



Order of the Griffon Part II



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 I the adventurers have Zirchev's Staff of Life and have been sent to Kelvin to gather more information on the staff and the vampire Koriszegy.

CREDITS

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PART II

How to play this module

1. If they completed Part I the PCs should have the staff of Zirchev and are enroute to Kelvin to gather information or if the staff was stolen, they are in pursuit of the thief Aarion Commenus. The PCs will be directed to the Baron's castle in Kelvin to start the adventure. Start at CROSS COUNTRY TO KELVIN FROM RADLEBB.

OR

2. If the PCs never acquired the staff in Part I (or you just want to start the adventure at this point), Kier will have retrieved it (at the loss of most of the squires in part I) and will be waiting to give it to the baron. Adventurers will be sought by Kier when Aarion Commenus steals the staff from the castle; this allows new PCs to start the adventure in this module. The PCs can learn about the job opportunity from town criers or they will see posted work notices on the job boards around town. Start at ARRIVAL AT KELVIN.

If Aarion has taken the staff, the townspeople of Radlebb (or contacts in the criminal community of Kelvin) will tell the PCs the following:

- Aarion was originally from Kelvin and always talked of coming back.
- Aarion often spoke of his mother who still lives in Kelvin.

CROSS COUNTRY TO KELVIN FROM RADLEBB:

Traveling to Kelvin to find information in the library of Baron Desmond Kelvin II, member order of the Griffon; the PCs should have a head start before any other faction has time to mobilize a major force against them, the trip to Kelvin should be mostly uneventful.

The PCs will come across a travelling acrobatics troupe on the road to Specularum. Their leader Teodora Mileena (T5) a comely middle aged woman of mixed Traladaran-Thyatian descent, will greet the characters warmly and ask if the PCs will travel with the troupe to Specularum for more safety in numbers.

The troupe will slow their travel speed to $\frac{3}{4}$ but the PCs will avoid any random encounters. The troupe is twenty strong with twelve young ladies (T1- T2s) and five (two F1, three NM) men who work as wagon masters/laborers to handle the wagons, oxen and setup the stage equipment.

During the trip some of the young acrobats (Katarina, Jana, Maja, Petra, Malina) will walk with the PCs and will ask the PCs to tell their stories of high adventure, fawning over the details. At sunset Teodora will have the troupe set up camp forming a half circle with the wagons. All the acrobats have 1d4 throwing daggers and the two F1s have short swords and shield. The three NM will use their cattle sticks as a staff.

Teodora has a silver short sword and throwing daggers. Teodora always has two of her people awake during the night on watch duty at all times whether the PCs decide to or not.

On the second night a band of 13 orcs will attack the troupe when they camp by the side of the road. The orcs will attack anyone with a staff or anyone who appears to be a threat (armed & armored, giving orders, organizing a defense, etc...). They have been instructed to seize any staff among the group. The orcs will wait until after midnight when the majority of the group are asleep and attempt to sneak up on the encampment. There is a 40% chance the orcs will sneak all the way up to the wagons before the alarm is sounded if none of the PCs are on guard duty.

Orc Bandit Leader; AC6; MV 120' (40'); HD 2; hp 11; #AT 1; THACO 19; Dmg ld8 (long sword) ;Save F2; ML 8; AL C.

Orcs Bandits (12); AC6; MV 120' (40'); HD 1; hp 7; #AT 1; THACO 19; Dmg ld6 (short swords) ;Save F1; ML 8; AL C

The orcs have between them 45cp; 10sp; 5gp, with the leader having 45sp; 10gp

The orcs are expecting little to no resistance except from the PCs, however Teodora and her troupe have faced road bandits before and will not flee without a fight. After the acrobats have expended all their throwing daggers, Teodora and the wagon masters will form a line and start a fighting retreat.

The orcs will fight until they have lost a third of their number or have driven off the PCs and the troupe. If the orcs actually manage to secure the staff they will continue fighting until they have cleared the wagons of all defenders to take any other staff found back to Hawk. "Hawk" Demetrius Fulvius is watching to see if the orcs succeed from the tree line on the far side of the road, but will not intervene if the orcs are being bested by the PCs. The PCs can easily track the orcs if they manage to take the staff. Hawk will flee if the PCs pursue but will follow the road to Specularum and inquire about the PCs to see if they continued on to Kelvin.

