

## TROUBLE TIMES TWO

Trouble Times Two is a short adventure for a group of 4-6 1<sup>st</sup> to 2<sup>nd</sup> level characters. It is intended for use with Dungeons and Dragons, 3<sup>rd</sup> edition rules, and was created under the Open Game License. Please refer to <http://www.opengamingfoundation.org> for more information on the OGL. All content herein is Open Gaming Content as defined in the OGL document except for the proper names of characters, locations and legends and may be used pursuant to the Open Game License.

If you come across a point in this adventure that is not clear, or you would like to comment on this adventure (positively, I hope), please feel free to email me at [neurozombie@visto.com](mailto:neurozombie@visto.com)

### **AUTHORS FORWARD:**

Hello Fellow adventurer's and Well Met! You are viewing (or holding in your hands if you have printed this module out already) my first attempt at actually writing out one of my adventures into a form usable by others. Over my 15+ years of gaming experience I have written countless adventures, from small in scale to epic proportions, but I usually wrote them as a collection of notes legible only to me. Now that the OGL is in effect (and DnD 3E is out), I have been inspired to write them down so others can enjoy them.

So sit back with a group of your closest friends, order your pizza's and get ready for adventure!

Wm. Eric Downton  
AKA NeuroZombie

### **DUNGEON MASTERS INTRODUCTION:**

This adventure is written with an experienced Dungeon Master in mind. Every little detail is not spelled out, but all necessary information is given in a clearly legible format. It is written in a series of Acts, each of which pertain to a major plot point in the storyline. It can be dropped into any existing campaign world with a minimum of preparation. All that it needs is an agriculturally rich area with a mid sized town at the crossroads, one with a large marketplace.

### **THE STORY SO FAR:**

Strumas, an aspiring fighter, and Orbin, a boy blessed with Sorcery and a larcenous heart, grew up in the township of Iredell, which stood on the crossroads of two major trade routes to the rest of the land. The surrounding lands were dotted with farms and small villages, a truly agrarian area. The two boys, twins, with Strumas coming out just a few seconds earlier, were never well liked in Iredell. They were just too different, Strumas a large boy prone to bullying his playmates and Orbin, who was just plain strange. Their family was not the wealthiest, or the most respected or even the most hated in Iredell, the boys would have been okay with any of those, they were just average. The twins knew they were better than the other kids, however, so they were always considered outsiders and were always looked down upon. Their childhood's honed them into the men they are today, hateful and vile.

When the twins were old enough to leave home, they did so with vengeance in their hearts. They had honed their skills in combat and thievery and Orbin had mastered his Sorcerous powers and were ready to go take the world of all it had to offer, and show the idiots in Iredell that they were wrong about them.

Two days later they awoke in a dank prison, surrounded by Orcs and Goblins and stripped of all of their possessions. If it were not for the fact that Orbin was skilled in the art of persuasion, and had learned the Orcish and Goblin languages, then the two would have become food for the ugly humanoids.

Orbin had a plan. He convinced the humanoids that if the Twins were to train them and lead them in their raids, that the wealth that they would accumulate would be greater than any they could gain on their own. Chak'Thul, the Orc Chieftan who led the warband agreed that the humans knew more about the way their enemies thought and fought than they did and agreed to let them live and give them a chance to prove their claims.

Two months later the newly retrained warband, led by Strumas and Orbin (disguised under shaggy black cloaks) attacked a caravan guarded by four Fighters on horseback, four archers and one novice Wizard who was along for the ride. Only one archer escaped and there was only one goblin casualty. The warband was ready.

Over the course of the next year, the warband raided caravans along the two major trade roads in the area and attacked farms and villages with surgically clean strikes, with a minimum of casualties on the warbands side. All has been going well for the Twins, they have been slowly getting their revenge against the people who ridiculed them.... That is until the PC's arrive...

### **BEGINNING THE ADVENTURE:**

The characters should be travelling towards Iredell for one reason or another. Supplies, rumors of adventurers needed against invading Orcs and Goblins or just passing through, any reason will do.

