

KEO2-01



FLEEING THE SCENE

A One-Round D&D[®] LIVING GREYHAWK[®]

Keoland Regional Adventure

Version 1

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The Yeoman ambassador who stirred so much controversy in Niolo Dra has appeared in the town of Granforth. What is his true mission? Can peaceful relations between Keoland and the Yeomanry be preserved? An adventure for characters level 3-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR		1	2	3	4
1/4 and 1/6	0	0	0	1	
1/3 and 1/2	0	0	1	1	
1	1	1	2	3	
2	2	3	4	5	
3	3	4	5	6	
4	4	5	6	7	

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

- 4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Keoland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Three hundred years ago, Serister the Fire Mage had a tower constructed along the Javan River. He was so powerful that he terrified the people of Nume Eor, and even the lizard men feared him. Unfortunately for Serister, Keoland decided that the Viscounty of Nume Eor was salvageable, and the King's Army was sent to reclaim it. Serister had summoned and charmed many monsters to defend his tower, including a lamia named Kirjali, but the King's Army still broke through, threw down the tower, and slew Serister. *Contingency* spells Serister had in place bound his most valuable servants in a safe location and teleported his remains to his secret sanctuary where servants waited to have him resurrected. The gods had a different fate planned for Serister though, and the resurrection failed. Serister's brief reign ended. Ironically, King Tavish III lost the backing of the Council of Niole Dra on this project, and all efforts by the crown

to reclaim the Viscounty were abandoned for some time.

Ten years ago, Kirjali the Cunning escaped from her binding. She fled back to the Dreadwood from which she had originated. She found it little changed during her time imprisoned, save that the lamia pride for which she was once leader had scattered over the many decades. Following the death of Serister, she had been held in partial stasis for almost 300 years, slowing her aging, but also warping her mind and memories. Kirjali was now convinced that she had been Serister's lover and was unjustly separated from him. Her fevered mind concocted a scheme of revenge against the Kingdom of Keoland. She would engineer a conflict between Keoland and the Yeomanry, which would inevitably be resolved by combat in the very valley Serister once haunted.

Retaining all the political savvy of a lamia noble despite her delusions, Kirjali's scheme began with finding allies who disliked both Keoland and the Yeomanry. Luckily, Kirjali was able to bend to her will a small but potentially powerful and radical secret organization, which rallied for an isolationist policy in the Yeomanry. She had by now begun masking her true nature behind illusions, and her assumed illusory form (that of a naga) led to the organization's name: The Serpent Society. Her organization was still too small and unprepared to take advantage of what happened next on the world scene: The Greyhawk Wars. Kirjali had to grit her fangs and watch from the sidelines as the Scarlet Brotherhood attacked. There was one benefit; she recruited a second-in-command when she arranged for the liberation of a Scarlet Brotherhood prisoner. That prisoner, Spurbal Darret, had plenty of reason to seek revenge against Keoland, as he suffered many days of nasty interrogation before being transported to a cell in Nirole Dra.

The opportunity for the Serpent Society to strike finally occurred when word of unification talks reached Kirjali from her spies in Nirole Dra. With some bribes in the right hands, Kirjali learned the identity of the diplomat being sent from the Yeomanry to Keoland's capital, and a plan was hatched.

In the first part of this adventure, the tournament "Charting the Course," characters from the Yeomanry or Keoland were hired to escort a Yeoman ambassador named Stephon Kelven into Keoland. They encountered hostile peasants, lizard men from the Dreadwood, a lone duelist, and an assassination attempt at a tavern in a small Keoish town called Ienolde. None of these previous encounters were linked to Kirjali and the Serpent Society, as many forces wished to hinder the Yeomanry. For the purposes of this scenario, it is assumed that the Ienolde assassination attempt failed and Kelven reached Nirole Dra injured but alive. Once there, Kelven stunned the Keoish court by refusing a place on the Council of Nirole Dra, insisting instead that the Yeomanry only wished for a trade of ambassadors and the ability to unofficially advise the crown. Skotti was dismayed, for the king needed fresh blood on the council whose votes could be swayed in his favor. Failing to change Kelven's mind, a deal was struck where Kelven would return to the Yeomanry with High Herald Tolnas Craddig to present the king's argument.

Skotti's hopes rest now on Craddig, his most trusted diplomat.

Sadly, the Serpent Society has learned most of these details through its spy network. Spurbal Darret hired outside the Serpent Society to make tracking a conspiracy more difficult. From the Good Hills, he contracted the notorious Gundulren Thieves' Guild, exclusive to the most despicable gnomes imaginable.

Hastening to Nirole Dra, Spurbal Darret joined other spies in the employ of the Serpent Society in obtaining the next key to their plan, samples of the King's writing and seal. These were smuggled out of the city to forgers waiting in a secret lair of the Serpent Society northeast of Granforth. When the society's spies learned the ambassador and high herald would be taking a route passing Granforth, it played right into the society's hands. Spurbal left well in advance of the diplomats to hire a local killer in Granforth. Spurbal found his man in Lamarin, a rogue who was experienced enough to plan the details of the assassination and coordinate with the gnome thieves when they arrived.

The Serpent Society's plans are three-fold: 1) By killing the high herald, they embarrass Keoland; 2) By making it look like the agents of the Yeomanry killed the high herald, it places suspicion on the Yeomanry; and 3) By replacing documents in the high herald's possession with insulting forgeries, whichever nation receives them are angered into declaring war.

Starting Out

Keoland: The characters are hired to escort the party. It is hoped they will be less conspicuous than Royal Guardsmen. A group of four Yeoman mercenaries is also with the party.

Yeomanry: The characters are escorting their countrymen home. A force of four Keoish mercenaries is along to help escort them.

The Set Up

Keoland: If caught, Spurbal Darret says he was hired by the Yeomanry to murder the High Herald and teach the Keoish a lesson. Finding proof helps the players decide if they should lynch the Yeoman Ambassador or help him get to Loftwick.

Yeomanry: Spurbal Darret says he was hired by the Yeomanry to murder the High Herald and teach the Keoish a lesson. Finding proof helps the players uncover the plot and avoid war.

The Forgeries

Keoland: Spurbal Darret attempts to switch the diplomatic package carried by the High Herald during the assassination attempt. The new package contains an insulting "proposal" for the Yeomanry to rejoin the Empire. When clues pointing to forgery are found, the players need to take action if they don't want tension to build between the two nations.

Yeomanry: Spurbal Darret attempts to switch the diplomatic package carried by the High Herald during the assassination attempt. The new package contains an insulting “proposal” for the Yeomanry to rejoin the Empire. When clues to the forgery are found, the players need to take action to prevent a war when the Freeholder and Council are insulted by the false document.

While the Introduction should not have any significant impact on the course of events, each of the other encounters should serve to confuse and distract the players as the adventure proceeds.

INTRODUCTION

Yeomanry:

You have been riding with the diplomatic party for two days now, and so far everything has been going well. Apparently hired swords are less conspicuous than Royal Guards. You are now approaching the Keoish town of Granforth, the home of the Margravine of Blerfeld. It is late morning. Ambassador Kelven stops the party and confers with the Freeknight Aelfric. He then summons you over. “I’d like you to go scout the town and make sure everything is clear. We have word that a mob may be forming. If we can avoid mobs on the way home, I’d much prefer to do so.”

Keoland:

You have been riding with the diplomatic party for two days now, and so far everything has been going well. Apparently the High Herald was right, and you are drawing little attention, then a troop of Royal Guards would have. Even the escorts of the Yeoman Ambassador are managing to keep a low profile. As you approach Granforth, the home of the Margravine of Blerfeld, High Herald Craddig motions you to halt and then calls you over. The late morning sun beats down on you. After conferring for a moment with the Yeoman Ambassador, Craddig rides up to you. “The Ambassador tells me he had difficulty with some mobs coming in. He’d like someone to check out Granforth before we head in, and I agree. Go and make sure everything is quiet, and then report back to me.”

If the characters express hesitation regarding leaving the rest of the caravan, they are told that the other guards and Aelfric can handle it. If the characters suggest that Granforth be avoided completely, they are told that Craddig is supposed to deliver some messages from the King to the Margravine of Blerfeld. If the characters still refuse to go, they are ordered by their superior (either Kelven or Craddig) to scout ahead. Only if the characters pretend to go into the town but hide and watch the caravan do they see the assassination.

ENCOUNTER 1: AN ANGRY MOB

As you ride into Granforth, it appears things aren’t going your way. A small crowd has gathered and appears agitated about

something. And that something quickly becomes clear as a voice calls out, “We’ll teach dem stuck-up southerners a lesson, eh boys? Just you wait until dey get here.” Apparently, your mission isn’t as secret as it was supposed to be.

The characters must decide what to do next. They can simply turn and ride back to the diplomatic party. If they do, go immediately to Encounter 2. They may try and get some information from the crowd. The crowd is currently agitated and looking for an excuse to riot. The characters have to tread very carefully to avoid setting them off. They begin as Unfriendly. Depending on how the characters present themselves, they may receive up to a –4 to their Diplomacy check. Characters who make it apparent they are from the Yeomanry or are here to support the Yeomanry in any way automatically receive the penalty. Let the characters roleplay the situation, and assign modifiers to the Diplomacy check based on character actions, whether it be just words or spells/special abilities (e.g. bardic music, calm emotions, etc.).