After the battle Teodora (or one of the surviving acrobats) will break camp at dawn after burying any dead and continue on to Specularum. If the PCs continue on to Kelvin, she will bid them a fond farewell and her acrobats will gift each of the PCs with a scented scarf to designate them as their noble defenders. Teodora and a few of her troupe are actually members of the Kingdom of Thieves and will ensure the "King" is informed of the PCs movements.

If the PCs opt to stay in Specularum then move to the next module: Order of the Griffon Part III. Kier (if with the party) will object and insist they need to gather more information on the staff in Kelvin and/or recover it. He will acquiesce to the party wishes though. Aarion Commenus will have followed the PCs a day later (assuming he did not already steal the staff in Radlebb and then flee to Kelvin) and will find out if they continued to Kelvin.

The Trip to Kelvin from Specularum can be uneventful as the roads are both more travelled and patrolled.

KRAKATOS

While passing through Krakatos the PCs will observe a crew of a dozen men working under the supervision an old man with a long white beard (Teldon the Karamaikos mages guild head) in a fine robe with various runic symbols.

The men are excavating an old buried vault that was recently discovered. If the PCs stop to see what is going on, Teldon will have a few minutes to chat with them, rather absentmindedly. If the PCs want to stay and help, Teldon will be overjoyed at “free labor” and will happily start telling the PCs where to start digging. If the players ask about pay Teldon will mention he has no money to pay additional workers, and Teldon will scoff at any mention of plundering rights to the vault as payment. He will state all the items will be of archeological value. Teldon will resume his supervisory duties regardless of what the PCs do at this point.

ARRIVAL AT KELVIN

(Kier will be in Kelvin on Order business if he did not accompany the PCs previously).

Upon entering the city, the gate guards will inform them all weapons must stay sheathed and bound to their belts and no spells may be cast within the city; violators will be arrested and sentenced to hard labor, if they are lucky. If they ask for directions to the Baron’s castle they will be directed to follow the city street to the center. New PCs will see Kier posting notices around town requesting discrete assistance and to inquire at the Baron’s castle for more information. After arrival at the gate to the Baron’s castle they will be met by

(New PCs seeking employment opportunities) Kier, who will go over payment of 50 GP up front and 50 GP on completion of the mission. Who will only say the staff is a holy relic of the church and needs to be recovered from the thief. After the PCs agree, move to the next section TRACKING THE PATH OF THE THIEF.

OR

(If they arrive from Radlebb) the baron’s castellan, Quirinus Pollux (F7) will meet them at the entrance. Quirinus has a professional soldier’s demeanor and disdains adventurers. He sees them as shiftless troublemakers to be avoided. Quirinus will inform the PCs the baron is not available but will allow them escorted access to the library after seeing their letter of introduction. The Castellan will assign Claudia the duty of ensuring the PCs do not take or damage anything. Quirinus will assign the PCs the lowest servant’s quarters for their stay at the castle.

The librarian Claudia Aureluis (C3) will keep an eye on anything suspicious while the PCs research. Claudia loves the idea of adventuring and will gladly assist the PCs in the

search. Claudia inherited her position from her deceased father and grew up hearing stories of great heroes on noble quests. She joined the Church of Karamaikos at a young age but due to her leg deformity was prevented from crusading in the church's name like any of the heroes she had read about. However she loves her work and knows the importance of her role in the greater scheme of things.

There are multiple clues the PCs could discover within the various books: the PCs will have to dedicate 1d4 hours per clue, of sifting through books and having archaic Traladaran translated. The PCs will be allowed to make copies of any documents (allow one day for Claudia to make the copy).

- There is a hidden tunnel north of Koriszegy keep that can grant unobserved access to the Keep. (true)
- Zirchev's staff is needed to open a crypt door under Koriszegy Keep. (true)
- Any undead that touches the staff of life will crumble to dust (false)
- The staff of life can be used to slay vampires (True, but any stake like item would also do the same)
- Koriszegy was a powerful necromancer and wizard (true, by Traladaran standards)
- The staff of Zirchev, the chalice of Petra and the shield of Halav together will destroy the death gems (true)

The final (and last) clue is a forgotten myth regarding Koriszegy's search for artifacts associated with the song of Halav. Inside the library there is an ancient book titled "The Vampire's song" the page is torn where you are reading but you can make out most of it.

