Zweis. If the PCs attack, Zweis will immediately flee through the door behind him while the bodyguards cover his escape. The F1s will then enter the room and engage while the MU3 fires off spells from the doorway. Zweis will call out the constables who will arrive in 5 rounds and arrest anyone still in the house.

If the PCs started the fight, Lord Korrigan will see they are released after three days in jail and arrange matters to keep the PCs out of the hangman's noose. Lord Korrigan will continue to use the PCs as his agents for this mission but they can expect no further work or trust from him afterwards. The Radu however will mark them as enemies henceforth.

The PCs are free to give the staff and shield to Zweis (Kier will not hand over either but will not stop the PCs from giving the artifacts away if they possess them), True to his word, Zweis will transfer the artifacts to the Church of Traladara. The next day there will be a celebration hosted by the Church of Traladara and while the PCs actions in obtaining the artifacts will be mentioned, the Radu family will be hailed as the people's heroes. Zweis will also remember the PCs and may attempt to hire them for work in the future.

CARTHA'S AMBUSH

This encounter can take place anytime the PCs are in Specularum, preferably at night. Zweis' uncle Cartha has discovered his nephew's meddling and has arranged a different sort of meeting. Cartha does not think Zweis' plan will work and has arranged to claim the artifacts for the Church of Traladara by force.

Cartha will position his hired thugs on a side street and they will ambush the PCs using Lena (T2). Lena will run at the PCs crying for help telling them her husband is being attacked by robbers. Lena will beg the PCs to come with her down the next side street. Cartha will not personally involve himself and the thieves cannot identify him as they were hired by another man for the job. Cartha will be watching from an unlit second story window down the street.

Whether or not the PCs accompany Lena, another man Pavle, will run up to them yelling it's a trap. Lena will begin screaming at Pavle that he's a liar and Pavle will scream Lena's a thief. While the PCs are trying to figure it out, the ambushers give up on the ambush and charge out of the side street at the PCs.

"You see a dozen men with swords in hand rush out of the side street Lena was trying to warn you about"

It will take 1 round for the PCs to unbind any bladed weapons. The thieves' weapons are of course not bound in cloth.

Thieves (12) AC 9; T1; HP 7; MV 100'; AT #1 Shortsword; ML 10

Lena AC 7; T2; HP 12; MV 100'; AT #1 Dagger; DMG 1d4; ML 10

Lena will wait until the PCs are distracted and attempt to attack from behind anyone casting spells or using missile weapons.

Pavle AC 9; T1; HP 6; MV 120'; AT #1 Dagger; DMG 1d4; ML 12 (only fights in self-defense)

None of the thieves are fanatics and will flee if the fight goes against them. After warning the PCs Pavle will try to get out of the fighting. He is not a coward but he is also not a warrior.

After the fight is concluded Pavle will let the PCs know the King of Thieves sends his regards. Pavle will then leave stating he and the district constabulary do not have a good relationship.

The constables will arrive after the fight is concluded and will recognize some of the thieves as local miscreants. They will not arrest the PCs.

STREET FESTIVAL

The PCs are passing by and see a street festival in progress. Acrobats and dancers will step from the crowd and entice the PCs to enter the festival. If the PCs act disinterested Teodora (or one of her girls) will step from the crowd and greet the PCs asking them to come enjoy the festivities. There are a couple of Ylari fire eaters, Ierendi dancers and Traladaran jugglers as well as Teodora's acrobatics troupe performing for tips.

The PCs will be recognizable to the locals as adventurers and will be asked to participate in the drinking contest and show of strength:

Drinking contest: lined up on the side of the street is a long table and bench. Any participant pays 2 sp, sits down and tries to quaff down the most bitter and strong beer Traladara can produce (CON check -3 each beer chugged). The first person to successfully chug three beers wins the 5 gp prize; the bartender Gustavo and his friend Stavros have planned on cheating by substituting Stavros' beer for a watered down version.

Stavros has taken the last spot at the end of the table to help with the ruse. Only PCs at the table can spot the odd behavior of Gustavo each time he fills the mugs (INT/WIS check -1; additional -1 per beer chugged each check) If the PCs spot the behavior and announce it the crowd, Stavros will flee the area and Gustavo will courteously offer free drinks to the crowd to keep from being mobbed.

Show of Strength: in the center of the street are hand carts weighted with iron ingots. Each participant pays 2 sp, with the winner getting 5 gp. Each participant will pull the cart up the street in an attempt to be the first to the finish line (STR check -3 to pull and CON check -2 for the stamina to get to the finish line) however towards the end of the race another participant, Andronicus the smith will attempt to cut off the PC at the finish line (DEX check -1).

The Pick Pocket: Spread out among the crowd is a group of unaffiliated juvenile thieves relieving spectators of their overburdening coin pouches or expensive items/jewelry. The PC with the lowest INT/WIS will be selected as the mark. If the PC fails their check, one small item or small amount of coin will be taken unbeknownst to the player. If the PC successfully makes the check, have them make a DEX check -1 to snatch the thief before they escape. The young criminal will gladly give back the item and if pressed will also hand over the remaining days haul, 1d12 sp to the PC.

The Dancing Bear: Alexy a Traladaran, has brought Milos the "dancing" bear to entertain the crowds at the festival. However Milos is too old to keep performing and halfway through his "dance" goes feral and charges one of the PCs. Alexy will cry out to the PCs not to kill poor Milos.