Hostile (less than DC 5): The characters have antagonized the crowd even more with their foreign accents or haughty ways. Several people start flinging clots of dung, and others look for choice rocks. The crowd retreats if the characters make a show of real force.

Unfriendly (DC 6): The crowd is simply not impressed. Several choice vulgarities are hurled at the characters, along with several musings on the ancestry of all Yeomen and Yeomanry lovers. In addition, they tell the party that the Margravine doesn’t like them any more than they do, and her troops are gathering to teach them a lesson. This is a blatant lie, but it confuses things a lot later on.

Indifferent (DC 15): The crowd is slightly mollified and appears to be losing steam. If the players wish to learn additional information about Granforth, they can at this time.

Friendly (DC 25): The crowd has been calmed by your reasoned speech and appears to be dispersing. The players can learn any information about Granforth or the locals they would like. As the crowd breaks up, one of them mutters something about “I wonder why that guy was trying to get us all worked up?” If questioned, the fellow can only remember overhearing some stranger talking about how the Yeoman Ambassador insulted the King and all of Keoland.

Helpful (DC 40): The crowd cheers you and calls for a party to celebrate the arrival of such distinguished guests. People begin drawing water for your horses, and several apologize for not understanding what you were really here for. One roundly curses “that stinking wizard rabble-rouser.” Talking with him with get a description of Spurbal Darret and how he roused the crowd with tales of the Yeoman foreigners who insulted the King and all Keoland citizens.

ENCOUNTER 2: ASSASSINATION ATTEMPT

As you finish dealing with the locals, everyone suddenly stops what they were doing and becomes silent. One by one, every head in town turns in the same direction. Ears strain to find pattern in the jumble of clashing steel, raised voices, and mooing cows. Except for the last, it sounds like the din of battle, and it comes from out of town, north up the King's Road where you left the diplomatic party.

The following assumes the characters head back toward the diplomatic party immediately. If the characters delay in investigating for 5 minutes or more, proceed directly to Encounter 6. If they rush back to the diplomatic party, proceed with the rest of this encounter.

Racing to the scene, you see startled cattle wandering in all directions. The other four guards traveling with you are separated from the ambassador's carriage by a wall of bovines and distracted in a battle with six gnomes. Nearby is a large, tipped-over wagon. A single knight in plate armor (Aelfric) is fending off two gnomes on his own, while Ambassador Kelven appears to kneel over what might be the first casualty of the battle. Some townspeople appear to be fleeing the scene. The steeds of the four guards who stayed behind are meandering about. The two horses that were pulling the ambassador's carriage have spooked, running off with the wagon careening behind.

Creatures: Present at the scene of the battle are four other guards battling six gnomish rogues; the freeknight and personal guardian of Stephon Kelven, Aelfric Aelfstead, battling two gnomes, including their leader; Stephon Kelven himself, kneeling over the dead body of the Keoish High Herald, Tolnas Craddig; plus several horses and cows.

The EL numbers for this encounter are given with the understanding that the characters have help dealing with the gnomes, and that the gnomes flee if outnumbered. Some characters may fight the gnomes, while one or more of the other characters may chase the true assassin or the decoys while the battle rages, and the gnomes will flee instead of fighting to the death. In addition, remember that this battle is a chaotic mess. In addition to the battles between the gnomes and the good guys, Spurbal is switching diplomatic packages, Lamarin is fleeing under the cover of trees and blurred, the four decoys are fleeing the scene, cows are wandering all over the place, townsfolk are either running away or rushing to watch, and Stephon is trying to dig the crossbow bolt out of Craddig, which looks like he is stabbing him. Town folk that are watching start yelling and muttering that the Yeoman has killed the High Herald.

APL 4 (EL 4)

🐉 **Gnomes from the Gundulren Thieves' Guild (6):** Male

gnome Rog1; hp 7, 7, 7, 7, 7, 7; see Appendix I.

🐉 **Gnome Leader:** Male gnome Rog3; hp 17; see Appendix I.

APL 6 (EL 6)

🐉 **Gnomes from the Gundulren Thieves' Guild (4):** Male gnome Rog3; hp 17, 17, 17, 17; see Appendix I.

🐉 **Gnome Leader:** Male gnome Rog5; hp 27; see Appendix I.

APL 8 (EL 8)

🐉 **Gnomes from the Gundulren Thieves' Guild (4):** Male gnome Rog5; hp 27; see Appendix I.

🐉 **Gnome Leader:** Male gnome Rog7; hp 37; see Appendix I.

ALL APLS

🐉 **Party Guards (4):** Male human Ftr2; hp 18; see Appendix I.

🐉 **Stephon Kelvenz:** Male human Ari5; hp 28; see Appendix I.

🐉 **Aelfric Aelfstead:** Male elf Ftr9; hp 76; see Appendix I.

🐉 **Peasant Decoys (4):** Male human Com1; hp 4; see Appendix I.

🐉 **Light War Horses (6):** hp 23, 23, 23, 23, 23, 23; see *Monster Manual*.

🐉 **Heavy Horses (2):** hp 22, 21; see *Monster Manual*.

🐉 **Cows (Bison) (10):** hp 37, 37, 37, 37, 37, 37, 37, 37, 37, 37; see *Monster Manual*.

Tactics: Upon leaving the town and returning to the diplomatic party, the characters are 250 feet south of the battle.

The characters might try to attack the gnomes from a distance. This is a difficult option, as the cattle and horses meandering about provide excellent cover for all of the combatants. Even if the character has the Precise Shot feat, the gnomes have one-half cover from the livestock.

The characters might rush to aid Aelfric and/or the guardsmen against the gnomes. The leader, while attempting to escape, tosses his acid flask at the closest pursuer if it looks like he might be caught. If the characters do not get involved right away, then the combat runs as detailed in the timeline below.

The characters might rush to see what is the matter with Craddig. Kelven leans over him with a knife in his hand and appears to be digging a crossbow bolt out of Craddig's back. However, Kelven is too late. Craddig has

died from the poison on the bolt.

The characters might attempt to round up the cows or the horses. The locals might appreciate that, but it doesn't help anyone else very much.

The characters might try to catch the commoners who are fleeing the scene. They were all involved in the assassination, as detailed in the timeline. They scatter to the four main compass points, with the true assassin fleeing northeast. If the characters chase the fleeing commoners, go to Encounter 3. If the characters chase or track the true assassin, go to Encounter 4. The characters should have a difficult time catching him, but it is not impossible.

If any characters are actually watching the diplomatic party when the assassin fires his crossbow, give them a Spot check (DC 25) to ascertain which direction the shot came from. A successful check allows the character to know that the shot came from a small copse of trees to the northeast of the battle. If they look in that area, give another Spot check (DC 18) to notice Lamarin sneaking away. If they follow Lamarin, either immediately or after the battle, go to Encounter 4.

The gnomes attempt to flank, using tumbling to avoid attacks of opportunity.

Development The characters can and should greatly affect the outcome of this melee, but with so much going on, the DM is encouraged to use the following timeline to explain what happens each round in matters the characters are not intervening in. The encounter before the characters arrival is also explained round by round.

ASSASSINATION TIMELINE

This timeline begins mere minutes after the characters leave to check out the happenings with the mob in town.

Round 1 The diplomats and their guards move off the road as they see locals coming their way driving cattle and leading a wagon.

Round 2 As the wagon passes the side of the wagon falls open, revealing eight gnomes with crossbows firing from within the wagon behind an iron grate.

Round 3 Aelfric remains behind to shield the diplomats, while the four guards rush the wagon and tip it over. The guards receive light injuries from crossbow bolts.

Round 4 The guardsmen and the gnomes melee. The rogue Lamarin, hiding and *invisible* a safe distance away in some trees and bushes to the northeast, sees an opening to shoot his target, Craddig, with a poisoned crossbow bolt. Kelven gets a quick look at the now-visible attacker after the poisoned bolt flies, but soon after sees Craddig is hurt badly and begins administering his the wound.

Round 5 Craddig dies from the poison. The assassin, convinced that his work is done, signals his four decoys to begin leaving the scene. Lamarin is dressed like the four decoys that were driving the cattle and the wagon. The guardsmen are now all injured from the battle, some of

them seriously. Two gnomes break away from the guardsmen and charge the diplomats. Aelfric takes a light wound from the leader. The horses pulling the diplomatic party's carriage spook at take off at a run. No people are in the carriage.

Round 6 The characters arrive (250 feet away) if they move as soon as they hear the combat. If the characters begin to chase the assassin at any point from here, they immediately proceed to *Encounter 4*. See the *Evasion Timeline*.

Round 7 Two guardsmen fall. Kelven makes one last attempt to revive Craddig. The assassin and his decoys are now 60 ft. from the battle. The carriage that was carrying the diplomats finally tips over and the horses stop running.

Round 8 Kelven tells Aelfric that Craddig is dead (any character already within 50 ft. hears). The two other guardsmen fall. The assassin and his decoys are now 120 ft. from the battle and picking up speed. Spurbal, flying and invisible, opens the carriage door and replaces the true diplomatic package with the fake one containing the forgeries. Characters involved in other tasks have no chance of seeing this. Characters specifically keeping an eye on the carriage spot a pouch that seems to float up and then disappear (into Spurbal's cloak) with a successful Spot check (DC 30).