"Four stones are the key, a ruby, an onyx, the death gem (obsidian) and the diamond that binds them. Each will find new life in death. Each will serve without mind or soul"

TRACKING THE PATH OF THE THIEF

If the staff was stolen before arriving in Kelvin then Quirinus will recommend the PCs speak with the city guard to track down leads; if the PCs possess the staff, then unless they take very specific unprompted measures to secure it, the first night in Kelvin it will be stolen by Aarion, who has been loaned a pair of elven boots and elven cloak for the theft. (Alternatively the PCs could chase Aarion with the staff through the castle only to have him jump off the curtain wall into a waiting straw filled cart on the street below which then rushes off into the night; while the cries of the city guard are called out and the city is awakened by the alarm)

Any of the servants or staff will recommend the PCs speak with the city guard officers located at the gates to Kelvin. While en-route after leaving the Baron's manse the PCs will be flagged down by a well-dressed man.

"I heard of the theft of your item. I was hoping to speak to you before you left the Baron's manse. I am Sir Eldredge, agent of Baron Desmond Kelvin. The guard won't be able to assist you regarding the theft. However through my contacts in the less law-abiding citizenry I have located an information broker who will be meeting in town tonight who can locate your item."

(Alternatively if the staff is not stolen, Eldredge will stop the PCs and tell them of the information broker who may have hidden knowledge of the staff)

Eldredge will give the PCs the location of the House of Imports warehouse with the instruction to arrive after dark. The password to use at the back door is "wyvern". He will answer a few questions but will state he is on a sensitive mission from the baron and only wanted to pass on the information to the PCs before he leaves town again. If the PCs ask about Sir Eldredge around the Baron's fortress, Sir Eldredge will be described as a dapper dressed man who is out of town on a mission for the baron.

Eldredge will walk back out of sight and have a few street urchins follow the PCs at a distance. If the PCs continue to the Guard post by the city gate he will run ahead and bribe the Sergeant on duty to pull the PCs aside and give them roughly the same information about a meeting at the warehouse, but without the password. If the PCs ask why the guard isn't raiding the warehouse, they will be told the owner has protection from someone higher up than him.

If the PCs ask around for Aarion Commenus or his mother, a random passerby will recall hearing of a Commenus living by the houses outside the walls by the Hillfollow river. There they will meet Miroslav the fisherman, who will remember an old lady Commenus who moved somewhere near the lower class quarter by the castle. Then after inquiring there, the PCs meet the brothers, Vlado and Zivko, who are selling produce and will insist they purchase some. After a purchase they will gladly tell them mother commenus moved to the residential district by the northern corner of the Campgrounds. Once there, after asking around, the widow Anja will remember Aarion and his mother but will sadly tell the PCs Aarion's mother died late last year. Anja will however recall Aarion liked to spend time by the Campgrounds gate, always getting into trouble. It should be late afternoon by the time the PCs finish.

Kelvin Random Encounter Table

This table is designed to ramp up the paranoia or diversion as much as needed.

1. A small pack of street urchins noticeably begins following the party (no INT/WIS check needed), but they always stay far out of reach.
2. The PCs will hear a woman scream for help down an alley and if they rush to help, they will be beset by 1d6 thugs armed with clubs. The thugs will only fight for one round before fleeing. The woman will be nowhere to be seen.
3. The PCs will see a man in a brown robe with his hood and a scarf covering his face. He walks with a staff and has a small dog by his side. The man will be walking down the middle of the street towards the PCs and will stop to wait for the PCs to go around him. The dog will sit and stare at the party wherever his owner stops. The man will not speak but will only motion with his hands. (Repeat multiple times throughout the PCs time in Kelvin; the man is a deaf/mute wanderer and not a threat, but the PCs won't know it).
4. A young woman dressed all in white will approach the PCs and request they escort her as she believes she is being followed by a band of kidnappers. She will offer to reward the PCs if they assist her and will only identify herself as Lady Magda to protect her actual identity. She will take the PCs on a long drawn out trip to a bakery, seamstress, Inn and finally a stable at the edge of town. She will request the PCs wait outside and watch for anyone following at each stop. At the end of the journey she will pay the party one platinum as she mounts her horse and leaves Kelvin.
5. Screams ring out as a runaway horse cart is careening down the street straight at the PCs (Dex check +2; 1d8 damage if hit). The cart will crash killing the two horses and damaging a building but the owner of the cart will not be found.
6. The PCs will meet Larrance the herald, begging in the streets; if the PCs give him any money he will happily follow the party for a time loudly singing out their praises. If the PCs give him a hard time he will follow loudly condemning the cheapskate "heroes".
7. The PCs hear a shout behind them and when they turn back around a young man in a red vest inadvertently bumps into one of the PCs and while backing up bumps into another PC. He profusely apologizes and states he is known to be clumsy. He will back away from the party bumping into another random passerby and then run off. Have the party all make an INT check; regardless of result say everything appears fine (he didn't actually take anything).
8. Mikal, a tall bearded man wearing leather armor and animal skins comes up to the PCs and recommends they purchase his guard ferret to help protect them (Mikal trains ferrets and sees the PCs are adventurers), he offers it for the low price of 25gp. Mikal will teach the buyer the commands for the ferret upon purchase. The owner will then have a rather temperamental animal companion. (Ferret, Giant AC 5, HD 1+1, MV 150'/50', AT 1 bite, DMG1d8, ML 8).