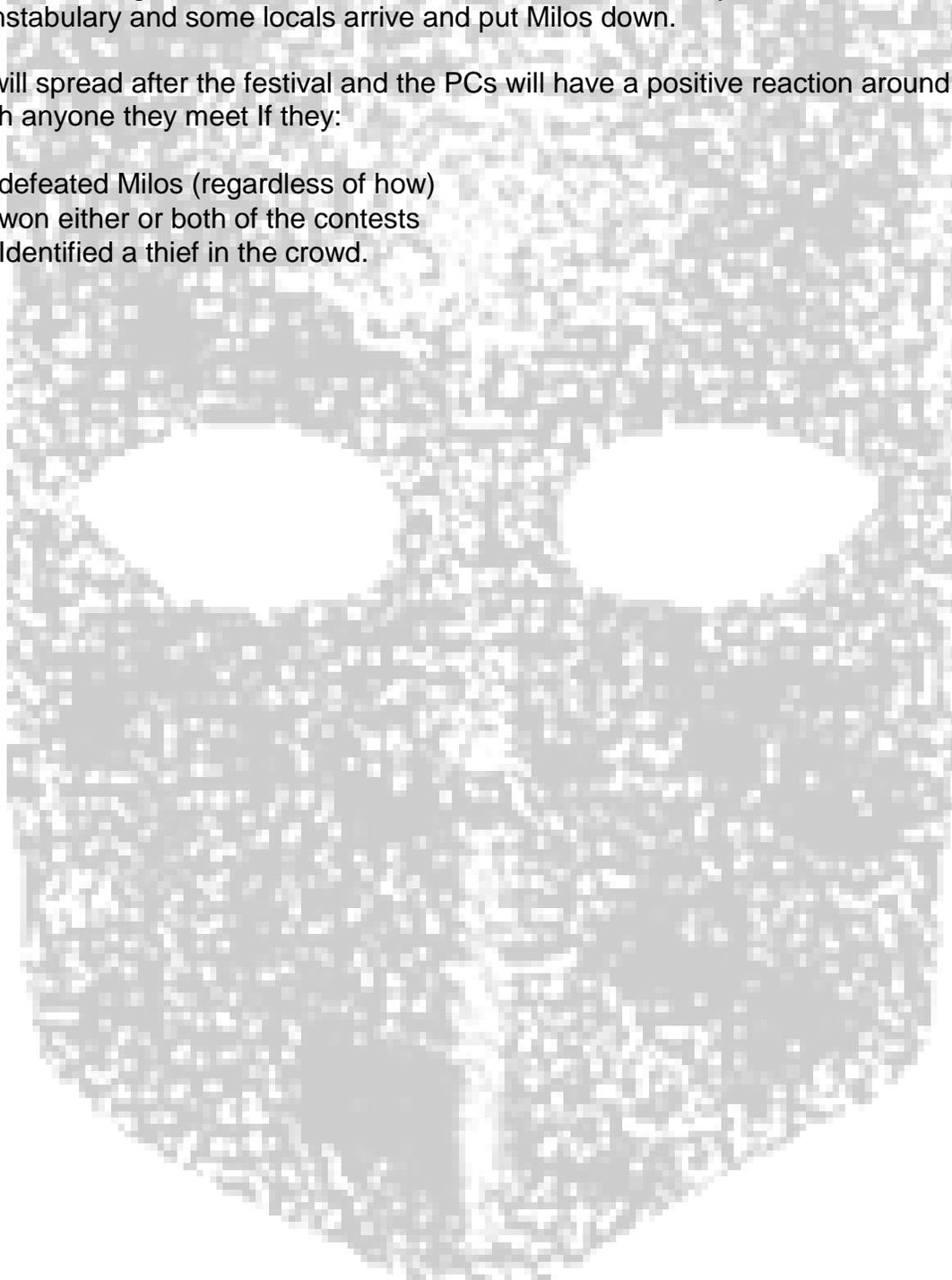
Milos, Black Bear AC 6; HD 4; MV 40'; AT #2 claws; DMG 1-4/1-4; ML 7

Milos is wearing a muzzle and cannot bite but will use brute strength to knock over anyone nearby and claw them.

If the PCs kill Milos, Alexy is distraught as he raised him from a cub, however if the PCs are able to incapacitate or knock out Milos without killing him, Alexy will gratefully thank the PCs and reward them with his personal silver dagger as a gift. Alexy will then load up Milos in his cage cart and take him for release outside the city. If the PCs do nothing, the constabulary and some locals arrive and put Milos down.

Word will spread after the festival and the PCs will have a positive reaction around the city with anyone they meet If they:

- defeated Milos (regardless of how)
- won either or both of the contests
- Identified a thief in the crowd.



THE DUCAL FORTRESS

The Duke's fortress is an imposing structure overlooking the city from the highest point. The party is greeted by a detachment of the Duke's Guard at the front gate of the fortress. Kier or the PCs can give the guard sergeant the message from Lord Korrigan.

After waiting a few minutes the PCs will be escorted to the High Palace within the fortress compound by Master Higgins (F7). Higgins is a very tall burly middle aged Thyatian with a large scar across his eye Higgins will take the PCs inside through a side door and tell them to wait. A short time later Higgins will return and bring the PCs into a dimly lit large hall. All the windows have thick curtains preventing any light from entering. Higgins will wait by the door but will motion the PCs further into the hall.

Lord Korrigan is standing next to a table where another man is seated. A single candle burns providing subtle light to the scene. Lord Korrigan ushers the PCs to the table. In the flickering light you can make out two others standing next to the table. Lord Korrigan introduces the Patriarch of the Church of Karameikos Olliver Jowett and the duchess Olivia Karameikos. As the PCs get closer they hear the man in the chair cough and he speaks in a weak voice identifying himself as Duke Stefan Karameikos

If any PC asks about his health, Stefan will start coughing and wave the question away. Olivia will speak otherwise; Olivia will tell the party that her daughter Adriana has been kidnapped while hunting in the woods.

"It is imperative that Adriana be recovered without anyone knowing she was ever kidnaped. She was taken by force and two of her bodyguard slain. The remaining guard escaped to bring us word of the incident."

As Olivia finishes speaking, a member of the elven guard, Estaish (E1) emerges from the shadows and introduces himself. Olivia and Stefan then leave the room. Lord Korrigan tells the party that Adriana must be recovered safely and discretely. Lord Korrigan emphasizes the PCs actions will not go unrewarded by the realm.