Round 9 Kelven tries to point out in the direction of the assassin to Aelfric, who is too busy fighting the gnomes (Spot or Listen DC 23) to see or hear this. The gnomes flee if they are greatly outnumbered or if their leader falls. The assassin and his decoys are now 180 ft. from the center of the battle, sprinting away. Spurbal flies at full speed toward the meeting site detailed in *Encounter 5*.

Round 10 Aelfric tries to get to Kelven's side. Kelven identifies the assassin as a man who fled northeast, and Aelfric relates this to the remaining guardsmen (none of the characters present can miss it this time). The assassin and his decoys are now 300 ft. from the center of the battle.

Round 11+ While Aelfric fights the gnomes, the characters can either stay with the battle or chase the assassin.

If at any time the characters pursue the decoys, go to Encounter 3. If they pursue Lamarin the assassin, go to Encounter 4. If they stay, resolve the battle and go to Encounter 5. Even if they are able to somehow foil the assassination attempt, the diplomats ask the characters to quickly pursue the assassins and find out who is behind the attempt. Assume Spurbal managed to somehow switch the diplomatic packages even if the assassination attempt was foiled, unless the characters took extraordinary measures to specifically guard the package.

ENCOUNTER 3: CHASING THE DECOYS

If the characters are able to do any damage or even threaten any of the commoners who are fleeing the scene of the assassination, that commoner falls to the ground and surrenders. Even a mere threat of physical harm forces the fleeing commoner to tell everything he knows:

- They were hired by Lamarin to drive the wagon past the diplomatic party and then run away in four different directions.
- Lamarin paid them each 3 gold pieces.
- They didn't know there were gnomes in the wagon they were driving.

ENCOUNTER 4: FOLLOWING THE ASSASSIN

EVASION TIMELINE

Round 1 The assassin sees his target is dying. He drinks a *potion of blur* and sneaks over flat grassland, off the road, 30 feet from the battle. Track (DC 20)

Round 2 The killer is sneaking over flat grassland, off the road, 60 feet from the battle. Track (DC 15)

Round 3 The killer runs down a grassy slope, leaping over a fallen tree, now 120 feet from the battle. Track (DC 15) and Listen (DC 20)

Round 4 The killer is forced to cross muddy ground at the bottom of the slope, which is fed by an underground spring. He is now 180 ft. from the battle. Track (DC 10)

Round 5 The killer runs downstream through a tiny creek. The creek is 2 ft. wide and meanders from the spring encountered earlier. He is now 300 ft. from the battle. Track (DC 20) or Listen (DC 20)

Round 6 The killer runs through some brush growing along the creek. The brush conceals a dug pit (either 20 ft. deep or deeper; see Traps below). He is now 360 ft. away from the battle. Track (DC 10)

Round 7 The killer runs up a rocky slope, now 420 ft. from the battle. Track (DC 15)

Round 8 The killer is approaching a small grove of trees. He swerves through more bushes, hopping over a tripwire-activated trap. If a character snags the cord, pulled back branches swing up, flinging caltrops into the air (see Traps below). He is now 480 feet from the battle. Track (DC 10)

Round 9 The killer arrives at the center of the grove where he is scheduled to meet the man who hired him, but there seems to be no one else there.

Traps: The following is a summary of traps that the characters will encounter if they chase or track the assassin.

APL 4 (EL 2)

🦋**Pit Trap (20 Ft. Deep):** CR 1; no attack roll (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

🦋**Caltrop Trap:** CR 1; +10 ranged (1d4+1); multiple targets (fires 1d4 caltrops at each target in two adjacent 5 ft. squares); Search (DC 14); Disable Device (DC 20).

APL 6 (EL 4)

🦋**Pit Trap (40 Ft. Deep):** CR 2; no attack roll (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

🦋**Caltrop Trap:** CR 2; +12 ranged (1d4+1); multiple targets (fires 2d4 caltrops at each target in two adjacent 5 ft. squares); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 6)

🦋**Pit Trap (80 Ft. Deep):** CR 4; no attack roll (8d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

🦋**Caltrop Trap:** CR 4; +15 ranged (1d4+1); multiple targets (fires 3d4 caltrops at each target in two adjacent 5 ft. squares); Search (DC 21); Disable Device (DC 22).

Creatures: The assassin is a local thief and killer named Lamarin. Now that the assassination has been successful, Lamarin is on his way to a rendezvous point to meet his employer, who happens to be Spurbal Darret.

APL 4 (EL 6)

🦋**Lamarin:** Male human Ftr2/Rog2; hp 26; see Appendix I.

🦋**Spurbal Darret:** Male human Wiz4; hp 17; see Appendix I.

APL 6 (EL 8)

🦋**Lamarin:** Male human Ftr3/Rog3; hp 37; see Appendix I.

🦋**Spurbal Darret:** Male human Wiz6; hp 25; see Appendix I.

APL 8 (EL 10)

➤ **Lamarin:** Male human Ftr4/Rog4; hp 57; see Appendix I.

➤ **Spurbal Darret:** Male human Wiz8; hp 33; see Appendix I.

Tactics: Lamarin does not stop to fight unless he is being damaged by ranged attacks during the chase. If the characters wish to remain attacking at a distance, Lamarin flees then seeks out the nearest cover and fires crossbow bolts from there. If Lamarin thinks he is being forced to battle the characters, he fires his crossbow at approaching characters, then melees until damaged.

If Lamarin has made it to the grove, he attempts to hide in the surrounding brush until Spurbal appears. He does not reveal himself by making a sneak attack unless he sees only one or two characters pursuing him, and then he fires crossbow bolts rather than attacking in melee.

Development: Lamarin surrenders immediately if he is injured in melee or by magic. He also surrenders if brought below half of his hit points by missile weapons. Lamarin is extremely unpleasant as a prisoner, but he has no wish to die. If any convincing pledge is made to spare his life and let him go free, or if a Bluff, Diplomacy, Intimidate skill check (DC 15) is made, he begins telling the party that he was hired by a man who paid him in gems to kill the Keoish Ambassador. Before he can say more, another threat appears.

The man who hired him, Spurbal Darret, is present but *invisible* and *flying*. Spurbal plans to kill the assassin and remove any evidence leading to him or the hideout, so he begins by attacking Lamarin with his most damaging spells, hoping to hit not just Lamarin but as many characters as possible. The DM is encouraged to fudge Reflex saves and damage rolls against Lamarin.

Once Lamarin is dead, Spurbal flies as fast as possible back to the hideout at the abandoned Unglo farm.

If the characters should attack Spurbal, he immediately casts *shield* and *protection from arrows* on himself. He uses his most powerful spells to attack. The wizard might cast one or two spells in his defense, but if he is even close to being injured, he flies up into the trees. Under heavy tree cover (3/4 cover), Spurbal flies at top speed back to the Unglo farm. It should be extremely difficult for characters to catch him by then. Should the characters battle and defeat him, he may be questioned. What he might say is covered later in the adventure.

ENCOUNTER 5: THE MEETING

If the characters do not follow Lamarin immediately after the assassination attempt takes place, Spurbal meets the assassin at the pre-arranged meeting place. Lamarin expects to get the rest of his payment for the assassination, but Spurbal kills him instead. Spurbal then flees back to the abandoned farmhouse.

Play Spurbal intelligently here. He does not foolishly attack a full party. He just wants Lamarin dead, and then he flees to the farmhouse hideout. If he is sure he can get some attacks on a weak or small party chasing Lamarin (2 characters or fewer), then he might take a shot at killing them.

If the characters arrive late after tracking Lamarin rather than chasing him, they find Lamarin here dead. If the characters never make it to the site of the meeting, town guards will find him an hour after the assassination attempt, and the characters can learn of the death while investigating in Granforth.

ENCOUNTER 6: POST-ASSASSINATION TURMOIL

The violence is over, but death is a palpable presence hanging over the field of battle. Scores of townsfolk, armed for trouble, have shown up by the road only to find little for them to do but clean up. A milestone has been knocked over by the fallen wagon here; bloody gore stains the paved road there. And although half the winning side is bloodied and panting from the exertion, they quickly forget themselves when they learn of the battle's most important casualty.

"Tolnas Craddig is dead," Stephon Kelven says, apparently in a state of disbelief and grief, "and peace between two sovereign states may be doomed." But Kelven makes no further comment, as his protector, Aelfric, steps in front of the ambassador as if to defend him.

Kelven wanders to the overturned carriage and reaches over for a leather folder, marked with the seal of Keoland, when a man in the livery of the Margravine of Blerfield strides up and loudly demands to know what is going on.

Nine of the King's Guard, under the command of the Margravine of Blerfield, has arrived. These are the Margravine's lands, and Granforth is her capitol. Thus, the soldiers argue, this is a local matter. Ambassador Kelven says something to the Aelfric, who orders the Yeoman escorts/Keoish freeswords to keep an eye on the Margravine's guards. Kelven begins disputing the issue of who is in charge with the Margravine's guards. This argument lasts ten minutes before the two sides compromise. If the characters try to become involved in the argument, they are rudely told to leave. If the characters poke around the scene of the battle without apparently taking anything, they are told once to leave, but are not forced to do so. This gives the characters a window of opportunity to try to learn more about what has happened. Finally, Ambassador Kelven and Aelfric are escorted from the area by the Granforth guards. Aelfric tells the players that Ambassador Kelven is being taken into protective custody at the Margravine's home before an angry mob thinks the Yeoman was involved in the Keoish Ambassador's death. The party should investigate the assassination and meet them later. He says those are the Ambassador's orders and must be obeyed.