The Twins are putting a newly trained "Sword" through their paces. The Characters are unfortunate enough to stumble into an ambush as described in Act One, below. Remember to use the Surprise rules as presented in the Dungeons and Dragons Players Handbook for this, and any other such encounter in this adventure. One of the Twins' favorite modes of attack is the ambush, so surprise will play an important factor in most combats detailed herein.

### **ACT ONE: THE AMBUSH**

It is a clear, crisp day as you travel along the road towards Iredell. The sun is nearing its zenith and the air begins to chill. By your calculations you will arrive by mid afternoon tomorrow, not soon enough for some of you. As you begin to wind down after a long day's journey, looking about for a good place to camp for the night, you hear the unmistakable *twang* of a crossbow bolt. You are under attack!

The road is approximately 15 foot wide. There are two Orcs with light crossbows (10 bolts each) on each side of the road, 10 feet back into the foliage of the trees under one-quarter cover (The trees +2AC bonus, +1 REF save). This makes most crossbow shots fall within the first range bracket of 80'.

The round after the first volley of crossbow bolts, 2 Goblins each charge the PC's from the right and the left, gaining a +2 to attack and a -2 to AC for the first round.

Strumas and Orbin are hidden well back from the fight watching the attack and will not be noticed unless magical means are used.

### Stat Blocks for the Combatants:

Orc (4): SZ M (humanoid); HD 1d8; hp4; Init +0; Spd 20; AC 14 (+4 scale mail); Atk: greataxe +2 (1d12+3) or light crossbow +0 (1d8); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, REF +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Chr 8; AL CE.

Skills: Listen +4, Spot +3.

Feats: Alertness

Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

They are CR ½

Goblin (4): SZ S (humanoid); HD 1d8; hp4; Init +1 (Dex); Spd 30; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk: morningstar +0 (1d8-1) javelin +2 ranged (1d6-1); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +0, REF +3, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Chr 8; AL CE.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness

They are CR 1/4

### The Clean up:

Other than the weapons and armor of the humanoids (which are found to be in great shape, cleaned and sharpened weapons and well oiled armor), the PC's find a total of 15 GP, 23 SP and 11 CP.

## ACT TWO: INTO IREDELL

The town is abuzz with activity. A large marketplace is the first thing you notice as you walk into this small but bustling township. Farmers sell their crops directly out of their wagons, sitting alongside polished tables that gleam with valuable goods such as fine silks and lamps and jewelry. But something seems amiss in the marketplace...

You see many carts amongst the masses of people laden with not only goods for sale, but also personal items as well. Those with such wagons and carts are either pushing their way past other townspeople, trying to purchase foodstuffs, or heading out of town, their buying done. One such wagon, pulled by an old donkey with grey ears, nearly barrels into you as you look at the scene before you. The old man who leads the donkey says as he passes, "You new comers had better git what you need and git b'fore the warband comes this way! You'sn be deader if ya' don't!" and continues on his way, pulling the old donkey by its bridle, attempting to get it to move faster along his way.

### What's Going On:

Many of the townsfolk are leaving due to the raids conducted by the Twins' warband. Most of the smaller settlements, communities, farms, and villages in the area have been attacked, displacing their peoples to Iredell. Now that most of those communities have been raided, they fear that Iredell is next (which is a correct assumption).

### Investigation:

If the PC's investigate further they will hear the following rumors (denoted T for true, F for false):

- "A Goblin stormed me brothers cottage and ripped the door right offa its hinges its his bare hands, it did!" F
- "My sons were kidnapped by the warband over a year ago" F, they are Strumas and Orbin.
- "I saw their 'ole army! There are hundreds of 'em!" F
- "They's be taken orders from a coupla furry black beasts!" T, sort of...

