

# EPIC LEGENDS: EXPEDITION

## INTO GREYLAND



A short adventure for levels 1-3

# Introdction

This is an adventure module for Epic Legends, which, as you can probably tell, takes you to the heart of Greyland, the infamous barren lands where the Grey Elves lurk in their hatred for the Gold Elves. You're just some adventurers looking for an easy coin, and this expedition sounded easy enough.

But what is a module? A module is a short booklet which presents you with a small adventure, and usually takes around 1-5 sessions to complete, sometimes longer. You need multiple modules to make a proper campaign, or you can use a module as a start for your own campaign, either way works.

I leave you now to experience the adventure, and wish you good luck, and many fortunes. Have fun!

-Spankley McGoldfiddle, expedition leader to Greyland

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## Art Credits

Covers - Mikhail Palamarchuk, and Silviu Sadoschi, ArtStation  
Page 6 - korbox, DeviantArt

# 1: Beginning

## Setting of the Story

This module can be run in any setting, but it will for the story's sake take place in the world of my creation, Hybordia, a land of high adventures, and epic wars, where no one knows fear or the horror of the Abyss, where the demons reside. Remember, if you wish to use your own setting, you can absolutely do that.

## The Golden Goose Tavern

The adventure starts in the kingdom of Dulhere, where most of the wars have taken place, as it is mostly neutral territory. Outside the capital of Dulhence, which is closed off right now, there's a tavern by the name of Golden Goose, where many adventures begin.

### Golden Goose, Inside The Tavern

The inn has two floors, and the ceiling is held by rafters, that seem to be getting out of date. The second floor has a balcony with an overview of the inn, and an old falcon sits on the railing, watching people go. Standing at the bar is an old dwarf, Grunbeld, with a red beard and a small, broken looking nose. His other eye is missing, and his warhammer is always on his back. There's six barmaids skipping happily about, serving drinks, and flirting with some patrons. There's always someone playing the old piano on the upper floor, and singing is also an almost never ending thing. On the second floor are the doors to 12 rooms for people to rest in. The price for a room is 15 gold, as it is a limited resource in the inn, and the tavern keeper needs to pay maintenance somehow.

Read that description to your players, but leave some of the parts out, as knowing the price of the rooms without asking is a bit out of place. The party can take part in many activities, and even take a look at the quest board in the tavern, as they should have enough time to do at least two of the quests.

The activities in the tavern are here and each quest is worth 300 gold.

- A game of cards with a shady looking Grey Elf
- Brawling in the brawl pit
- Taking part in the singing and dancing
- Flirt with the barmaids (two of them are off duty)

Quests that they can do are:

- Wolf hunt in the nearby woods (1d8 wolves)
- Giant bug infestation in the nearby brewery
- Killing an orc bandit 3 miles to the west (comes with 1d12 goblins)
- Delivering strategic information to a visiting general 2 miles north (2 wilderness encounters of the appropriate level)

After the party has enjoyed their time in the tavern for a while, they will get introduced to the key NPC of this module, Spankley McGoldfiddle.

## Spankley McGoldfiddle

### Spankley

Spankley is a halfling, standing at about 3 feet tall. He has a barrel of a belly, a mighty fat nose, and a small mustache. He wears some rather fancy clothes, and he has a large hat with a peacock feather adorning it. He has 7 rings, and one of them glows soft blue, but when asked about it, he gets very defensive and usually tells people to bugger off. He also has fine looking boots with wings engraved on them.

### Spankley

Level 5 Halfling, level 3 Rogue

Movement speed: 40 ft. (Ring of Swiftiness)

AC: 5

Skills: Cooking +4, Crafting +4, Sneak +4, Negotiation +9 (Ring of the Silver Tongue, gives +5 to Negotiation), Pick Lock +4, Bluff +4, Intimidate +4, Steal +4

Attacks: Dagger +1 twice

Attack modifier: +3

THAC0: 19

Morale: 90%

(Side note: IF the party kills Spankley, which is unlikely because he has 4 black knights with him at all times, he is worth 1,500 XP.)