If the players suspect the pouch has been tampered

with, which should take an extreme amount of luck and insight they still face a problem of proving it. No matter what, the players must still investigate to discover the truth.

Development If the characters attempt to question Kelven, Aelfric quickly steps between him and the characters and begs them to wait. He suggests that Kelven is obviously stunned by Craddig's death, and that he would better answer questions later. If coaxed, Kelven can give a stunned and barely coherent description of Lamarin, but Aelfric remains adamant on protecting his lord unless actually threatened with violence.

The examination of Craddig's body reveals a congealed wound where the chain shirt has been stripped from his back. A broad sword is still sheathed at his side. If the characters attempt to examine any of Craddig's possessions, including the diplomatic pouch, they are very directly and harshly informed that interfering with the belongings of a High Herald is a High Crime with no appeal possible. Anyone able that makes a successful Knowledge (nobility and royalty) or a successful Knowledge (local) check (DC 15) knows this, and the Judge should ask the characters to make such a check even if they don't think of it themselves. Characters refusing to accept this are caught and attacked by every guard in Granforth, as is anyone attempting to aid such a person. The characters that disturbed the package spend 26 Time Units in a Keoish prison before they can escape. They are from then on, wanted in Keoland. If the characters simply inquire as to the contents of the satchel, they are informed that it contains the diplomatic messages Craddig was carrying from the King to the Council of Grosspokesmen in the Yeomanry. In any event, the Keoish official takes the satchel when he departs with the Ambassador.

At some point later in the adventure, as the characters are investigating what happened, Aelfric approaches them and tells them that the documents in the package were read, and it is possible that some foul play has happened. Aelfric stresses the point, without giving details, that any future relations between Keoland and the Yeomanry hinge on the characters being able to solve the mystery of the assassination. Stephon is very worried that about being arrested for the murder, which brings relations between the two nations to a volatile conflict. Aelfric then returns to be with Stephon, but he begs the characters to hurry in their investigations.

Identifying the poison that killed Craddig, assuming the characters even guess correctly that he was poisoned, is difficult because of the rarity of the poison used. It requires a successful Alchemy check (DC 25) or a successful Heal check (DC 20) to identify the poison. Spurbal Darret supplied Lamarin with a small vial of Dreadwood Black Spore poison.

✎ **Dreadwood Black Spore:** Injury (DC 19); Initial/Secondary (1d4 Con/2d12 Con).

If any of the warriors, including Kelven's bodyguard, are questioned, they can relate details of what happened up to

the start of combat. These details can be summarized from the assassination timetable above, and personalized by the DM to each speaker. However, no one but Kelven saw what happened to Craddig. The Kings' Guard do not pause long to answer questions.

If the wagon is examined, they see it has been heavily modified. Both sides are hinged so that they can fall open, but a wall of bars blocks off the interior. This allowed the gnomes to make their surprise attacks and retain partial cover from melee weapons, until the guardsmen tipped the wagon.

ENCOUNTER 7: INTERROGATIONS

This encounter, consisting of the interrogation of witnesses, is for characters that remained behind after Encounter 2, and who attempt to ascertain what had occurred. There are multiple parties to question, and much to learn. Most of this questioning can be done after Encounter 6, but after that most of the battle's participants are separated. Any captured gnomes would be in the town jail. The King's Guard is in a local inn in Granforth. Stephon and Aelfric are kept in the safety of the Margravine's home and are not able to be contacted.

If any of the gnomes were captured, the characters are allowed a few minutes to question them, though Aelfric and the King's Guard act to prevent the gnomes from being taken from the scene. Any gnome is likely to respond in some variation of the following:

"You'll fall on your own sword before you make me tell you anything, fat human pig! All you need know is that we are of the feared Gundulren Thieves Guild! Your days are numbered for having dared to interfere in our mission!"

The gnomes are more bluster than anything else. The Gundulren Thieves Guild is real, but a small operation in the Good Hills near Pilm's Delve. They are Unfriendly, but only have to be influenced to Indifferent (DC 15) to reveal that a wizard who didn't give his name hired them to work with a local thief on the assassination.

If the characters interrogate any of the humans besides the killer, they hear:

"Don't kill me! I didn't even know anyone would be hurt! Our farm was failing because of bad soil, and this man showed up one day offering us each three gold lions just to drive a wagon past a carriage and then run away."

Ferli, the name of whatever peasant is being interrogated, is being truthful and knows no other information.

If the characters do manage to somehow interrogate Lamarin before Spurbal can kill him, he spills his guts as follows:

"Stay your weapons, for I'll not risk death against such odds. I was not paid half enough by that Suel warlock. If I knew where

he was, I'd hand the traitor to you. My name is Lamarin. Granforth is my home and territory. The Suel approached me a week ago. I was surprised by the kind of work he wanted done, as I've never committed treason before, but he offered me 3,000 lions worth of gems and safety from Keoish law. He claimed to work for the government of the Yeomanry, and that they insisted on having a local man kill the high herald."

This is the truth as far as he knows, but Spurbal Darret purposely fed him misinformation for just this possibility. Lamarin never learned Spurbal's name, and only received 600 lions up front. If the characters have saved him from Spurbal's attack, he becomes Indifferent, and having the man who hired him and tried killing him in custody provides a situation bonus.

If Lamarin is dead, the characters might wish to have *Speak with Dead* cast on him. There is, at present, no cleric in Granforth with access to 3rd level or higher spells. The King's Guard tries to discourage, but does not prevent the characters from taking Lamarin's corpse to a larger city, though this will effectively end the adventure, because all the bad guys are gone in 36 hours time. If the characters somehow have access to the spell, they may learn the above information from his corpse. Lamarin's testimony would be enough to make the King's Guard wish to arrest Spurbal Darret.

If the characters somehow manage to capture Spurbal, he is as evasive as possible. He makes every effort to use his ring to escape, and if that is not available he tries to escape under cover of his *Fog Cloud* spell or any other ruse magic or mundane. Depending on the nationality of the players, he uses one or the other of the following stories first, switching to the other if the players do a reasonable job of "pressing" him on the matter. Watch for any alignment violations, or dishonorable behavior on the part of the players. His first claim is that of the nation the players hail from, attempting to appeal to their patriotism to let him go, or otherwise overawing them with his seeming importance. Failing that, he reverses himself completely, instead trying to blame the other nation, hoping this infuriates the players enough that they abandon their investigation. He thinks he'll be rescued before being executed anyway, so he isn't afraid to spend some time in prison.

His Keoish appeal is an attempt to bluff his way out by claiming membership in the National Academy of Wizardry in Keoland, the organization headed by the Archmage Lashton. He trusts this is enough to bluff most people into simply letting him go. Indeed, any guards who hear him make this claim are strongly inclined to do so, no matter the circumstances. Switching to this for Yeoman interrogators, he sneers and brags about the might of Lashton and the NAW, and how the Yeomanry is too pathetic to stop him if he wanted to simply wipe them from the Flanaess.

His plea to fellow Yeomen is a claim to have been sent by the Council of Grosspokesmen for reasons only they know, and suggest the players ask Stephon Kelven for more details. Changing for Keoish interrogators, he mocks them for failing to protect the Ambassador from

the plots of the Council.

Either story is a total fabrication. There is no check required to get him to tell this story once captured, as he is deliberately attempting to mislead the players. Spurbal does not abandon this story, and only magical divination has a chance of learning his true purpose at this point.

ENCOUNTER 8: GRANFORTH AND THE ASSASSIN'S HOME

This encounter assumes the characters are looking for clues in Granforth to explain what happened. The characters may be looking for Spurbal Darret. If Lamarin got away, then the characters may be looking for him. They may be looking for clues about where the gnomes have been seen. Spurbal is very hard to track because he has been careful to remain invisible in all his comings and goings. Kelven and Aelfric are in the Margravine's home, but the characters are not allowed in, regardless of the circumstances. The characters most likely must look to Granforth for clues.

Use Appendix 2 to give the characters a quick outline of Granforth. Using this as a guide, the characters can question some of the locals for clues. The locals, who were cold to the diplomats before, are near hostile upon seeing anyone who traveled with Kelven again. Even locals are treated with coldness, as if tainted by what has happened. The following locals might have useful information (the DM is encouraged to set the DC for Gather Information checks based on circumstances and the characters' roleplaying. Base levels are listed after the individual's name.

Steward Pethom Deror (DC 25)

"Her Excellency, the Margravine, cannot comment at this time on these sad events, and she extends her deepest regrets and sympathizes to the families of those who were slain today."

Captain Bertha Waldren (DC 30/15)

The captain is unavailable for questioning, yet any guardsmen under her command comments when pressed, "The captain has taken this hard. One of the King's High Heralds was killed on her watch, so to speak. I've heard she's locked herself in the chapel of Heironeous to do penance."

Mayor Devid Amdor (DC 15)

"I would like to meet this Kelven so I can take my measure of this man. I have not been so fortunate as yet. I have heard that he is an honorable man, and I hope he is not responsible for the death of the High Herald, despite the rumors. There are usually no brigands in this area. Perhaps the odd thief and pickpocket, but no town is free of such blights..."