STREET ASSAULT (see map appendix - pg. 15) This encounter can occur any time the PCs are in the city of Kelvin (preferably during the day OR after they have the staff on the way out of town).

The hired assailants are not aware if the staff has been stolen by Aarion. This group of unscrupulous adventurers has been hired to get the staff from the PCs by any means and have planned an ambush on the streets.

Kallak, Dwarf, Outcast Highforge clan

Dwarf 5, Chaotic

STR 17 INT 9 WIS 8 DEX 15 CON 17 CHA 9

Weapon Masteries: Battle axe (skilled), Longsword

General Skills: Intimidation

Languages: Dwarf (native), Thyatian, Traladaran

Notes: Kallak was thrown out of Highforge decades ago and has burned a path of murder and banditry in his wake ever since. While he is more brawn than brain, he knows enough not to waylay travelers when in civilized areas and attempts to cover his tracks regardless of location. Often his handiwork is mistaken for goblin raiders in the areas on the outskirts of ducal rule. He will take freelance work whenever he can find it, preferring "any means necessary" as a rule. Kallak uses a battle axe and chainmail in combat

Claus, Dwarf, Clanless

Dwarf 4, Chaotic

STR 13 INT 10 WIS 7 DEX 14 CON 16 CHA 17

Weapon Masteries: Battle axe (skilled), Warhammer

General Skills: Reading/Writing, Engineering

Languages: Dwarf (native), Thyatian, Traladaran

Notes: Claus met Kallak in a bar in Stellanford last year and as long as Kallak keeps his tankard full, the drunken sot Claus could care less what Kallak gets him into for money. Claus was orphaned and abandoned at a young age, raised by anyone who was around in the outskirts of Selenica. Claus started life rough but did apprentice and work as a stone mason before he began a lifetime of heavy drinking. Strangely enough Claus is always the life of the party at any tavern. Claus attacks with battle axe and brigandine in battle. Claus has a -2 to all attacks due to his drunkenness during battle.

Marius, Traladaran, Cleric of Leptar

Human 4, Chaotic

STR 17 INT 10 WIS 15 DEX 14 CON 16 CHA 10

Weapon Masteries: Warhammer (skilled), mace (skilled)

General Skills: Reading/Writing, Religion (Dark Triad)

Languages: Traladaran (native), Thyatian

Notes: No one is sure where Marius hails from and he is silent on the matter. Marius met Kallak while the latter was killing a lone pilgrim for the few coppers the traveler possessed. Their relationship was solidified while Marius helped Kallak dispose of the body. Neither truly trusts each other but their lack of scruples keeps them travelling together. Marius will use cause light wounds then curse before closing with his mace, shield and plate mail armor

Spells: Cure/Cause Light Wounds, Detect Evil/Good, Know Alignment, Bless/Curse

Kallak hired the Halfling brothers Mical and Trintner as extra muscle on this job and told them to stay back and hit the opponents with missile fire until they retrieved what the employer wants.

Mical, Halfling**Halfling 3, Neutral**

STR 17 INT 9 WIS 11 DEX 17 CON 18 CHA 11

Weapon Masteries: Shortsword (skilled), Sling (skilled), Dagger

General Skills: Endurance, Bravery, Reading/Writing

Languages: Hin (native), Thyatian

Notes: Often mistaken for a strong, but short young human, Mical left the shires to find his way in the world with his brother Trinter. While Mical is strong as an ox, he often makes rash decisions which have gotten him and his brother into trouble. He and Trinter have fallen on hard times as adventuring is often a sporadically funded endeavor. Mical carries short sword, sling (10 slingstones) and chainmail with shield.

