



SELINTAN

CAIRN HILLS

GREYHAWK

Dyvers

GNARLEY FOREST

NEEN RIVER

Maure Castle

Narwell

Hardby

ABBORALZ

Safeton

WELKWOOD

WOOLLY BAY

Fax

Courwood

Badwall

Elredd

FOREST

Highport

principality of ULEK

the pomarj DRACHMENSGRAB HILLS

Stoneheim

introduction



The module you hold in your hands is the combination of two tournaments originally written for competition play for the **ROLE-PLAYING GAME ASSOCIATION™** Network. The tournaments, titled "Puppets," by Vince Garcia, and "At Last, Ravens Bluff!," by Bruce Rabe, were run at gaming and science fiction conventions throughout the country, including the prestigious **GEN CON®** Game Fair in Milwaukee. "Puppets," a mystery-filled city adventure, was first run as a tournament open to **Dungeon Masters** only. "At Last, Ravens Bluff!," a cross-country trek, was open only to members of the Network. So, in effect, this module has been play-tested by hundreds of gamers.

The tournaments are presented here as one module for you to insert into your ongoing **GREYHAWK®** Adventures campaign or **AD&D®** game campaign. It can also be used as a special one-shot adventure.

The module is designed for four to six first- through third-level characters. This adventure tests players' abilities to the fullest and jeopardizes the lives of characters not played well. Like many **RPGA™** Network tournaments, this adventure combines detective work and role playing, and offers the characters several battles. It also combines wilderness and city adventures, and emphasizes the PCs' interaction with colorful non-player characters.

The **RPGA** Network is an international organization of role playing game enthusiasts. The Network, which publishes a bi-monthly magazine and offers members contests and special benefits, sponsors role playing tournaments at conventions throughout the world. Network sanctioned tournaments are frequently open to the public, so you might consider playing in one at your next gaming convention.

RPGA events always challenge players' problem solving abilities, allow them to be creative, encourage role playing, and stir players' imaginations. Player characters used in tournaments are designed to give every player an equal chance of winning; tournament winners are selected by how well they role played their character, worked with the other players, and knew the rules of the game.

RPGA Network tournaments are written by Network members. The majority of the tournaments feature the **AD&D®** 2nd Edition game. However, others feature horror, science fiction, humor, western, war, and superhero games.

If you would like to join the **RPGA** Network, or if you'd like more information, contact the **RPGA** Network at: P.O. Box 515, Lake Geneva, WI. 53147.

Jean Rabe
RPGA Network Coordinator

The Road to Dyvers

DM's Background

The player characters are on a journey from the Wild Coast, through the Gnarley Forest, to the free and independent city of Dyvers. They were hired to guard a caravan lead by Marcus Ariol.

As DM, you should set the rate that Marcus offers to the PCs. This should be based on their renown and so on.

The caravan left the town of Narwell some days ago, and the trip through the Gnarley Forest has not been a pleasant one. Others travelers who wished to move to the bustling city of Dyvers from the Wild Coast—some twenty people in all—were along for the trek; most of them died on the road, the victims of assaults by bandits and monsters. The PCs and a female human cleric, Marya Darkeyes, are the only survivors of the ill-fated caravan.

For Marya's game stats, see the section detailing the module's major NPCs.

The adventure begins in the depths of the Gnarley Forest, still days away from Dyvers and civilization. Since the other travelers are dead, the PCs may salvage what they can from their wagons, though Marya will protect Marcus's goods. It should be clear that the road to Dyvers is the quickest way out of the forest and to safety.

As noted below in the Players' Introduction, Marya will suggest that the PCs accompany her to Dyvers. Lawful Good characters should readily take up the suggestion that the party get Marcus's goods (cloth and some ship building tools) to market, then send the money they make back to a church in Narwell—as Marya suggests. (Marcus and Marya worship St. Cuthbert.)

In any case, the PCs will probably decide that the easiest road for them leads to Dyvers, even if they don't offer to travel there with Marya. If they are indecisive about where they should go, the adventure will soon draw them toward the free city anyway.