Sheriff Tommas Dolbin (DC 15)

"I regret deeply that I was not there in time to do

something about this horrible murder. I was in the town square at the time with most of my guardsmen. We were concerned about crowd control. Word had spread through town about a high herald sighted on the road, almost as fast as rumor had reached us about the Yeomanry ambassador traveling with a high herald, and it didn't take anyone long to make the connection. I never expected...THIS to happen. Granforth does have its share of crime, but few murders. There have long been rumors of a guild of thieves in town, but it was my suspicion that there was only one very good thief operating here. The appearance of these gnomes today, however, seems to indicate that we've had criminals, if you'll pardon my saying so, hiding under our noses the whole time..."

Priest Murik (DC 10)

"Ah, in my younger days I would be out hunting down such vile assassins. I imagine most people in town feel the same. How ironic, if the same fate had befallen Stephon Kelven, you would not see such vengeful ire upon our streets. You know, there is something else you would seldom see upon our streets, and that is a gnome. It is strange that a handful of violent ones happened to be here today. I doubt they were just hanging around the inn and decided to attack the first diplomats they saw today. But they had to have been staying somewhere..."

Jaranna Rider (DC 10)

"I might be of some help to you. The horses that were brought here from the road, the ones that pulled the cart came from my stables. We raise half the horses in town there, and I've had a hand in raising almost all of them. I recognized them both, and I remember when they were sold too. It was just a week ago, to a local man named Lamarin. I remember because it had been two years since I last saw him, and then he had bought one of the fastest colts in my stables..."

Otho Reltin (DC 15)

"Where could those gnomes have come from? I can't say I know of any gnome settlements this far into the plains. I did see a gnome or two leaving Lamarin's house in the last couple days. Come to think of it, we are still at a high elevation here, and I believe there are sinkholes in this region with caves beneath them. Maybe the gnomes were there. What I wouldn't give for detailed maps of those caves..."

Marno Dolbin (DC 15)

"I suppose you want to know if I've seen anything suspicious lately. Have you talked to my older brother already? Well, I dare say I see a bit more than he does. Woodworking let's me spend most of my times outdoors, and there is a pair of people who I've seen going out of their way to have private conversations outdoors the past few days. One of them is a local named Lamarin; I've seen him around for months, maybe longer. The other one is a stranger to me. A pureblooded Suel I'd say, with that skin of his. I wasn't eavesdropping, of course, but I did hear the Suel mention something about the old Unglo farm.

That's strange, because Unglo died about two years ago, and no one has been working that land. His farm is abandoned."

The locals should point to Lamarin as the local troublemaker, and certainly the person most likely to be a thief or assassin. In fact, some of the locals recall seeing more than one gnome entering or leaving his home in the last few days. They can point out his exact residence. If the characters search his residence, a nosy neighbor interrupts their search. The old human woman claims that she "usually minds her own business," but she wants to know what the characters are doing breaking into "the no-good thief's house." She gladly tells the characters that although she never listens to other people's conversations, she did hear Lamarin and another fair-haired fellow talking a couple days ago about the old Unglo farm.

Lamarin's House

The shack Lamarin calls home has a locked door and locked, shuttered windows. If the characters are working with the sheriff by now on an official investigation, then he procures a skeleton key from the town locksmith. Otherwise, they may enter Lamarin's home with a successful Open Locks check (DC 15). The room inside has little furniture but it is cluttered with clothes scattered about. There are normal items, like a whetstone, food, and wine, about, but nothing apparently of great value. A successful Search check (DC 10) turns up a pouch at the bottom of a footlocker that contains 5 sp, 7 cp, and 4 gp. A second successful Search check (DC 15) reveals that if the low bed frame is lifted, a slate chalkboard can be seen attached to the underside of it. Sketched onto the board is either a stylized letter "S" or a snake. The symbol matches Spurbal Darret's signet ring. Pulling out the slate board reveals a vellum scroll behind it. The scroll was an earlier effort of Spurbal's to forge a letter from the King. Lamarin stole it, and placed it here as insurance. The scroll reads:

Council of Common Grosspokesmen and the Citizens of the Yeomanry League;

We who sit upon The Throne of the Lion have never been as offended as by the latest outrages from our errant outpost, the Yeomanry. Our offer of a seat at the Court of the Land was generously offered, but is henceforth retracted. The base incompetence of your ambassador strikes us as an appointment so badly chosen that it is now clear we should never have allowed any autonomy to your region. You will find all diplomatic options to resolve this are cut off to you, and that any attempts to throw yourselves at our mercy shall be heard with no more significance than the bleating of sheep. Expect my army to be at Longspear within a month's time, and know that if your absurd notions of self-government are not ended by that time, that my army shall end it for you. You will accept my herald who bore this scroll to you as your governor, until we have such time to come to Longspear ourselves and stand beneath the Keoish flag there. In the meanwhile, the only good words we have left to share with you are, welcome back to the empire.
Signed His Royal Highness,

ENCOUNTER 9: THE ABANDONED FARM

If the characters take more than 12 hours to get to the farm after the assassination, Spurbal is down in the lamia's lair and has replenished his spells. If the characters take more than 24 hours, the lamia has left. After 36 hours, the lamia's band has fled the area with no trace.

This encounter takes place 13 miles to the northeast of Granforth. The people of Granforth can give directions to the Unglo farm, and the characters can find it with no trouble.

The trail has led out of Granforth and further along the King's Road. For miles after leaving Granforth, only the fenced pastures of Granforth's famous warhorses can be seen. Thirteen miles away from the stretch of road on which Tolnas Craddig died, a faint trail can be seen which leads west off the road. The trail heads for a lone barn standing over a grassy hillock. The building looks old but intact. The barn is surrounded by overgrown farmland, obviously not worked for a few seasons.

Creatures: Grether Dogtooth, with his troglodyte followers, was Kirjali's most favored operative until Spurbal entered the Serpent Society. Dogtooth has been waiting here at the barn for Spurbal to return and report. Dogtooth is well aware that Spurbal could go over Dogtooth's head straight to Kirjali, and is horribly frustrated by it.

APL 4 (EL 6)

➤ **Spurbal Darret:** Male human Wiz4; hp 17; see Appendix I.

➤ **Grether Dogtooth:** Male half-orc Clr 2/Ftr1; hp 28; see Appendix I.

➤ **Troglodytes (3):** hp 15, 15, 15; see *Monster Manual*.

APL 6 (EL 8)

➤ **Spurbal Darret:** Male human Wiz6; hp 25; see Appendix I.

➤ **Grether Dogtooth:** Male half-orc Clr 2/Ftr3; hp 47; see Appendix I.

➤ **Troglodytes (6):** hp 15, 15, 15, 15, 15, 15; see *Monster Manual*.

APL 8 (EL 10)

➤ **Spurbal Darret:** Male human Wiz8; hp 33; see Appendix I.

➤ **Grether Dogtooth:** Male half-orc Clr 2/Ftr5; hp 63; see Appendix I.

➤ **Troglodytes (9):** hp 15, 15, 15, 15, 15, 15, 15, 15, 15; see *Monster Manual*.

Tactics: Dogtooth and his troglodytes are waiting in the barn if it is daytime; most likely, the characters were able to follow Spurbal the same day, so it is sometime in the late morning still when Spurbal arrives. If the characters wait until dark to approach the barn, then the troglodytes are outside and patrolling around the barn.

The troglodytes count on their camouflage giving them surprise, and those with javelins attack at 20 ft. before closing to melee. If the opportunity presents itself, Dogtooth casts *change self* to appear to be a troglodyte before confronting the characters. He then tries to cast *bane* and *divine favor* before attacking. He uses his sling from a distance on anyone not engaging a troglodyte, or fights in melee with his mace to aid his followers. If he sees a character weakened, he tries to use the *death touch* granted him by the Death domain. The troglodytes fight to the death. Dogtooth flees or surrenders if brought down to below three hit points.

If combat occurs, Spurbal Darret avoids it if he can. He uses his ring to levitate to the hayloft, kicks down the ladder, and casts spells from the partial cover of the railing (1/4 cover). If in danger while trapped on the hayloft, Spurbal levitates down from the hayloft door and tries to escape on foot, using any spells remaining to help cover his retreat.

Development: If the characters attack the barn and win the fight, they have greatly hindered the conspiracy of the Serpent Society.

If the characters chase Spurbal from the barn and follow him, they may yet be led to the lair of Kirjali and the heart of this matter. If the characters killed Spurbal, or lost track of him entirely, there is still a chance that they can follow Dogtooth. Plus, Dogtooth can be persuaded to betray Spurbal by glib-tongued characters if he is captured. Dogtooth is near desperate to discredit or kill Spurbal in order to improve his standing with Kirjali again.

Alternatively, some or all of the characters might have managed to sneak up on the barn quietly. In the daytime, they can actually approach the barn more easily, as the troglodytes are hiding inside to avoid the sunlight. When the characters are right up to the barn, the foes inside can finally make Listen checks against the characters' Move Silently checks. If detected, combat occurs. If not detected, the characters might overhear the following with a successful Listen check (DC 10):

Dogtooth: "...understand is why you would jeopardize the plan like this?"

Spurbal: "I have jeopardized nothing! The High Herald is dead, the papers are in place, and the Yeomanry will be implicated."

Dogtooth: "Which will mean nothing to her since it

happened in Blerfeld! He was to die in Nume Eor!"