Trintner, Halfling**Halfling 3, Neutral**

STR 13 INT 11 WIS 9 DEX 18 CON 18 CHA 12

Weapon Masteries: Shortsword (skilled), Sling (skilled), Dagger

General Skills: Endurance, Bravery, Reading/Writing

Languages: Hin (native), Traladaran, Thyatian

Notes: Trintner thinks he is the brains of the operation but has realized he and Mical are in over their heads. Trintner convinced Mical they should take this job with Kallak just to get some travelling money. Trintner plans to tell Mical they need to head home to the Shires but hasn't had the heart to tell his brother they have essentially failed as adventurers. Trintner uses a short sword, sling (15 sling stones) and leather armor.

Hawk hired Kallak and provided him with two giant spiders that were captured in the Dymrak forest by the Viper (Jaggadash) goblin tribe. The spiders were then smuggled into Kelvin by Iron Ring operatives before being transferred to Kallak.

2 Spiders, Giant Tarantella

AC 5, HD 4, MV 120', AT 1 Bite, DMG 1d8 + Poison, ML 8

Kallak has been given descriptions of the PCs and any travelling companions. He will set up an ambush in an alley a block or two from the main gate or the Campgrounds entrance. The spiders were under a sleep spell but have since woken up and are understandably angry. Kallak will wait until the PCs are nearly in front of the crates containing the spiders and then let out a battle cry and open the crates. The spiders will rush out and attack the first things they see (probably the PCs). Kallak and his party will then charge out and attack after the spiders engage.

"You hear a loud deep war cry coming from an alleyway and turn to see a large crate in an alley. A dwarf in chainmail opens a crate door and two giant spiders scamper forth. Nearby people begin running and screaming at the sight while the arachnids run straight at you!"

Mical and Trintner will use slings to attack, while Kallak, Claus and Marius close for melee after the spiders begin attacking. Each round after the spiders are let loose there

is a 10% cumulative chance every round Mical and Trintner realize this is not what they signed up for and will flee. If anyone is killed (even a bystander) they will lay down their arms and surrender. If a PC tries to approach Mical and Trintner during the battle, Mical will throw his sling down and engage with shortsword and shield. If they are captured or surrender, Mical and Trintner will offer themselves as hirelings to the PCs to atone for their actions; provided the PCs speak to the city guard on their behalf.

Kallak will never surrender (he is a wanted dwarf and knows he will likely get a death sentence), but will attempt to flee if the battle goes against him. Marius will not surrender unless Kallak is killed and will then claim that like the halflings, he was duped into taking this job; otherwise Marius will attempt to flee if it is obvious they cannot win. Claus will surrender if Kallak is killed but will continue fighting until he is nearly dead otherwise.

Seven rounds after the battle starts, the city guard (two squads totalling 20 F1 guardsmen, 2 F3 sergeants) arrives in force and arrests everyone on the street until they can sort out what happened. They will kill the spiders if the PCs have not yet. If Kier is with the party or they still possess any of the letters from Major Antonius or Sir Lucius, they will be released shortly after; if not a trip to the city jail and an eventual release the next day after witnesses confirm the PCs were not the instigators will occur.

THE WAREHOUSE (see map appendix – pg. 16) Located on the road leading to the Campgrounds, it is a large building on the corner nearest the Campgrounds gate

If the PCs arrive during business hours the employees will have no knowledge of any meeting or information broker. Tomas keeps his black market business and legitimate business separate and the daytime employees have no idea what goes on after hours. Tomas has instructed them to inform anyone asking for the owner that he is out of town.

If the PCs arrive at the back door after dark as instructed; after knocking a small slit in the door will open and a gravelly voice will ask for the password. After the door is opened the PCs will enter a large open area where Tomas, Bandar “Sir Eldredge” Aarion and 2 human F2s (chainmail and two-handed sword) are waiting. Unless the PCs pass an INT/WIS check they will miss the 3 human archers T2s (short bow, 15 arrows and leather armor) in the rafters with bows trained on them.