Olliver interrupts and tells the PCs the duke's sickness is due to an incurable poison but Olliver has had a vision describing the place Adriana is being held also holds the key to curing it. Olliver will request the PCs hand over the Staff and Shield for safekeeping until they return. Olliver will make it a point to state the items will be held without fanfare or celebration until the PCs come back. If the PCs lost or gave the artifacts away, Olliver will be visibly disappointed but will not pursue the matter further at this time.

Lord Korrigan will detail a plan where the PCs are to infiltrate the camp where Adriana is being held, secure her safety and then a detachment of the Elven guard and knights from the Order of the Griffon will assault the camp ending the threat. Normally Lord Korrigan would send in the army but the fear of Adriana's execution by the kidnappers prevents a larger force from being used.

Estaish will tell the party he followed the kidnappers to their hideout but there were too many for him to free Adriana. Estaish will inform the party he can lead them back to the location. Lord Korrigan will allow the party to gather what they need and will provide any normal weapons or equipment the party reasonably requests. However he will remind them of the need for secrecy and a quick resolution of the incident should the party make obviously greedy or unreasonable demands.

If the PCs refuse or insist on anything ridiculous before starting the mission, Lord Korrigan will allow them to leave the High Palace but will have them arrested when they enter the courtyard. The PCs will be held until after Adriana is recovered; The PCs can expect to be outlawed from entering Specularum ever again and will be told it may be better to leave the country.

Before they leave, Patriarch Olliver tells them to secure Adriana but be observant as the cure for the duke is near Adriana. Olliver is only able to tell them

“To seek a stone gate that is blocking the path to a great cup holding the cure.”

The PCs will be allowed to make preparations and Estaish will take them the next day in the dark early morning before dawn out of the city in a covered wagon.

The Black Eagle's Hand

While at the ducal fortress the PCs will “accidentally” run into a tall bony man with a long face dressed in Thyatian attire. This is Ergal (MU7), Baron Hendrik’s official representative in Specularum. Ergal will pretend meeting the PCs was by chance; he will nonchalantly greet the PCs and casually mention the artifacts they carry will make the PCs very wealthy. He will mention,

“Why the staff alone would be worth, say these 3 large emeralds” (500 gp each).

Ergal will wait and see if the PCs have any response before putting the gems away. He will then counter with asking what the PCs think the artifacts are worth. If questioned Ergal will state he is a mage and is very interested in the staff for his magical research.

If there is still no response or the PCs become aggressive to Ergal’s offer, he will bid them a farewell and leave quickly. Ergal will continue to monitor the PCs using wizard eye and ESP as possible. Ergal will also bribe a few of the palace staff for information before sending a message to Bargle. Bargle will dispatch an invisible stalker to attack the PCs and retrieve the staff. The invisible stalker will not arrive until after the PCs return to Specularum from the Hideout/tomb.

Invisible Stalker AC 3; HD 8; MV 120; AT 1 blow; DMG 4-16; ML 12

The Stalker will try to carry out the order Bargle gave it, which is to bring the staff to Ergal; The Stalker will attempt to surprise the PC carrying it (1-5 on 1d6) by grabbing the staff, regardless if a PC is carrying or has strapped the staff to their body. If the other PCs attack, the stalker will drop the PC and engage in combat. If the PCs have any animal companion or anyone detecting magic/invisible the surprise will fail.

The Invisible Stalker will not be subtle and if the PCs do not attack it, the stalker will literally drag/carry the staff to Ergal with the PC still holding it/attached to it.

** This adventure assumes the PCs defeat the Invisible Stalker; if the Stalker escapes with the staff for whatever reason, a separate mission to retrieve it from Ergal’s house will be needed.

THE HIDEOUT (see map appendix pg. 20)

The trip to the hideout will take most of the day and Estaish will drive the wagon until they get to the woods west of Specularaum. Once they reach the wood Estaish will lead the PCs on foot to the hideout. Estaish will stop far enough away from the encampment to avoid detection. Estaish will give the PCs two silver whistles and explain that troops from the Elven Guard and Order of the Griffon will assault the encampment after they blow the whistle when they have safeguarded Adriana.

Estaish will explain the layout of the encampment and inform the PCs there are roving guards at the perimeter with dogs. Adriana should be held in the largest tent, however, Estaish will mention she may have been moved to one of the other tents by now, but he is certain she is still in the camp as they have had scouts watching the woods. He will instruct the PCs to wait until after dark to sneak in and find Adriana.

Estaish will tell the PCs they have approximately 1 hour after sneaking in to secure Adriana before the troops are in position to storm the camp. If the camp appears alerted or after the hour ends, the assault will occur whether or not the PCs signal. There are two pairs of guards (F1s) roving the encampment with one guard dog for each pair. There are pack mules tied off on one end of the camp and there will be 1d6 men by the fire pit drinking or telling stories.

This encampment was originally established by the Iron Ring to excavate a small tomb with a stone door; however it is also being used to hold Adriana until an escort force arrives to take her back to the Black Eagle Barony. Only half the men in camp are warriors, the others are simply here to dig out the tomb and will surrender if challenged; but the PCs won't know that. All the men will sound the alarm if they see any individual who are obviously not from their group.

Each tent (except for the main tent) is space for 8 men, half of whom will already be asleep (assume 4 warriors & 4 workers per tent minus the roving guards and anyone by the fire pit). If the alarm is sounded it will take 1 round for the warriors in the camp to arm and armor themselves and 1 more round to exit tents and attack any interloper. The regular workers will stay in the tents armed with pickaxes and shovels and will only fight if attacked. The roving guards and dogs are patrolling in opposite directions, one group clockwise around the camp perimeter and the other counterclockwise. If the PCs are observant they can sneak nearly undetected up to the tents after the guard patrols pass, especially by the mules.

The party has many options to either create a distraction or move to the tents (Estaish will mention the following options if the PCs don't think of them):

- Untie the mules from their line and cause them to run into camp or the woods.
- Start one of the tents on fire and sneak in during the commotion.
- Use magical means to discover the tent Adriana is in and rescue her.