Spurba: "She will appreciate the complexity of the task, and that I could accomplish it at all. Doubtless you would have waited by the side of the road with your lizards and just pounced on him as he rode past."

Dogtooth: "Mark my words, Spurba Darret, you will fall out of her favor yet, and then you had best watch your back. I will go back to the sinkhole and tell her of your incompetence."

Painted around the inside of the barn are several crude sketches of a creature with a female torso and head but a snake's bottom half. The snake is rising out of a hole in the earth in the sketches. One drawing, captioned in orc, shows a crude map with an arrow pointing from some sort of building to a hole. This should give characters the chance to figure that there is something important nearby. Even if they don't make it to the lamia's lair, they can still prove that the assassination was a ploy to plant forgeries.

Treasure: In the loft of the barn is a makeshift study. A writing desk here has sheets of vellum spread on it. Seven sheets of vellum have partial letters written on them, allegedly in the King's name, but they are obvious forgeries being practiced. An eighth scroll has a broken seal of the King's on it. This scroll reads in the King's own hand:

Kimbertos by the grace of the gods King of Keoland,

To all our subjects to whom this present writing shall come, know you that Herblot Grame of Brookreeds in the Barony of Westgate has, for the Accomplishment and performance of certain Covenants of Marriage made between he the said Herblot Grame and the family of Billem Ketching of same Barony and for diverse other good causes and considerations, been offered, delivered, and confirmed by this my present Deed Title and Ownership to the Ketching Estate and grounds. Further, that he and his heirs may henceforth use the title of Baronet and the wife of Herblot Grame shall be Lady Pi'el Grame.

The grounds of the estate shall include those shown in the records for such estate held in Millen, but shall also include the watercourse called Pudding Pond and the meadows and wooded grounds lying between there and the manorhouse. Let all know that it is my intent that the new Baronet of Ketching has been granted with hereditary rights said properties, with the promise that they shall be cared for as befitting this station as well as all future needs and purposes to which the King may require.

My hand and seal the fourteenth day of Harvester in the Common Year five hundred ninety____

His Peerless Majesty, the King of Keoland, Kimbertos Skotti, Lord of Gran March, Plar of Sterich, Protector of the South

ENCOUNTER 10: THE SINKHOLE

There are only a few ways for the characters to progress to

the sinkhole entrance: follow or track Spurba; follow, track, or trick Dogtooth into leading them here; or track it themselves.

If none of the characters have the Track feat, and if they have not followed/chased Dogtooth or Spurba, then they may have to wander or backtrack for a while, until they find a farmer who can tell them about some ruins around "a whole lot of sinkholes," five miles south of the old barn.

Again, if the characters followed so closely that they were spotted, the chase may turn into a running combat all the way to the sinkhole.

The DM needs to embellish on the following description, modifying it to fit how the sinkhole was discovered. If Spurba was closely followed, the characters might observe him levitating down the sinkhole. If Dogtooth is with the characters, he even points it out to them if they promise to kill Spurba. He is confident the party is no match for Kirjali.

The journey due south from the barn leads over increasingly rolling plains. For five miles, a clear trail can be followed along a stream. When the stream ends near a marshy lake, you see a remote field, part of an old stonewall, and the foundation of a building, its purpose long since lost with the builder. The ground is rocky and uneven here. Some wooden posts pierce the ground in various spots.

Trap: Searching the area turns up numerous sinkholes, mostly just one or two feet deep. Ten feet behind the southwest corner of the building's foundation, however, is a sinkhole that is six feet in diameter and descends much deeper. An unpleasant odor emanates from the hole, which should draw the characters' attention. There is no ladder, rope, or steps to help the characters investigate deeper, but the sinkhole does descend at a steep angle that the characters can attempt to slide down. Precautions, such as any spelunker might reasonably take, keep the characters safe, but a reckless descent can lead to a painful tumble and a troglodyte ambush below.

APL 4

↗**Slide Trap (20 ft. deep):** CR 1/2; no attack roll necessary (1d6); Reflex save (DC 20), Climb (DC 15) or Balance (DC 20) avoids; Search (DC 10).

APL 6

↗**Slide Trap (40 ft. deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20), Climb (DC 15) or Balance (DC 20) avoids; Search (DC 10).

APL 8

↗**Slide Trap (120 ft. deep):** CR 3; no attack roll necessary (6d6); Reflex save (DC 20), Climb (DC 15) or Balance (DC 20) avoids; Search (DC 10).

ENCOUNTER 11: LAMIA'S LAIR

The slide leading down the sinkhole has deposited you in what appears to be a natural limestone cave, more than 60 feet wide and 140 feet long. The cavern is a large fungal garden with striking colors and beauty. Trickling waterfalls skirt the edges of the flowstone walls and babble into pools, at the base of which the mushrooms cluster. Two giant blue mushrooms with three-foot diameter caps rise above the more mundane fungi, one off to either side of the sinkhole from which you've come. Against the far wall of the cave is a mushroom of equal width but greater height, with an amazingly colorful pattern upon its cape. As you observe, the cap stirs and unfolds into giant butterfly-like wings adorning what looks like a human girl.

There are many ways to unmask the room from these illusions, which are spelled out below. If this happens, use the following to describe the room:

Much of this cave now appears empty. There is a small pool of water, perhaps spring-fed from beneath, which has various molds and lichens growing around it. The floor of the cave is slick with water about the pool. The floor is dotted with stalagmites, some five feet tall, with several pits in the floor between them. In one area, the rough floor slants up at a 45-degree angle to where it meets the wall, forming a 10-foot slope. The ceiling vaults to 20 feet in height.

As soon as the first character enters the cavern and sees the girl, she begins to speak:

"Welcome, strangers, to this underground realm! I hope the troglodytes above did not give you too much trouble, for they are odious creatures. I do not know what brought you here, but if you will allow me, I shall tell you a tale of love and betrayal. Of a Suel wizard who dared to love a fey creature, and a rival crazed with jealousy. This rival had taken everything else the good wizard had strove for, even snatching his rightful place amongst the High Heralds of Keoland. What wicked deeds this rival worked with his magic, even transforming the good wizard's lover into a mushroom and trapping her in this cave, but love triumphs over all. The good wizard has slain his evil rival at last, and the dark spells are lifting. So, if you be beings of good heart, I bid you go forth into the upper world once more and share this tale with its happy ending, so that others may be inspired by it."

The story is, of course, a complete fabrication. The characters may attempt Sense Motive checks to see if the girl is lying (+5 modifier for hard to believe), but against Kirjali's Bluff check, that roll may be hard to make. Divination spells would be the easiest way to learn the truth, but since Kirjali has no Spellcraft, she must assume that any spell cast by the characters is offensive and that her deception has been seen through.

A good clue that something is wrong with this scene, however, is that the girl's voice is not coming from her. That is because Kirjali lacks any ventriloquism skills, and she is in fact halfway up the sloping wall.

One might also suspect something is amiss just by

talking to the illusion. Kirjali does not have much more of a story prepared than she has already given, and if the characters question it, she becomes angry and tells them to leave because "you stink too much of Keoland."

If the characters try to attack or cast a spell, Kirjali orders the troglodytes and lizards hidden in the cave to attack. The troglodytes are disguised by the illusion to look like boulders, but if a character approaches within 10 feet of a troglodyte, the monster stands up, appearing to rise out of the boulder. The lizards are disguised as the giant mushrooms surrounding the opening of the sinkhole. If the lizards or troglodytes attack while the characters still believe the illusion is real, the creatures get an automatic surprise round.

If either Spurbal or Dogtooth is present, they attack the characters as soon as the illusion is dispelled.

Kirjali is difficult to locate unless the characters either dispel her illusion, or make a successful Listen skill check (DC 25) to determine the location of her voice. If the characters seem about to locate her hidden position but have not yet dropped her illusion, then she attempts one last deception with it. She drops the illusion over the rest of the cave including the image she has been speaking for, and alters it to cover just herself. While her top half is that of a beautiful, naked woman, the bottom half of her body appears to be a long snake's tail. She warns the characters in an angry roar to "leave at once, for you have meddled in politics that do not concern you. You do not want the Yeomanry for an enemy, I assure you!" This too is another deception meant to shake the characters.

Her *major image* spell dissipates after she has been in combat for three rounds. Any damage sustained while fighting on the slope requires a Balance skill check (DC 15 +1 per point of damage taken). Failing the Balance check sends the character tumbling down the slope for 1d6 points of subdual damage. Kirjali uses *charm person* and *suggestion* on anyone trying to attack her, tricking the victims into attacking their own allies if they fail their saves. After that, she casts *mirror image* on herself and attempts to escape. She orders everyone present in the room to protect her back, and then she scales the remainder of the west slope up to the exit tunnel there. With her fast movement rate, she should be able to outpace any character trying to chase her. If by any chance she cannot, she turns and attacks, alternating between her dagger and her Wisdom-draining touch each round.

Dogtooth, the troglodytes, and the giant lizards fight to the death. Spurbal fights to the death, but only so long as Kirjali is still present. If Kirjali flees, then Spurbal tries to escape by crawling up the tunnel the characters came up through.

Creatures: This room is the lair of the lamia Kirjali, two troglodytes, and one or more giant lizards. If either Spurbal or Dogtooth is with the characters, they turn against them here, fearing the crazed lamia more than the characters.