Tomas Anders, House of Imports Owner/Operator

Darokonian Fighter 7, Neutral

STR 16 INT 14 WIS 9 DEX 11 CON 10 CHA 10

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

General Skills: Leadership, Reading/Writing, Riding, Intimidation, City Knowledge (Kelvin)

Languages: Thyatian, Traladaran, Ylari

Notes: Tomas started out as a caravan guard in Darokin then moved into mercantile interests of his own after a few trips through the Broken Lands. While his mercantile business makes enough to survive, Tomas discovered the lucrative black market. Tomas does not yet control all criminal activities in Kelvin, but if there is a shady deal going on somewhere in town, Tomas knows about or has an interest in it. Tomas possess a shield +1, long sword, plate mail and 2 potions of healing 1d6.

Tomas has contacts within the Veiled Society, Kingdom of Thieves and the Iron Ring but is not directly affiliated with any of them. Tomas does not take part in slavery and has been known to allow information on Iron Ring activities to make its way to the guards on a few occasions.

Tomas is currently trying to find a buyer for the staff as he knows Bargle and the Iron Ring are searching for it, but he trusts them about as far as he can throw them to actually pay him without killing him for it. Tomas has sent messages to the Veiled Society and the Kingdom of Thieves to see if he can locate a buyer but has not revealed he possesses the staff yet.

Tomas will offer to sell the staff back to the PCs for 750 gp worth of coin/items/weapons; he can be bargained down to 500 gp though as he is becoming desperate to get rid of it.

If the PCs still possess the staff Tomas will offer to buy it for 500 gp. If the PCs refuse Tomas will have Aarion stripped of the elven boots and cloak and throw him to the PCs to deal with as they wish. Tomas will then bid them a good night and tell the PCs to leave.

Bandar Mar, “Sir Eldredge”, Agent House of Imports

Traladaran Thief 4, Neutral

STR 13 INT 11 WIS 9 DEX 16 CON 10 CHA 13

Weapon Masteries: Long sword (skilled), dagger

General Skills: Reading/Writing, Riding, Streetwise, City Knowledge (Kelvin)

Languages: Thyatian, Traladaran (native)

Notes: Bandar grew up in Kelvin and was befriended by Aarion before he left for Radlebb. Bandar is loyal to Tomas and enjoys the financial benefit of his employment. He often masquerades as Sir Eldredge due to his similarity in appearance when he knows the real Eldredge is out of town; Bandar is very careful not to draw attention or take any high profile action that would alert the actual Eldredge or the guard of his ruse. Bandar is armed with a long sword and leather; he carries a healing potion 1d6.

Aarion Commenus, Thief 4, Chaotic

STR 10 INT 12 WIS 9 DEX 17 CON 10 CHA 15

Weapon Masteries: Dagger (skilled)

General Skills: Stealth, Cheating, Storytelling

Languages: Thyatian, Traladaran

Aarion is the son of a Thyatian soldier and Traladaran woman. He was raised by his mother when his father's legion was recalled to Thyatis. He spent his youth as a cutpurse in Kelvin and when he came of age left to make his way in the world.

Aarion possesses elven boots, an elven cloak, dagger and 30gp.

The negotiation will play out however the PCs choose. Tomas is willing to sell (or buy) the staff and hand Aarion over for all the trouble it's brought him. Aarion could be persuaded to join (or work for) the PCs if they agree not to inform the guard about his

actions; or if the PCs choose they could just overwhelm the group with brute force and reclaim the staff.

If the PCs attempted to tip off the city guard to the meeting, Tomas will know from his bribed contacts in the city watch. The warehouse will be empty that night and Tomas will send Aarion with the staff to Specularum to keep the scrutiny off his operation.

The warehouse contains various mundane items (iron plows, spools of rope, rolls of cloth, boxes of parchment etc..) but after searching the PCs will discover a hidden trapdoor (thief skill check) under a large crate containing 300gp, a silver sword, a bag of gems worth 400gp and a bag of holding.

After they return to the castle (with or without the staff) a message will be awaiting the PCs.

A ducal courier will arrive with a message from Lord Korrigan instructing them to come to Specularum immediately.

OR

If the PCs were hired to retrieve the staff and were unable to get it, a letter from an anonymous sender giving Aarion's travel destination, description and the fact he carries the staff will be waiting for them.

Kier will accompany the PCs if they did not retrieve the staff and will accompany the party if requested otherwise.

KRAKATOS: (see map appendix pg. 17)

Hawk has gathered a force to ambush the PCs. Hawk is becoming desperate as the Iron Ring told him to get the staff or don't bother returning. He has been absent too long from the garrison at Radlebb and will be reported as a deserter soon. Hawk has gathered goblin allies and a couple of reavers and hounds for this assault.