Spankley will walk in like he owns the place, and will then climb on a table, where two rogues are having a drink. He will throw money for the rogues who will then swiftly leave the table, and starts giving his sales speech. He will offer anyone willing an adventure in the form of an expedition to Greyland, where the Grey Elves reside. He will promise 1,500 gold and immense riches to whoever agrees, and goes on about the glory and honor of the mighty heroes here (he will say mighty heroes in a very exaggerating tone), and he even goes as far as saying that they can do it, if not for him, then their loved ones and families who probably need the gold. And the whole time he will be the most convincing person in the tavern, due to his ring. Eventually two level 3 Warriors will agree to go with him, and he will even personally ask the party.

If the party says yes, the adventure begins the next day, and if not, well, why did you even bother taking up this module?





MIHTIAN  
EMPIRE

GREYLAND

KINGDOM  
OF DULHERE

KIGHEGIAN  
EMPIRE

DRANDE

KHARB

UGEK BOZD

SILPORT

COLOW

Baryen

Ugl

RURRIC  
ZUG-ED

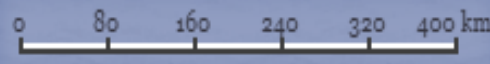
DULHERE

GLAN

Kigheg

GLAN

GLAN



# Part 2: The Journey To Greyland

## On The Way

This is where things start getting more action packed, as there will be 7 wilderness encounters on the way to the destination of this expedition, the infamous Greyland, as well as 2 more special encounters.

## Special Encounter 1: Aldruul Melflay, the Strange Horned Elf

After about 3 random encounters, and rests, the party will eventually come across a blockade. Tearing it down requires a collective Strength of 60 from the whole party, and will take 2 hours. However, the party won't get the chance to undo it, as a mysterious figure appears. This is Aldruul Melflay.

### Aldruul

See the guy on the cover? That's Aldruul, but the players won't know that, because he will be disguised. He wears a white mask in the shape of a deer skull, and his elven looking ears point out from under his hood, however, they do appear significantly larger than normal. There are also two horns on his hood, that almost look like they're sprouting out from under the hood, but that's ridiculous, because elves don't have horns. He is about 7 feet tall, which is extremely tall for an elf, and his body appears to be well built. He carries a glaive on his back, which appears to be made of red tinted obsidian. With a SC 16 Appraise check, any player can figure out the price of the glaive to be easily in the thousands, around 2000-3000 gold. He seems to be somewhat friendly, but at the same time gives off a strange aura of dread.

Aldruul will introduce himself, and give a deep bow to the group. He will then explain that the pass ahead is very dangerous, and if they're going go there just to die, then why not lighten their coin purses first. He will ask Spankley for a 1,000 gold fee, which he immediately refuses. He will then turn to the party and ask again, and if they refuse, he will let out a loud whistle, calling forth 3d6 goblins, all with shortbows and swords.

In battle, Aldruul will use the character sheet of a level 9 fighter. But in actuality, he is a demon, who seeks wealth in the overworld. He will spend the fight dodging, and occasionally attacking with his +4 glaive, and taunting the people in the fight. However, if a player can hit his AC, he will hold his gushing wound, and shriek at the players, fleeing up the cliff with no issue. He will not return after this.

After the fight the party can loot the goblins for their few possessions, and will also find the bag of 1,000 gold Aldruul dropped in the fight. Spankley will then split the gold, taking 55% of it for himself, and 15% for his knights, leaving the party with the remaining 300 gold.

## Special Encounter 2: The Giant Twins

After another 4 random encounters, and a rest, the party will finally be near Greyland, and just as they thought the hardships are over, a hail of rocks will fall, and the party's path will be blocked. This is when the party will meet the Giant Twins. Two giants, who wish to challenge the party in a riddle fight. If they win, they can go through, but if they lose, they'll become stew. If the party says yes, they will be enchanted with a Spell of Consent, an ancient spell one of the giants learned all by himself. If they say no, then there will be a battle against two giants.