Let the PCs come up with a plan and do their best. Jorrus will assume incompetence on the part of his men if the mules run off or a single tent catches fire; any commotion larger will arouse his suspicion resulting in him preparing for combat by ordering all men to arm themselves. He will then put all warriors on the perimeter.

MAIN TENT (see map appendix for tent layout pg. 21): Inside is the encampment leader Jorrus (MU4). Jorrus is on the left side of the tent closest to the dig site deciphering a bronze tablet under lantern light. Next to Jorrus curled up in a ball under his bed sleeping, is his pet Draco Lizard. Jorrus has 2 bugbear "bodyguards" who are currently playing dice and drinking at the table in the center of the tent. Playing dice with the bugbears, and currently winning is Lyra a Thyatian Reaver of the Iron Ring. In the opposite corner bound and gagged is Adriana (F4). She is injured but is still capable of fighting and if released will enthusiastically pick up a sword and fight her way free.

Lyra and her band of hounds were actually on a separate mission when she recognized Adriana hunting in the wood. Lyra concocted a hasty ambush and attacked Adriana and her guards. The battle was hard fought with 5 of Lyra's hounds killed. After they knocked out Adriana they went to the encampment not realizing Estaiash followed them. Lyra sent her remaining 2 hounds to get reinforcements so they can move Adriana to Fort Doom. Jorrus is not happy about the turn of events or having Adriana in his camp as he fears (rightly) it will draw too much attention to his operation.

The PCs can figure out how to run the operation however they please. They could

- Rescue Adriana covertly and then assist the Elven Guard and the Order of the Griffon Knights.
- Hide and secure Adriana while the assault occurs.
- Signal the troops, storm the camp and hope for the best.
- Or any other plan the PCs devise.

After the battle is concluded Adriana (assuming she survived) will return with the elven guard to Specularum. She will mention the Iron Ring was very interested in the excavation site's Stone door in the ground if the PCs don't notice it beforehand.

Jorrus, Reaver of the Iron Ring AC 7; M4; HP 9; MV 100'; AT #1 Snake Staff +1; DMG 2-7; ML 10
Spells: Magic Missile x1; Read Languages x1; Invisibility

Jorrus has already used a Read Languages spell on the bronze tablet; Jorrus also has 2 potions of healing 1d6; at the first sign of trouble Jorrus will wake up his Draco Lizard, cast invisibility on it and have it guard the tent while he and the bugbears go investigate the trouble outside.

Lyra, Wererat, AC 7; HD 3; MV 120; AT 1 Bite; DMG 1-4; ML 10

Lyra will stay in the tent and watch over Adriana if there is trouble in the camp; she will change into rat form and hide under the table in the center of the room, she will ambush anyone entering the tent after the Draco Lizard begins attacking. Lyra will fight to the bitter end as she knows she has earned a death sentence for kidnapping Adriana.

Bugbears (2), AC 5; HD 3+1; MV 90; AT 1 club DMG 1d6+1; ML 9

The bugbears are just enforcers in the camp making sure Jorrus' orders are obeyed; if both drop to half HP, or Jorrus is killed, they will flee into the forest.

Draco Lizard; AC 5; HD 4+2; MV 120; AT 1 bite DMG 1d10; ML 7

The Draco Lizard is only trained to guard an area and if it gets out of the tent and Jorrus is not around, it will 50% attack the first person it sees outside or flee into the woods. After Jorrus casts invisibility on it, the lizard will crouch by the center tent pole and attack anyone who enters the tent.

Iron Ring Warriors (16) AC 6; F1; HD 1; MV 90'; AT #1 Shortsword; ML 8

Guard Dogs (2) AC 7; HD 2; MV 150'; AT 1 bite; DMG 1d6

The dogs will be unleashed if the roving guards see trouble and the dogs will charge and attack any trespassers.

Workers (16) AC 9; F1; HP 7; MV 120'; AT #1 Pickaxe/Shovel; ML 12

If the fight goes against them (or Jorrus is killed) the warriors will attempt to flee before surrendering. The workers will only fight in self-defense and when the Elven Guard and Order of the Griffon troops arrive they will surrender. Treasure: each warrior has 1d10 gp, and 1d20 cp; workers will have 1d6 sp and 1d20 cp

Sir Lucius Thrakianus von Alberndorf, Knight of the Griffon (from *Threshold #21*)

Thyatian (Hattian) Fighter 8, Chaotic

STR 15 INT 10 WIS 8 DEX 12 CON 11 CHA 13

Weapon Masteries: Long sword (skilled), bastard sword, dagger

General Skills: Leadership, Reading/Writing, Religion (Church of Karameikos), Riding, Intimidation

Languages: Thyatian (native)

Notes: Sir Lucius has been tasked with leading the Order of the Griffon detachment (7 handpicked knights F5) rescuing Adriana. His plan is simple, wait for the signal and charge the camp from the east slaying any who resist. The Elven Guard patrol (7 E4) will support with spells and arrows via the elves infravision.

If the PCs do not participate in the short battle, 2 knights and 2 elves will be slain. 8 of the Iron Ring warriors and 4 workers will be slain with Jorrus and the rest fleeing into the woods. Lyra will stay with Adriana and a 50% Adriana will be killed (if the PCs didn't already rescue her). Lyra will then be slain by the knights.

Inside a locked chest in the main tent is the workers and warriors remaining wages of 400 sp. In the encampment there is also a week's worth of rations (hard tack biscuits and dried meat) and fresh water for the entire encampment along with mundane items; rope, extra tools, cut wood, etc.

The PCs can rest and recuperate before opening the tomb. Kier, Gharalain and Estaish, if they survived, will remain with the party to explore the tomb. The Iron Ring escort force coming to get Adrianna can either be finished off by Ducal forces or if the hideout fight was too easy, they can arrive in the night or next morning to the hideout. Use the stats for the Iron Ring warriors from the hideout, there should be 6-12 warriors based on the health of the party. If Jorrus fled, he will lead them back or use Jorrus' stats for the mage Raspiro.