APL 4 (EL 7)

🐉 **Giant Lizard:** hp 22; see *Monster Manual*.

🐉 **Troglodyte Cleric:** Male troglodyte Clr2; hp 20; see Appendix I.

🐉 **Troglodyte Warrior:** Male troglodyte Ftr2; hp 20; see Appendix I.

🐉 **Kirjali the Cunning (Lamia):** hp 60; see *Monster Manual*.
Possessions: masterwork dagger.

APL 6 (EL 9)

🐉 **Giant Lizards (3):** hp 22, 22, 22; see *Monster Manual*.

🐉 **Troglodyte Cleric:** Male troglodyte Clr3; hp 30; see Appendix I.

🐉 **Troglodyte Warrior:** Male troglodyte Ftr3; hp 28; see Appendix I.

🐉 **Kirjali the Cunning (Lamia):** hp 60; see *Monster Manual*.
Possessions: masterwork dagger.

APL 8 (EL 11)

🐉 **Giant Lizards (10):** hp 22, 22, 22, 22, 22, 22, 22, 22, 22, 22; see *Monster Manual*.

🐉 **Troglodyte Cleric:** Male troglodyte Clr5; hp 44; see Appendix I.

🐉 **Troglodyte Warrior:** Male troglodyte Ftr5; hp 44; see Appendix I.

🐉 **Kirjali the Cunning (Lamia, Advanced):** hp 113; see Appendix I.

Tactics: The creatures here know to attack anyone who comes down the sinkhole other than Spurbal and Dogtooth. The characters may be hampered by whatever method they used to get down the sinkhole. Most likely, the characters descended the sinkhole one at a time, since the opening is so tight. The characters may or may not have a light source at the ready when they reach the cave. Even with a light, the troglodytes were hiding and will almost surely gain surprise.

The giant lizards are able to see the characters by the dim light from the sinkhole, regardless of whether the characters have a light source. The lizards are also immune to the troglodytes' stench.

If a single character sees the illusion before everyone is in the cave, the winged girl calls out to her in Common, and asks the character to come closer. If the character complies, the creatures will attack.

Development The characters should have little opportunity to take captives during or after this battle, and Kirjali should most assuredly get away (even if a few

characters had to be slain to make sure). They should have the impression of having encountered something very powerful, if not the leader of the conspiracy.

CONCLUSION

When the characters are ready to leave the cave complex, whether by the sinkhole entrance or the escape tunnel, they find a large party of mounted men approaching the ruins around the sinkhole. This party consists of Sheriff Tommas Dolbin of Granforth and 20 of the Margravine's soldiers. They have come looking to apprehend the villains, but they settle for answers. The Sheriff patiently waits while the characters attempt to explain the situation, as they know it.

If the characters can explain the situation to the Sheriff, show him the stolen document and the practiced forgeries, and give him prisoners, then he takes them back to Granforth, where they are reunited with Stephon Kelven and Aelfric. The Yeomen thank the characters for saving the fragile relationship between Keoland and the Yeomanry.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 2: Assassination Attempt

Defeat the gnomes.

APL 4	90 XP
APL 6	150 XP
APL 8	240 XP

Encounter 4: Following the Assassin

Capture Lamarin and defeat or drive off Spurbal.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 9: The Abandoned Farm

Defeat Grether, the troglodytes, and Spurbal if he is present.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 11: Lamia's Lair

Defeat the troglodytes, lizards, and Kirjali.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1170 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 2: Assassination Attempt

Defeat the gnomes and strip them of their gear.

APL 4: L: 40 gp; C: 0 gp; M: 0
APL 6: L: 40 gp; C: 0 gp; M: 0
APL 8: L: 40 gp; C: 0 gp; M: 0

Encounter 4: Following the Assassin

Defeat Lamarin and Spurbal and strip them of their gear. It is possible that Spurbal escapes and the party doesn't defeat him until a later encounter.

APL 4: L: 78 gp; C: 1 gp; M: *potion of blur* (Value 45 gp per character).

APL 6: L: 78 gp; C: 1 gp; M: *potion of blur* (Value 45 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 8: L: 78 gp; C: 1 gp; M: *potion of blur* (Value 45 gp per character); *cloak of resistance +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character); *ring of levitate* (Value 360 gp per character).

Encounter 9: The Abandoned Farm

Defeat Grether, the troglodytes, and Spurbal if he is present.

APL 4: L: 31 gp; C: 0 gp; M: 0

APL 6: L: 33 gp; C: 0 gp; M: 0

APL 8: L: 35 gp; C: 0 gp; M: 0

Encounter 11: Lamia's Lair

Defeat the troglodytes, lizards, and Kirjali and strip them of their gear.

APL 4: L: 31 gp; C: 0 gp; M: 0

APL 6: L: 31 gp; C: 0 gp; M: 0

APL 8: L: 31 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 4: 226 gp

APL 6: 378 gp

APL 8: 890 gp

APPENDIX I: NPCS

ENCOUNTER 2: ASSASSINATION ATTEMPT

APL 4 (EL 4)

➤ **Gnomes from the Gundulren Thieves' Guild (6):** Male gnome Rog1; CR 1; Small humanoid (gnome); HD 1d6+1; hp 7; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +0 melee (1d6/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day; AL NE; SV Fort +1, Ref +4, Will +0; Str 11, Dex 14, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +2, Disable Device +5, Escape Artist +6, Hide +9, Intimidate +2, Listen +6, Move Silently +5, Open Lock +5, Spot +4, Tumble +6; Dodge.

Possessions: short sword, light crossbow, 10 bolts, leather armor.

➤ **Gnome Leader:** Male gnome Rog3; CR 3; Small humanoid (gnome); HD 3d6+3; hp 17; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +2 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +1; Str 11, Dex 14, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +4, Disable Device +7, Escape Artist +8, Hide +11, Intimidate +4, Listen +8, Move Silently +7, Open Lock +6, Spot +4, Tumble +8; Dodge, Mobility.

Possessions: short sword, light crossbow, 10 bolts, leather armor, flask of acid.

APL 6 (EL 6)

➤ **Gnomes from the Gundulren Thieves' Guild (4):** Male gnome Rog3; CR 3; Small humanoid (gnome); HD 3d6+3; hp 17; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +2 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +1; Str 11, Dex 14, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +4, Disable Device +7, Escape Artist +8, Hide +11, Intimidate +4, Listen +7, Move Silently +7, Open Lock +7, Spot +5, Tumble +8;

Dodge, Mobility.

Possessions: short sword, light crossbow, 10 bolts, leather armor.

➤ **Gnome Leader:** Male gnome Rog5; CR 5; Small humanoid (gnome); HD 5d6+5; hp 27; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +3 melee (1d6/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +1; Str 11, Dex 15, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +6, Disable Device +7, Escape Artist +10, Hide +13, Intimidate +6, Listen +9, Move Silently +9, Open Lock +7, Spot +6, Tumble +10; Dodge, Mobility.

Possessions: short sword, light crossbow, 10 bolts, leather armor, flask of acid.

APL 8 (EL 8)

➤ **Gnomes from the Gundulren Thieves' Guild (4):** Male gnome Rog5; CR 5; Small humanoid (gnome); HD 4d6+4; hp 27; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +3 melee (1d6/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +1; Str 11, Dex 15, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +6, Disable Device +8, Escape Artist +10, Hide +13, Intimidate +5, Listen +8, Move Silently +9, Open Lock +9, Spot +6, Tumble +10; Dodge, Mobility.

Possessions: short sword, light crossbow, 10 bolts, leather armor.

Gnome Leader: Male gnome Rog7; CR 7; Small humanoid (gnome); HD 7d6+7; hp 37; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +5 melee (1d6/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +7, Will +2; Str 11, Dex 15, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +8, Disable Device +9, Escape Artist +12, Hide +15, Intimidate +7, Listen +10, Move Silently +10, Open Lock +8, Spot +8,

Tumble +12; Combat Reflexes, Dodge, Mobility.

Possessions: short sword, light crossbow, 10 bolts, leather armor, flask of acid.

All APLs

➤ **Party Guards (4):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +5; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d6+2/x3, light lance) or +4 melee (1d8+2/19-20, long sword) or +2 ranged (1d6+2, javelin); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb -4, Intimidate +1, Jump -4, Listen +1, Ride +3, Spot +2; Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (light lance).

Possessions: light lance, long sword, 6 javelins, splint mail armor, small steel shield, light warhorse.

➤ **Stephon Kelvenz:** Male human Ari5; CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d6+1/18-20, rapier); AL LG; SV Fort +1, Ref +2, Will +8; Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16.

Skills and Feats: Appraise +8, Bluff +10, Diplomacy +10, Innuendo +7, Knowledge (nobility and royalty) +8, Listen +6, Ride +10, Search +6, Sense Motive +10; Expertise, Iron Will, Skill Focus (Diplomacy).

Possessions: rapier, noble's outfit, signet ring, light warhorse.

➤ **Aelfric Aelfstead:** Male elf Ftr9; CR 9; Medium-size humanoid (elf); HD 9d10+18; hp 76; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +14/+9 melee (1d8+6/17-20, long sword) or +11/+6 melee (1d8+3/x3, longspear) or +12 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +8, Ref +6, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +2, Diplomacy +2, Handle Animal +4, Heal +4, Intimidate +4, Knowledge (nobility and royalty) +4, Listen +4, Ride +12, Search +3, Spot +4; Alertness, Cleave, Dodge, Improved Critical (long sword), Mobility, Mounted Combat, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: masterwork breastplate armor, +2 long sword, light warhorse (Alnaythil), masterwork large steel shield, longspear, light crossbow, 20 bolts.