"After entering Krakatos, you see a great commotion of people running to and fro with exclamations of "it's a sign", "I can't believe it". A large crowd is gathering and an old man (Teldon, 15th level MU, the mages guild head) in a fine robe is holding a shiny bronze shield over his head asking for some quiet which can barely be heard over the murmuring of the crowd. The old man and his Gnomish assistant (Gringor the Artificer) are trying to calm the crowd so they can finish their archeological researches."

The old tomb at the north side of Krakatos has been excavated and a bronze shield, which is being touted as the lost Shield of Halav, has been recovered. Hawk couldn't care less but will use the crowd as a distraction for his ambush.

If Aarion fled to Specularum with the staff, the PCs will catch up to him here in Krakatos. Aarion will be in the crowd trying to see what all the fuss is about. The PCs will spot Aarion at the edge of the crowd as they approach and he will not see the PCs approach.

“Hawk” Demetrius Fulvius, Iron Ring Operative, Magic-User 5, Chaotic

STR 8 INT 16 WIS 9 DEX 16 CON 17 CHA 10

Weapon Masteries: Dagger (skilled)

General Skills: Reading/Writing, Riding, Military Tactics

Languages: Thyatian (native), Traladaran

Hawk is armed with a silver dagger, 2 potions of healing and 30 sp.

Spells: 1st Sleep, Magic Missile; 2nd Web, Continual Darkness; 3rd Fireball

Hawk will have his forces engage then cast spells at the most lethal appearing PCs.

He will save Fireball for bunched up characters or as an escape plan

7 Goblin Raiders, Yellow-Fang (Faz Plak) tribe ; AC6; MV 90' (40'); HD 1; hp 7; #AT 1; THACO 19; AT #1 short sword ;Save NM; ML 8

The goblins are all wearing iron collars and arm bands, each carries 15sp

2 Reavers of the Iron Ring AC 6; T4; HP 12; MV 120'; AT #1 Longsword, 1 short bow, 10 arrows; ML 10

5 Hounds of the Iron Ring AC 9; F1; HP 7; MV 120'; AT #1 Longsword; ML 10

The hounds have nothing but their clothes and weapons; the reavers are each carrying 20sp, 5gp, and one wears a gold ring worth 35gp.

Hawk and his assault group will wait until after the PCs pass, then charge from the old barn they have occupied across the road. It will take the goblins and hounds 2 rounds to close the distance and engage the PCs. Hawk will use magic missile, continual darkness, and sleep on any mage, cleric or elf. The reavers will use bows to attack from a distance. Any PC approaching Hawk will cause him to use web to trap the PC. Hawk will save his fireball for a distraction or on PCs close together. Hawk will attempt to escape if his troops flee or are defeated.

Teldon (15th level MU) will intervene after 7 rounds, while Gringor will stay by the vault to supervise the workmen to protect the dig site. If the PCs are being bested, Teldon can intervene sooner or Gringor and the workmen will assist. The crowd will disperse and flee the area as soon as the fighting starts.

Teldon will question the PCs after the battle and if the PCs present the letters from Major Antonius or Sir Lucius (if Kier is accompanying the PCs) Teldon will instruct them to take the shield and present it to Lord Korrigan as Teldon suspects the shield may be the legendary Shield of Halav; otherwise Teldon will send it by armed courier to Lord Korrigan a day later.

Shield of Halav (Minor Artifact) The Shield was created by Halav to protect a champion of his people. It is a shield +3 and grants any bearer the following:

- +3 to all saving throws
- 3 x per day, heals 1d6 hit points to the bearer or designated companion
- 3x per day may activate a light spell, illuminating wherever the shield faces.

It is a rather simple looking circular bronze shield with a slight circle indentation on the front. It is clearly well made and shows very little sign of wear or age. Halav's makers mark is embossed on the bottom of the shield.

Aarion will surrender and give the staff of life to the PCs at the conclusion of the fighting (assuming the PCs don't have it and didn't attack him initially) as he is tired of running. The PCs may do with Aarion as they wish and Teldon will take custody of him if the PCs want to hand him over for trial. Aarion will also offer himself as a hireling if the PCs are amenable to the idea.

Outcomes of the adventure:

The PCs have the staff and shield of Traldaran legend. Kier will pay the PCs the agreed upon reward and will take the artifacts if the PCs do not wish to be involved further. If the PCs completed part I, then they will continue to Specularum to meet with Lord Korrigan.