The riddles the giants ask are all solvable by an Intelligence roll, but the score required is a 15, which might be hard for low Intelligence characters. The riddles are as follows:

- What is brown, and hard, and never budes for bugs? (Door)
- What is it that rises higher than a tree, but never grows? (Mountain)
- What is that ugly thing that flies on wings of skin, and eats bugs like we eat people? (Bat)
- What is the chest of white, that has no lock nor hinges, yet holds gold? (Egg)
- What is the one with a mouth that never speaks, bed that cannot be slept in, and though it runs it stays still? (River)

If the party gets all the riddles right, they will be awarded with a safe passage. They can also afford two fails, which will cost the lives of the two of the NPCs that left the tavern with the party.

After this, the players will finally get to Greyland.



# Part 3: Greyland

## Arrival

The party will finally reach Greyland, and immediately get interrogated by a Grey Elf patrol. They will ask some questions, like what they're doing there, and if they're smuggling any banned imports to the country. However, the tough part comes if there's an Elf in the party. The Grey Elves hate the Gold Elves of the Mithian Empire, and if there's an Elf in the group, and they get discovered, they have to prove they're not spies for the Mithians, by slitting the throat of a Mithian soldier. If they do it, the Grey Elves will let the party pass, and if not, a fight might break out.

## Traveling Further In

As the party travels further into the barren lands, they will notice some strange things around. On an Intelligence roll of 15 and up, the players will learn that the strange markings in the rocks and trees, are Demonic, the language of the Abyss. This may concern Spankley or the party, and they should hurry along quickly.

During this travel time, there will be 5 random encounters from the table below. Spankley will keep 50% of the acquired loot, and claims that as the leader of the expedition, he has the right to take the lion's share.

d12	Encounter
1	Hydra
2	Centaur
3	Cold Ones
4	Grey Elves
5	Crocodilemen
6	Troglodytes
7	Cold Ones + Grey Elves
8	Troll
9	Ogres
10	Goblins
11	Minotaurs
12	Cyclops

After the encounters are done, the party will run into a storm, that will force them into some ruins, and in there, they will fall underground, into the fourth, and final part of the module. The caverns...



# 4: The Caverns

## Initial Impression

### Caverns

The caverns appear to be quite dark, and the air is heavy. There's a constant sound of skittering, and clattering, and whispers echo in the dark. This could be the party's imagination, or the whispers might be as true as it gets. The floor is wet due to the collapsed ceiling, and there's bones nearby, in a neat pile. Further in, not sure what direction, there are sounds of walking, and speaking in Demonic. The rain of the storm is heard outside...

The party will have lost consciousness upon falling down, but they'll regain it soon after from the rain hitting their face. The caverns should appear ambient, and there should be a feeling of dread in the air.

Spankley is further in, looking around with his knights for any threats, but without a torch it may be difficult. If the party gives him a torch, 3d6 zombies will attack them, and upon defeating them Spankley will be so shocked he'll forget his greed.

## Cavern Encounters

On the next page is the map of the caverns, and we'll go through the map in the order of the rooms' explorability, meaning we'll go from point 1 to all of the points closest to it, and further. I'm just telling this so the order of the numbers isn't too confusing.

### Room 1: The Entrance

#### Encounters:

- 3d6 zombies
- 50% chance on a D20 to encounter another 3d6 zombies

#### Cavern Room 1

This room is large, and the ceiling has a hole in it. The things from Spankley's wagon are scattered all around, and the horses pulling it are dead on the ground. In the wreckage there's everything the party has so far acquired, but most of it is in pieces now, with only 50% of the loot surviving. In one of the corners of the stone there's a small locked chest, and inside it, 3 potions of 1d6 healing.

### Room 5: The Bone Garden

#### Encounters:

- 2d6 skeletons
- 1d8 skeletons with heavy crossbows
- 3d4 giant rats
- 20% chance on a D20 to run into a Wight

#### Cavern Room 2

This room is covered in bones, some with meat still on them, some without. There's rats and small critters running about the room, and death reeks in the air. Beneath the bones is water, that has over time become putrid colored, and smells so bad that every 10 minutes spent in the room, the players must make a save against poison, or take 1 poison damage from throwing up.