- “They don’t fight like normal Orcs and Goblins, they fight like soldiers, all orderly like” T
- “I hear they come from the south west, from the Torval Mountains” T, If the PC’s question this gent about how he knows this: “An ‘ole drinkin’ buddy of mine is in the mayors personal guard. He said that the mayor has reason to believe that they come form the south west. He also said that the mayor may be lookin’ for some mercenaries to route the brutes” T also

You can use the last rumor to get the PC’s to visit the mayor if the PC’s do not investigate the south west region on their own, or use the following encounter to get them on the right track:

A group of four town guards, each wearing blue surcoats over a chain shirt, are escorting a small, weasely man wearing a foppish green hat. They clear an area in the center of the street and place a small step on the ground in the center of the cleared area. One of the guards’ pulls out a bugle and sounds a fanfare. Another of the guards announces the diminutive fop in their company after the bugles sound dies down, “Hark one and all! Bel O’Toaen, the Town Crier, awaits your silence!”

The crowds become silent at once, save for a few hushed whispers and muttered words as the town crier speaks:

“I hereby extend this invitation from Iredell’s mayor, Tal Voden, to all worthy adventurers, mercenaries and other such brave folk. You are invited to attend a meeting at dusk this evening at our beloved mayors estate, in which he shall discuss the organized Goblin and Orc raids which have befell our peaceful communities. Food and wine will be available to all interested in ridding us of this foul warband. For those who take up arms against our enemies, a reward shall be given. That is all.”

The crowd disperses after the little man’s speech and continues about their business. You hear a few of them mutter under their breaths such things as “I am still getting outta here” and “Lotta good some haughty adventurers are gonna do”.

Any questions that the PC’s may have of the guards or of the crier will be met with answers such as “The mayor will explain all at the meeting”. The only question that they will answer is as to the location of the Mayor’s estate, which lies just west of the township of Iredell.

### ACT THREE: THE MAYOR'S OFFER

You arrive at the mayors estate at dusk to find that you are the only ones to have answered the mayors invitation. At the door to the expansive estate stand two guards in red surcoats over their chain shirt. They stand at attention and each boast a halberd in their hands and a longsword at their sides. As you approach, the guard on the left opens one of the huge double doors and ushers you into a richly appointed anteroom where a young male servant awaits.

"This way please", the servant says and then leads you to a large, beautifully decorated dining hall. In the middle of the large room rests a grand table laden with roasted beef and wild hens, rice cooked in many different ways, breads, fruits and vegetables of all types as well as pitchers of water, wine and ale. "Help yourselves, the mayor will be along shortly", he says as he leaves the room.

Twenty minutes later a man you presume to be the mayor enters the room and sits down at the seat at the end of the table. He is an older man around fifty with long graying hair and a slight paunch to his stomach. (If a PC is sitting there he will clear his throat and ask to have his favorite chair back). After he sits he begins, "Hello all and well met. I am Tal Voden, mayor of Iredell and the surrounding environs. To whom do I have the pleasure of conversing with?"

(Let the PC's introduce themselves to allow for a bit of character interaction)

After you each, in turn, introduce your selves Tal speaks to you all, "As you are all well aware of, I am sure, an exceedingly cunning band of Orc and Goblins have been raiding the lands in which I am duty bound to protect. I have, indeed, sent many of the towns guards and not a few of my own specially trained personal guards to attempt to extinguish this threat. I, and the town of course, are now down to too few protectors for my tastes. My scouts have tracked the warband to the approximate site of their hideout, but now I do not have enough good men to take them. I would hire you to route the warband and bring me their leader alive. I have reason to believe that their leader is human. One of my scouts saw a human face during their scouting mission, directing a few of the Goblins in training exercises. I am willing to pay each of you 200 gold pieces apiece to bring me the leader alive, and to kill the viscous little beasts as well. What say you?"

If the PC's are not happy with 200 GP's apiece, Tal will throw in a riding horse for each PC, with tack. If the PC's already have a horse, or will not accept it as payment, he will give no more than 300 GP's to each PC. If the PC's take Tal up on his offer, he will give them each a bed to sleep in for the night and will expect them to leave at dawn tomorrow. He will also give them a map (Trouble1.gif) of the area and the reported location of the warbands base, which lies to the southeast of Iredell, in the Torval Mountains.