THE TOMB (see map appendix pg. 21)

This tomb was prepared to safeguard the Chalice of Petra and if the PCs decipher the bronze tablet Jorrus has or see his notes, they will find it describes two undead guardians within the tomb.

The dig site has uncovered the stone door, Jorrus had yet to open it as he was attempting to determine what type of guardians were inside. The door can be pried open with a combined STR of 120 or more; if the PCs captured the workers and did not kill any of them, they will agree to open the door for their remaining wages (224 sp), but will not enter the tomb.

After opening the stone door there is a small hallway leading into a 40 x 35 open chamber. In the dim light they will see 2 sets of glowing orbs light up in each of the corners flanking a large bronze double door in the center of the back wall. The glowing orbs belong to 2 Wyrds that will attack the PCs after they enter the room.

Wyrd (2) AC 4; HD 4; MV 120'; AT #2 glowing spheres; DMG 1d6 ea (1d6+3 vs elves); ML 12
* Can only be hit by magic or silver weapons; immune to sleep, charm, and hold spells; turns as wraith; the Wyrds will attack any elf first, before attacking any other character.

The bronze double doors swing open easily and lead into a second chamber with a raised dias. After opening the door anyone stepping into the first 10 ft of the chamber will have a chunk of masonry break off from the ceiling causing 1d6 damage (saving throw). The trap only triggers once and any dwarf or a thief checking for traps will be able to spot the danger engineered into the structure.

There is nothing of value in the room, but the frescoes detailing the life of Halav, Petra and Zirchev would be of great interest to the Church of Traladara and the Callari elves; as it details an elven warrior companion to Halav, assisting in fighting off the beastman invasion.

In the first chamber is a hidden secret door which could be detected by an elf, dwarf or thief checking for one. Down its winding hallway lies the bronze chalice of Petra sitting on the floor against the wall.

Chalice of Petra (Minor Artifact) The Chalice was created by Petra to assist a champion of the Traldar. Any liquid poured into the chalice turns crystal clear. Drinking the liquid provides the following benefits:

- Effect same as a Bless spell for one day
- Heals 1d6 hit points
- Cures any poison.

The chalice is larger than normal and well-made, although simple looking. There is a cylindrical aperture in the inside of the bottom the cup. The cup produces enough liquid for 3 people three times a day. Any evil individual (or monster) who drinks from the cup will suffer 1d6 damage per drink as poison.

Back to Specularum

Upon return to Specularum the PCs will be escorted back to the High Palace, regardless of outcome. If the PCs recovered the Chalice of Petra, Olliver Jowett will use it to cure the duke; if the PCs did not recover the Chalice, a later expedition by the church will return it.

If Adriana was killed, the Duke and Duchess will have Lord Korrigan thank the PCs for their attempt but will not have them hired for any further work.

If Adriana is returned (even if wounded), the duke and Duchess will remember the PCs discretion and service to them. Lord Korrigan will have them designated as agents of the Duchy and will award them 300 gp and a 50 acre land grant each. The PCs will also be allowed to recover for a few days at the ducal palace.

Kier will be brought forward and the Patriarch Olliver Jowett will arrive with other Knights of the Griffon and conduct Kier's Knighthood ceremony into the order of the Griffon. Any PC who is a member of the Church of Karameikos of at least 4th or 5th level will be considered for knighthood (DM's discretion/Player request).

Agent of the Duchy of Karameikos:

This Honorific allows any designee to get free lodgings at any fort or town controlled by or giving fealty to the Grand Duke of Karameikos (up to 3 days). Any agent can also request reasonable aid in the form of non-magical equipment from any fort or town. The agent has arrest power within the borders of the duchy.

Lord Korrigan will host the PCs for dinner that night and will have invited Aleksyev Nikelnevich, the Patriarch of the Church of Traladara.

"I have another task for you but I will let the Patriarch explain the details"

Patriarch Nikelnevich tells the PCs he has had a vision of the PCs journeying to Korizegy Keep and battling the horrors within. The Patriarch is unsure if the PCs are fated to destroy the ancient vampire Korizegy or simply seal the evil away, but alas that is the way of visions.

"You must take the Shield of Halav, the Staff of Zirchev and the Chalice of Petra to Korizegy Keep. There you will destroy the gems that could free the vampire and thereby save the people of the land"