Players' Background

A few weeks ago, a friendly paladin/cleric offered you jobs as guards for a caravan he was leading from Narwell, a town in the Wild Coast, through the depths of the Gnarley Forest to the city of Dyvers. You gladly accepted the chance to earn some money, and you all looked forward to seeing the thriving city of Dyvers.

Your characters set out upon the trek in good spirits, guiding Marcus's three wagons of salable cloth and ship building supplies, along with twenty travelers who sought your protection on the road to Dyvers. In all, eight wagons made up your group. The trip to the edge of the forest was uneventful, but once you set foot inside Gnarley Forest, the trouble started almost immediately.

It has been a long and remorseful trip since that time, and Dyvers seems farther away now than it did the day the caravan set off on the journey to the wondrous city. You have been a part of and witnessed great feats of heroism and bravery, but now only you, your friends, and Marya Darkeyes, a cleric of St. Cuthbert, remain alive.

The road through the forest has been deadly. The latest and most foul attack on your caravan came at the hands of bandits. The few remaining travelers from the Wild Coast and even Marcus Ariol, the caravan leader, perished in the fight.

It was a tough battle, but you drove the surviving brigands off—for now. Marya and any other clerics in the party have been busy for the last few hours, healing the wounded amongst you. Surprisingly, however, your characters came out of the deadly conflict intact. None of you have suffered more than minor wounds, ones easily cured by a cleric.

After you've all had a chance to rest, Marya Darkeyes gathers you together and begins to speak:

"I know that all of you must now be thinking that you would have been much safer if you had not traveled with the car-

avan. Remember, though, what is done, is done. All of you have been graced with fine combat abilities and great luck. You couldn't have survived this long if you did not have both.

"In fact, I believe that there must be some powerful force of good watching over all of you. You have survived when tough, seasoned warriors have died.

"Because I believe you destined for some good deed, I have cured you without cost. I usually charge those who do not worship St. Cuthbert for all curative spells.

"In any case, I wish you to continue on to Dyvers with me. I am going to take what little of Marcus's goods into the city I can; there, I can recover some money for Cuthbert's church. I will also take his body to church in Dyvers for proper burial rites. I hope you will accompany me.

"I will pay you what Marcus promised. If you leave now, I can only offer goods in payment. If you come to Dyvers with me, my church will pay you in gold. What is your decision?"

Since your characters are closer to Dyvers than any other civilized town or city, you'll probably decide to follow Marya's advice. She can certainly be helpful to the party if you're attacked again, and gold is probably more valuable to your characters than a few bolts of cloth.

You decide what to do next as the twenty-first day of your characters' trek to the free city of Dyvers ends. After your decision, the party will get a restful, uneventful night of sleep, then set out toward Dyvers, probably in the company of Marya of Cuthbert.

It is summer in the Gnarley Forest, and it will rain every third day of the trip. The caravan of wagons (all with hardwood roofs over the back) you set up early the next morning consists of only four wagons. Marya will take a wagon for herself, and your characters can arrange themselves where they wish on the three remaining wagons.



Day 22: Mistaken Identity

The morning of your departure is beautiful. It is one of those mornings when it feels great to be alive. However, it is only a short while after you begin to travel once again that you hear horses approaching from behind.

Two rounds pass before the characters see the mounts and riders approaching. The PCs will have an additional two rounds to take any actions they desire before the horsemen reach them.

As the riders approach, you can see that the person in the center of the three horsemen is armored in full plate and wears a red and white surcoat. His mount is in chain barding and sports colors that match its rider's. The person to this man's left is wearing a bright orange robe with black trim and a full hood. The person to the right of the armored man wears a dust-soiled white surcoat over chain mail.

The riders do not seem to have their weapons drawn, but the person in the orange robe carries a staff. The man in plate armor is urging his horse on faster at the sight of your wagons. All three continue to ride toward you.