## ACT FOUR: THE RAID ON TORVAL MOUNTAINS

With map in hand you travel towards the reported location of the warbands home base. The mayor estimated that it would take a day and a half to reach it and advised a day attack would be the best way to go. You travel through farmland that becomes a lightly wooded area as you near the mountains. Warily you watch the roads and gaze into the trees, keeping an open eye at all times for signs of an ambush. More than once one of your party thinks they hear the sounds of footsteps in the trees, only to find a rabbit or a deer instead of a Goblin or an Orc. The day passes slowly, but night does eventually fall. You make camp and ready yourselves for tomorrows battle.

The night passes uneventfully for the party. You may want to add a few false alarms during the night such as deer or wolves being spotted, or strange noises emanating from the woods. During this time the only thing going on, aside from the PC's activities, is the fact that a Goblin scout watches them through the trees and will report back to the Twins so that they will be prepared for the final encounter. If you wish for the party to notice the spy, please remember that the PC's attack at the end of the adventure will need to be run differently, since the Twins will not be aware of their coming.

The next morning: (Location A on Trouble2.bmp)

You all wake up from a fitful night of sleep due to the feeling that an ambush may have come at any time. Thankfully nothing happened. You tear down camp and continue on towards the Torval Mountains, and the warbands home.

As it nears midday you notice a cut trail that leads into the slowly thickening forests near the mountains. It seems almost too easy to follow the trail now. You travel for a few more miles when you notice, up ahead, that the forest begins to clear a little bit. You then see an approximately ten-foot by ten-foot cave opening. Guarding it are six Goblins armed with morningstars who seem to be tense with anticipation.

The Goblins are prepared for the coming of the PC's so are prepared for their arrival. They will gain a +2 on their rolls for surprise, if necessary. Use the stat block listed in Act One for both the Goblins and the Orcs encountered in the rest of this adventure.

Entering The Cavern:

Now that the Goblin Guards have been defeated, you are ready to enter the lion's den, so to speak. The cavern appears to be roughly hewn out of the solid stone of the mountain. It is gray in color and smells of dank earth and sweat. You enter the cavern, tensed for action and ready for whatever may come next.

The rest of the cavern complex will be laid out by letters corresponding to locations on Trouble2.bmp. The descriptions of the rooms will be given to be paraphrased from the text. Please note that the stats for the Twins are attached in character gen format.

B) This cavern has a large rough stone column right in the center of the room. To either side and back of the main column are two smaller columns that act as half cover (+4 AC, +2 REF Save) for the two Orcs who will be shooting crossbow bolts into the PC's as they advance.

C) Each of these twenty five feet by five feet corridors end with an Orc and crossbow at the end, ready for a PC to cross the threshold to be shot at. These Orcs have no cover bonuses, but are in moderate darkness (one-quarter concealment, +2 AC, +1 Ref Save)

D) This corridor ends in a twenty-foot pit trap. It will claim the first PC to get close enough to search for secret doors.

E) This is the Twins secret weapon. This large room appears to be bare to all that enter. There are small hidden niches six feet up on the walls (locations are marked with an X). Once all of the characters are in this room, a Goblin will jump down from these niches and attack, surrounding the PC's. There are 11 niches, therefore 11 Goblins total. If these are too much or not enough for your party, feel free to add additional goblins coming in after the first wave. You may also have Orc archers firing into the melee if you wish.

F) This is it, the final confrontation with the Twins. This room contains two beds along the south wall and two chests along the north wall. There are also tapestries depicting forests and heroes and vile monsters covering, one covering each the north, east and west walls (100 GP value and 65 lbs. each)

There are four Orc guards in here in addition to the Twins. The Twins will attack until they are down to 5 HP each and then they will surrender (they are cowards at heart)

The chests are trapped with poisoned needles: CR 1: poison (1 Con/unconsciousness): For Save negates (DC 14): Search (DC 20): Disable Device (DC 20). A character pricked by the needle must save vs For or suffer 1 point of Con loss per round until unconscious.