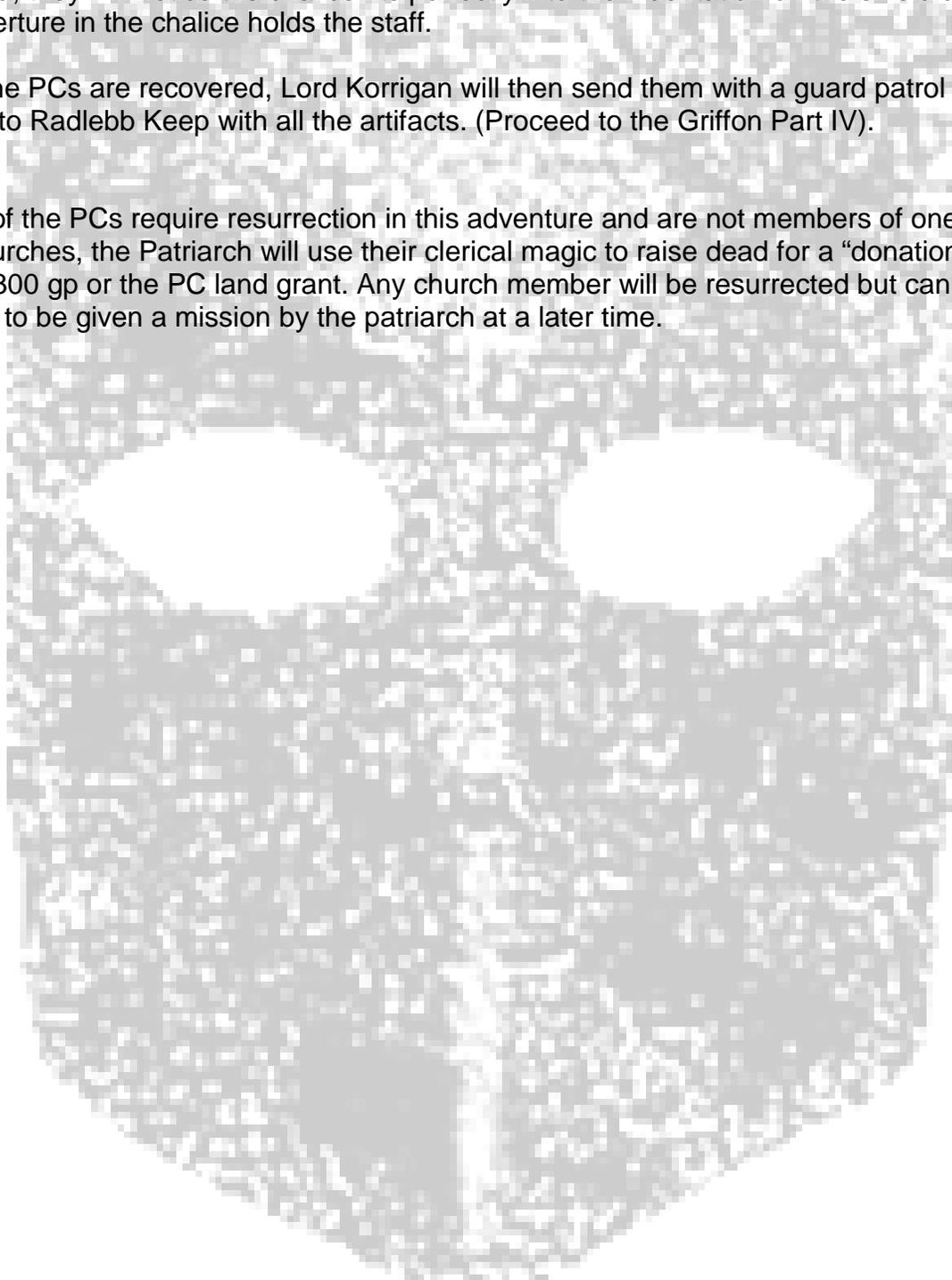
Aleksyev will tell the PCs when all the holy relics are combined they have the power to purge cursed items from this world. Although Aleksyev is unsure how you would

combine the artifacts. If the PCs handed over the artifacts to either of the duchy's Churches, they will return them to the PCs custody.

(INT/WIS check) If they study the Staff of Zirchev and Shield of Halav with the Chalice of Petra, they will notice the chalice fits perfectly into the indentation on the shield and the aperture in the chalice holds the staff.

After the PCs are recovered, Lord Korrigan will then send them with a guard patrol as escort to Radlebb Keep with all the artifacts. (Proceed to the Griffon Part IV).

If any of the PCs require resurrection in this adventure and are not members of one of the churches, the Patriarch will use their clerical magic to raise dead for a "donation" of either 300 gp or the PC land grant. Any church member will be resurrected but can expect to be given a mission by the patriarch at a later time.



Specularum Encounter Table

1. (Foreign Quarter) A group of 3 Rakasta merchants walk down the street with their cart loudly selling their wares. They stop in front of the PCs (especially if the PCs are trying to avoid being stopped) repeatedly asking them to examine and try on their silks (ignoring any response other than yes). The silks are actually good quality but twice the price of normal clothing at 1/3 the weight.

A group of 4 Ylari merchants walk down the street just after the Rakasta stops the PCs; they block the other side of the street and will go up to the PCs offering fine Ylari silk cloth. Both groups will argue back and forth that their wares are better.

2. (Any Quarter) A skunk has wandered into the city and a group of street urchins have been throwing rocks at it in an alleyway. The scared skunk enters the street just as the PCs are walking by and sprays the street (5x5x15 area); PCs make a saving throw vs poison; failing results in CHR dropping to 3 until they bathe and CHR halved for 1-4 days afterward; PCs chance of surprising opponents reduced by 2 for the same 1-4 days until the smell finally dissipates.