### Room 10: The Death Place of a Warrior

#### Encounters:

- 1 zombie with plate armor and a longsword that glows magically

#### Cavern Room 10

This room is probably the cleanest one. There's a single zombie walking about, and it doesn't seem to mind the party. If the party doesn't attack it, and shines a torch at the creature, it will reach for the light, and be set on fire. As it dies, it becomes a ghost of a young warrior, who thanks them and gives them his +4 longsword as a reward for setting him free.

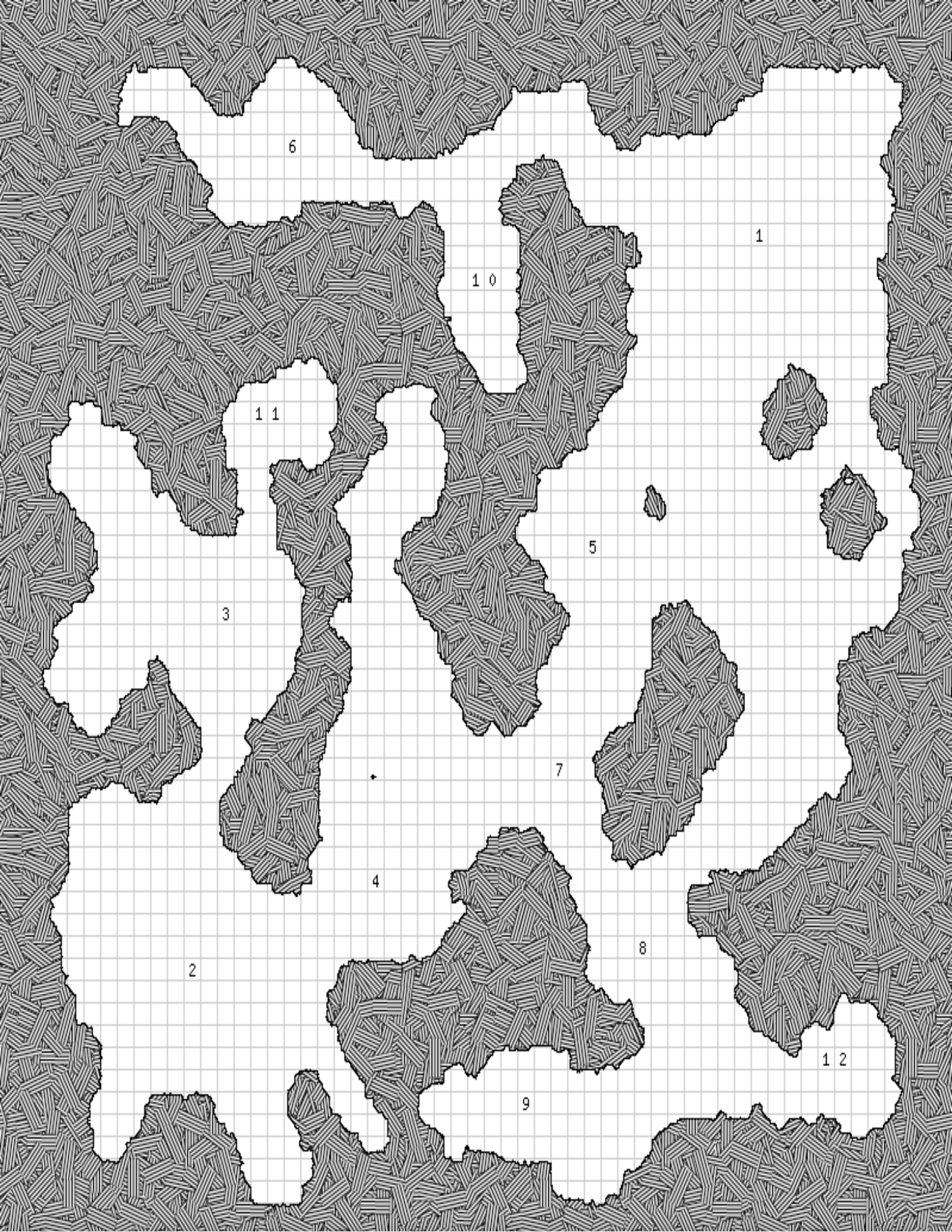
### Room 6: Nothing? NOPE!

#### Encounters:

- 4d10 zombies

No description exists of this room, it's a non-descript room of a large underground cavern system.