The riders are followers of the god Pholtus of the Blinding Light. It will take Lord Krendel, their plate-armored leader, 3 rounds to catch the caravan if it is moving slowly or stopped. It will take him 8 rounds to catch the wagon if it is moving at top speed.

Without any greeting, Krendel will ride up to one of the wagons that the PCs are riding in and demand that everyone get off of the wagon.

Jarna, the orange-robed mage, will move within range of her *lightning bolt* spell (100 yards) 2 rounds after Krendel demands the PCs' cooperation. She cannot hear anyone at the wagons because of the distance (unless they are shouting very loudly). She will wait 2 rounds after this to gauge the PCs' reaction to Krendel before casting her *lightning bolt* spell.

If the PCs refuse to leave the wagon by the second round after Krendel's first demand, he will tell them that a light-

ning bolt is going to be cast at the wagon. He will offer to help someone down from the wagon, but then he will ride away about twenty yards.

Unless the player characters immediately comply with the armored paladin's demands, it is going to be nearly impossible for them to prevent Jarna from blasting the wagon. However, the bolt will be so aimed that it strikes the wagon and not the PCs. PCs insisting on staying on the wagon will take 1d6 damage for each round they remain on the wagon while it burns.

Krendel and friends will talk to the characters only after the wagon has been destroyed, and then only after he has attempted to *detect evil* in the area. (He will not discuss anything with evil characters.) The paladin, Jarna, and Jon of Pholtus will defend themselves, against any attacks the PCs launch, but will not try to harm the player characters.

After the commotion caused by the attack on the wagon dies down, Krendel will inform the PCs that the wagon had to be destroyed because there was a vampire hiding within it. He informs the PCs that he and his friends are vampire hunters. They have been following the wagon all along the western edge of Woolly Bay, from Highport to Narwell. A search of the wagon reveals nothing—no skeleton, no evidence of a vampire's presence at all.

What the PCs don't know is that the wagon was being used by a vampire (who is still in Narwell). A family who was traveling with the party earlier bought it from a slave of the undead creature, who knew Krendel was on his master's trail.

Still, Krendel is obviously a bit mad, and his followers believe whatever he tells them. Nevertheless, he offers to pay the PCs for the wagon and any lost gear. He will make reparations in gold.

If this incident cannot be settled peacefully, the PCs will find Krendel, Jarna, and Jon formidable foes. If the PCs attack after the paladin explains his mission, the Pholtus worshipers will assume the PCs' party is in league with the undead they seek to destroy. If Krendel is attacked and jumps to that conclusion, he and his allies will fight the PCs until they forswear any ties to the

undead—or one of the two sides is wiped out.

If the encounter ends peacefully, Krendel will pay the PCs for their trouble and ride back toward Narwell, a bit confused and sorry that he bothered innocent travelers.

Lord Krendel

Male Human Paladin (5th level)

Str: 17
Int: 15
Wis: 14
Dex: 16
Con: 17
Cha: 17
AC: -4
THACO: 15/12 with long sword
Hit Points: 40
Alignment: Lawful Good

Equipment: Full plate, +2 shield, +3 long sword, dagger, warhorse (24 hp) with chain barding and equipment.

Krendel is the unofficial leader of a mission from the good worshipers of Pholtus to combat vampires. He is a formidable warrior when facing what he believes to be the undead or their pawns. In fact, his desire to destroy vampires is excessive—as the heroes soon learn. For the past six months he has been moving up the Wild Coast, following the wagon the PCs are now using. Krendel cares greatly for Jarna and will lay down his life for her should he need to.

Jarna

Female Human Mage (6th level)

Str: 11
Int: 18
Wis: 17
Dex: 9
Con: 15
Cha: 13
AC: 7
THACO: 18 with staff
Hit Points: 20
Alignment: Lawful Good

Equipment: +1 staff, bracers of defense
AC: 7, fully equipped medium warhorse (16 hp).

Spells: *charm person*, *magic missile* (x2), *sleep*, *mirror image*, *web*, *lightning bolt*, and *protection from normal missiles*.