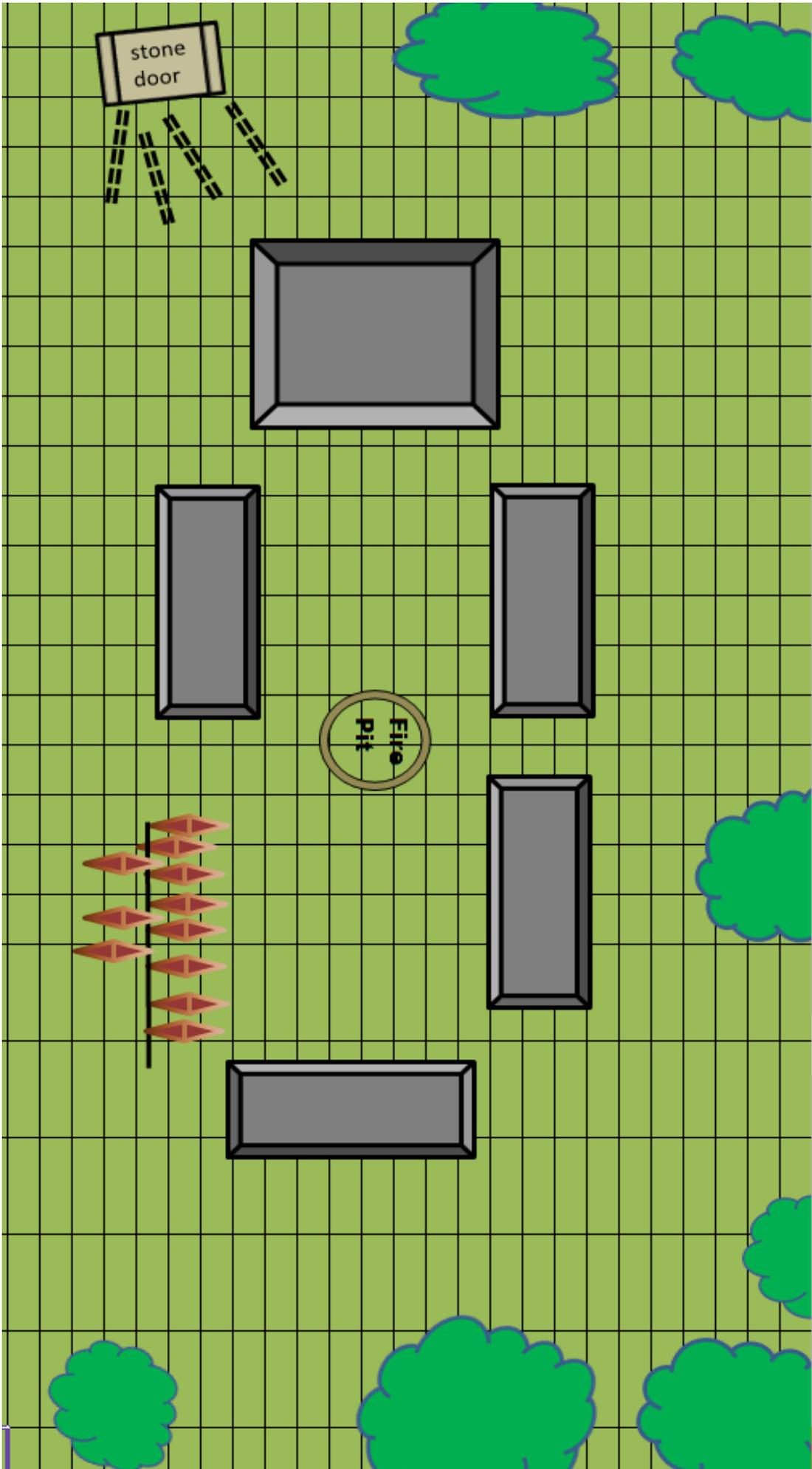
3. (Any Quarter) Christoph the Traladaran, dressed in bright colored clothing has a cart with a caged wildcat inside. He tells the PCs it is a trained war cat that responds to commands; worth much, but will sell for 10gp. He will instruct the PCs to keep it in the cage while in the city due to a town law on undomesticated animals. If purchased and when uncaged the cat will immediately flee back to the wilderness.

4. (Any Quarter) A wizened old Traladaran woman, Maritza the Seer, will get the PCs attention and offer to give them a palm/tarot card/crystal ball reading; while she may or may not have actual divination power, she excels at reading body language and demeanor; "*You are being hunted for items you possess*", "*powerful forces are opposing you.*" etc., the first reading is free....

5. (Foreign Quarter/ or near the bay) A group of rowdy Minrothad sailors (twice the size of the party), who have clearly had too much to drink, accost the PCs. While they are rough around the edges, they will try to drag the PCs along with them singing bawdy tavern songs believing the PCs to be there new "friends".

6. (Merchants Quarter) Guild War!, the PCs will see a small group of men arguing loudly in the street over a trade regulation; suddenly both men will start punching each other, almost on cue, over a dozen other men burst forth onto the street to join the affray. Some Moneychangers (Torensu) and the Merchants (Radu) guilds lower members are brawling; the PCs can join in, watch or avoid it. The constables will arrive after a few rounds and disperse it either way.

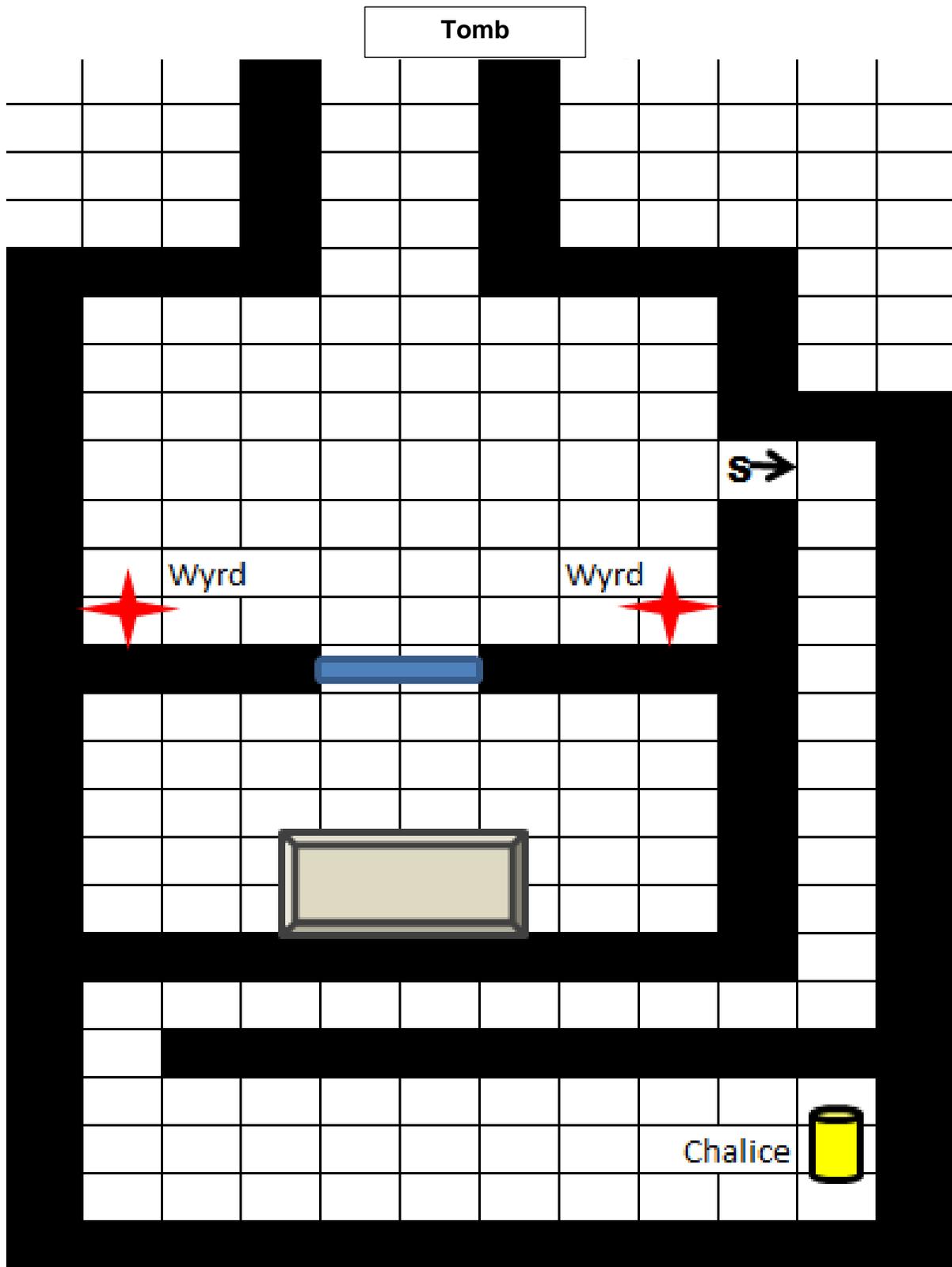
7. (Any Quarter) a man wearing a ragged tunic with colorful patches is juggling fruit to entertain passersby. He will introduce himself as Lord Dmitrius the Prince of Beggars, and will offer to juggle or perform acrobatic feats for coin. If the PCs give him any money, he will lean closer to them and whisper "*Be wary of anyone who shows interest in what you have found*", He will then continue his antics; If the PCs ignore or berate him, Dmitrios will feign being wounded by alleged heroes of the realm.