## Rooms 7, 4, 2 and 3

### Encounters:

- 1d12 zombies
- 1 Ghost
- 2d8 humans with daggers and light crossbows
- 1 hydra

### Rooms 7, 4 and 2

These rooms look like people live in them. There's furniture, and sleeping bags all around. Torches and campfires light the area, and there's a chained hydra in room 3, being tended to by humans in robes. These people will chant in Demonic and attack the party if they come to these areas. They only have daggers and light crossbows, and are not too big of a threat. However, if they're not killed in 5 rounds of combat, they will alarm 2d8 more people to the scene of the battle, so be swift.

## Room 11: Cultist Leader's Hideout

### Encounters:

- 3d10 humans with scimitars
- 1 knight
- 2d4 skeletons

### Room 11

This room looks like a temple. There's wall cloths all over the walls, braziers illuminate the whole room, and the fancy beds and sofas are set up all around. At the far end of the room is a throne covered in fine silks, and on it sits a man in black plate. This is Belilith, the cult's leader, and he offers the players a chance to leave, or die. If the players refuse, he will stand up and attack the party, as well as his servants currently in the room. If triumphant, the party will get 4,000 gold, 1,5000 silver, and 300 copper, as well as a +3 mace, and two +2 weapons of choice.

## Room 9: Wight Armory

This rooms has 5 wights in it, and plenty of weaponry to fight the players with, including longswords, longbows, spears, pikes, and heavy crossbows. In the room there is a large iron chest with 200 platinum pieces in it, and 10 potions of 1d10 healing.

## Room 12: The Ritual Chamber

This room is sealed off if the players try to come to it before exploring the rest of the dungeon. Inside is the echo of constant chanting and Demonic whispers.

Once the party has beaten Belilith, they'll notice Spankley is missing, and then hear a familiar voice. Aldrual. He and Spankley appear to have a conversation, and the party will hear Aldrual offering Spankley great power if he does one thing for him, that he himself cannot do. Release his family from a magical seal.

When the party gets there, Aldrual will have already moved on with Spankley in tow, and they must make their way to the chamber.

### Encounters:

- 3d6 humans with scimitars
- 1 Necromancer
- 3 skeletons, formerly Spankley's knights
- Aldrual

### The Ritual Temple

This room is practically made of the red tinted obsidian Aldrual's glaive is, and it drips with a black liquid. The walls are full of carvings of demons, and the supposedly elven warrior is featured in most of them. In the back wall is a magic circle, that resembles a gate, and is full of holy symbols of warding. This is most likely when the players will realize that Aldrual is a demon, and seeks to release his brothers from their magical prison. In the room is also a necromancer, Spankley's knights, now skeletons, and the remaining cultists of the ruins.

The battle will commence shortly after the party enters, and they have 5 rounds to stop Spankley from wiping all the holy symbols off the wall, and opening the seal keeping the demons at bay.

The Necromancer will hang back and shoot spells at the players, occasionally using his +1 battleaxe against anyone who gets close. The cultists will do their best at keeping the players from getting to Spankley, and the knights will stand in guard in front of him. Aldrual will this time be statted as a demon, and will once again taunt the party for their incapability to hit him. If he is hit, he can make two attacks back on his turn.

The battle will last for 5 turns, and if the party can stop Spankley, the gate won't be opened. If this happens, Aldrual will grab one of the players, and forcibly open the gate, letting out a swarm of demons, that will consume Spankley and any remaining enemies in the room, save for the necromancer and Aldrual, who will now proclaim the might of his true name, Arkon the Beast.

The party can freely escape after this, as fighting back against 20 demons is usually ill advised. Once outside, they can get horses and run away from the ruins, now having freed the demon horde of the beast.

# Afterword

This is the end of the module, and it's up to you to see what happens next. I will be releasing the sequel to this module soon, called *Rain of Flame*, and it will happen not too long after the releasing of the demon horde. Until then, you can run any kind of adventures you wish, and now, I leave you to ponder the consequences of your actions, and I shall go now, and face the horde in battle.

- Viktor Of Greyland, the Knight of Witchood



*Yeah, I'm a chick now*