The eastern chest contains a small bag (3 rough rubies – 50 GP each), a small intricately carved wooden box with two ring in it (wedding ring stolen by the Twins, 40 GP each), and a sack of 150 GP, 93 SP and 113 CP. The western chest contains four medium sized bags, each with 200 GP's apiece in them.

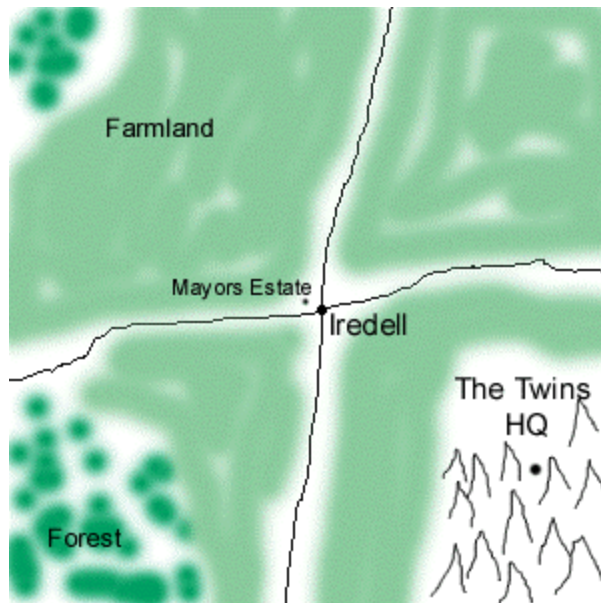
### **THE ENDING:**

After the PC's deliver the Twins to the mayor, they are awarded with the agreed upon sum and hailed as heroes to all inhabitants of the Iredell region.

The PC's should each receive XP's, in addition to the combat XP's gained, for the following things:

- For good role-playing while investigating Iredell: 100 XP's
- For good planning and tactics during the Goblin and Orc encounters: 100 XP's
- For delivering the Twins alive, as hired to do: 200 XP's

# Map of the Country Side around Iredell



**Strumas**, Human Male Ftr3: SZ M (humanoid); HD 3d10+9 (includes Toughness Feat); hp31; Init +2 (Dex); Spd 20; AC 18 (+7 Half-Plate, Ring of Protection +1); Atk: Longsword +7 (1d8+3/crit 19-20); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +5, REF +3, Will +4; Str 17, Dex 15, Con 15, Int 13, Wis 14, Chr 12; AL NE. CR 3  
Skills: Climb +8, Intimidate +4, Jump +9, Ride +5, Spot +4.  
Feats: Combat Reflexes, Focus: Longsword, Toughness  
Possessions: Dagger, Half-Plate, Longsword, Shield, lg Steel, Ring of Protection +1, 63 GP

Orbin, Human Male Rog1/Sor2: SZ M (humanoid); HD 3d6+6; hp17; Init +6 (Dex, Improved Initiative Feat); Spd 30; AC 12 (Dex); Atk: Crossbow, light +3 (1d8/crit 19-20) or dagger +1 (1d4/crit 19-20); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, REF +4, Will +5; Str 10, Dex 15, Con 14, Int 17, Wis 14, Chr 15; AL NE. CR 3  
Skills: Alchemy +9, Bluff +6, Climb +3, Concentration +8, Disable Device +5, Gather Information +5, Knowledge (Arcana) +9, Move Silently +5, Spellcraft +9  
Feats: Combat Casting, Improved Initiative, Spell Penetration  
Possessions: Crossbow-light, dagger, Potion of Cure Light Wounds, Potion of Cure Serious Wounds.  
Spells: 0 level: 6/day; *daze*, *detect magic*, *open/close*, *ray of frost*, *read magic*  
1<sup>st</sup> level: 5/day; *burning hands*, *charm person*



## Map of the Twin's Headquarters