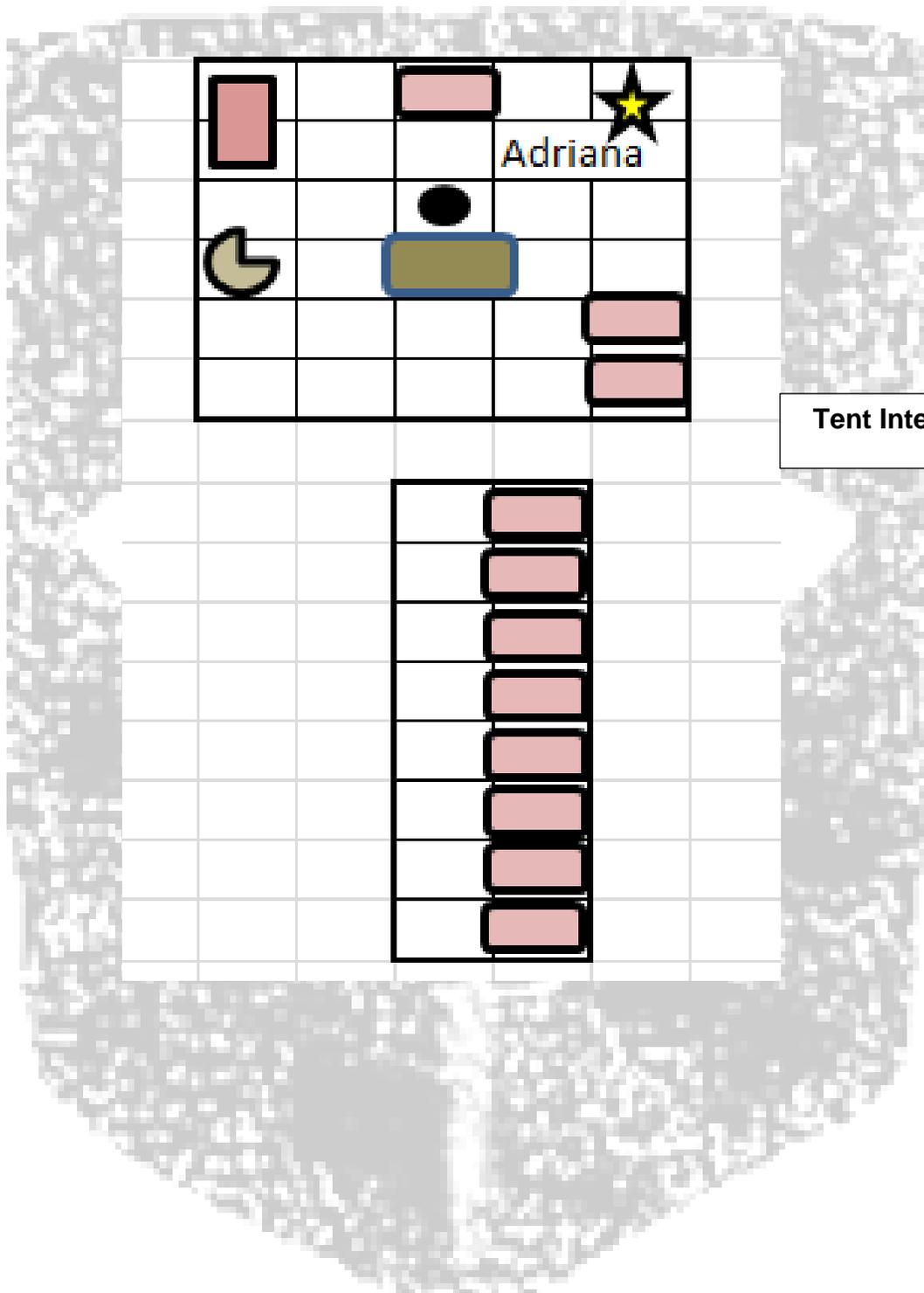


stone door

Fire pit

Hideout





Tent Interiors