➤ **Peasant Decoys (4):** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, thrown dagger); AL N; SV Fort +0, Ref +3, Will -1; Str 10, Dex 14, Con 11, Int 10, Wis 9, Cha 9.

Skills and Feats: Craft (varies) +6, Handle Animal +3, Swim +4; Run, Skill Focus (Craft - varies).

Possessions: traveler's outfit, dagger.

ENCOUNTER 5: MEETING

APL 4 (EL 6)

➤ **Lamarin:** Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6+4; hp 26; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +5 melee (1d6+1/x3, handaxe) or +9 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion; AL CE; SV Fort +4, Ref +7, Will +1; Str 13, Dex 18, Con 13, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +9, Bluff +3, Climb +7, Escape Artist +9, Gather Information +2, Hide +11, Jump +7, Listen +7, Move Silently +9, Open Lock +9, Spot +6; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Possessions: masterwork handaxe, masterwork light crossbow, quiver of 16 masterwork quarrels, peasant's outfit, belt pouch, 5 gp, thieves' tools, *potion of blur*.

➤ **Spurbal Darret:** Male human Wiz4; CR 4; Medium-size humanoid (human); HD 4d4+4; hp 17; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20, thrown dagger); SA Spells; SV Fort +2, Ref +4, Will +6; Str 9, Dex 16, Con 12, Int 17, Wis 14, Cha 11.

Skills and Feats: Alchemy +10, Bluff +3, Concentration +8, Forgery +5, Knowledge (arcana) +10, Knowledge (history) +7, Listen +4, Spellcraft +10, Spot +4; Alertness, Heighten Spell, Improved Initiative, Scribe Scroll.

Possessions: 3 daggers, backpack, true diplomatic package, explorer's outfit.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0 – *daze, light, mending, ray of frost*; 1st – *alarm, color spray, magic missile, shield*; 2nd – *flaming sphere, invisibility, protection from arrows*.

APL 6 (EL 8)

➤ **Lamarin:** Male human Ftr3/Rog3; CR 6; Medium-size humanoid (human); HD 3d10+3d6+6; hp 37; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +7 melee (1d6+1/x3, handaxe) or +11 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +8, Will +3; Str 13, Dex 18, Con 13, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +10, Bluff +4, Climb +10, Escape Artist +10, Gather Information +3, Hide +12, Jump +9, Listen +8, Move Silently +10, Open Lock +10, Spot +7; Dodge, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Possessions: masterwork handaxe, masterwork light crossbow, quiver of 16 masterwork quarrels, peasant's outfit, belt pouch, 5 gp, thieves' tools, *potion of blur*.

➤ **Spurbal Darret:** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d4-1/19-20, thrown dagger); SA Spells; SV Fort +4, Ref +8, Will +8;

Str 9, Dex 16, Con 12, Int 17, Wis 14, Cha 11.

Skills and Feats: Alchemy +12, Bluff +3, Concentration +10, Forgery +6, Knowledge (arcana) +12, Knowledge (history) +9, Listen +4, Spellcraft +12, Spot +4; Alertness, Heighten Spell, Improved Initiative, Scribe Scroll.

Possessions: 3 daggers, backpack, true diplomatic package, explorer's outfit, *cloak of resistance* +1.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0 – daze, light, mending, ray of frost; 1st – alarm, color spray, magic missile, shield; 2nd – flaming sphere, fog cloud, invisibility, protection from arrows; 3rd – dispel magic, fly, lightning bolt.

APL 8 (EL 10)

➤ **Lamarin:** Male human Ftr4/Rog4; CR 8; Medium-size humanoid (human); HD 4d10+4d6+16; hp 57; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +9/+4 melee (1d6+1/x3, handaxe) or +13 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +9, Will +3; Str 13, Dex 18, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +11, Bluff +6, Climb +12, Escape Artist +11, Gather Information +4, Hide +13, Jump +11, Listen +9, Move Silently +11, Open Lock +11, Spot +8; Dodge, Far Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Possessions: masterwork handaxe, masterwork light crossbow, quiver of 16 masterwork quarrels, peasant's outfit, belt pouch, 5 gp, thieves' tools, *potion of blur*.

➤ **Spurbal Darret:** Male human Wiz8; CR 8; Medium-size humanoid (human); HD 8d4+8; hp 33; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d4-1/19-20, dagger) or +7 ranged (1d4-1/19-20, thrown dagger); SA Spells; SV Fort +4, Ref +8, Will +9; Str 9, Dex 16, Con 12, Int 18, Wis 14, Cha 11.

Skills and Feats: Alchemy +15, Bluff +5, Concentration +12, Forgery +7, Knowledge (arcana) +15, Knowledge (history) +10, Listen +4, Spellcraft +15, Spot +4; Alertness, Heighten Spell, Improved Initiative, Scribe Scroll.

Possessions: 3 daggers, backpack, true diplomatic package, explorer's outfit, *cloak of resistance* +1, *pearl of power* (1st), *ring of levitate**.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level): 0 – daze, light, mending, ray of frost; 1st – alarm, color spray, magic missile (2), shield; 2nd – flaming sphere, fog cloud, invisibility, protection from arrows; 3rd – dispel magic, displacement, fly, lightning bolt; 4th – phantasmal killer (2), *stoneskin*.

*See Appendix 3: New Magic Item for more information.

ENCOUNTER 9: ABANDONED FARM

APL 4 (EL 6)

➤ **Spurbal Darret:** Male human Wiz4; CR 4; Medium-

size humanoid (human); HD 4d4+4; hp 17; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20, thrown dagger); SA Spells; SV Fort +2, Ref +4, Will +6; Str 9, Dex 16, Con 12, Int 17, Wis 14, Cha 11.

Skills and Feats: Alchemy +10, Bluff +3, Concentration +8, Forgery +5, Knowledge (arcana) +10, Knowledge (history) +7, Listen +4, Spellcraft +10, Spot +4; Alertness, Heighten Spell, Improved Initiative, Scribe Scroll.

Possessions: 3 daggers, backpack, true diplomatic package, explorer's outfit.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0 – daze, light, mending, ray of frost; 1st – alarm, color spray, magic missile, shield; 2nd – flaming sphere, invisibility, protection from arrows.

➤ **Grether Dogtooth:** Male half-orc Clr 2/Ftr1; CR 3; Medium-size humanoid (orc); HD 2d8+1d10+9; hp 28; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d8+3, heavy mace) or +2 ranged (1d4+1, sling); SA Spells; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +0, Will +5; Str 16, Dex 11, Con 13, Int 11, Wis 14, Cha 8.

Skills and Feats: Bluff +4, Concentrate +7, Hide +5; Toughness (2), Weapon Focus (heavy mace).

Possessions: heavy mace, sling, 10 sling bullets, banded mail armor, small steel shield, copper unholy symbol of Erythnul.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – detect magic, guidance, inflict minor wounds, light; 1st – bane, cause fear, change self*, divine favor.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6 (EL 8)

➤ **Spurbal Darret:** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d4-1/19-20, thrown dagger); SA Spells; SV Fort +4, Ref +8, Will +8; Str 9, Dex 16, Con 12, Int 17, Wis 14, Cha 11.

Skills and Feats: Alchemy +12, Bluff +3, Concentration +10, Forgery +6, Knowledge (arcana) +12, Knowledge (history) +9, Listen +4, Spellcraft +12, Spot +4; Alertness, Heighten Spell, Improved Initiative, Scribe Scroll.

Possessions: 3 daggers, backpack, true diplomatic package, explorer's outfit, *cloak of resistance* +1.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0 – daze, light, mending, ray of frost; 1st – alarm, color spray, magic missile, shield; 2nd – flaming sphere, fog cloud, invisibility, protection from arrows; 3rd – dispel magic, fly, lightning bolt.

➤ **Grether Dogtooth:** Male half-orc Clr 2/Ftr3; CR 5; Medium-size humanoid (orc); HD 2d8+3d10+16; hp 47; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +8 melee (1d8+3, heavy mace) or +4 ranged (1d4+1,

sling); SA Spells; SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +1, Will +6; Str 16, Dex 11, Con 14, Int 11, Wis 14, Cha 8.

Skills and Feats: Bluff +5, Concentrate +9, Hide +6; Power Attack, Toughness (2), Weapon Focus (heavy mace).

Possessions: heavy mace, sling, 10 sling bullets, banded mail armor, small steel shield, copper unholy symbol of Erythnul.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – detect magic, guidance, inflict minor wounds, light; 1st – bane, cause fear, change self*, divine favor.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8 (EL 10)

☛ **Spurbal Darret:** Male human Wiz8; CR 8; Medium-size humanoid (human); HD 8d4+8; hp 33; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d4-1/19-20, dagger) or +7 ranged (1d4-1/19-20, thrown dagger); SA Spells; SV Fort +4, Ref +8, Will +9; Str 9, Dex 16, Con 12, Int 18, Wis 14, Cha 11.

Skills and Feats: Alchemy +15, Bluff +5, Concentration +12, Forgery +7, Knowledge (arcana) +15, Knowledge (history) +10, Listen +4, Spellcraft +15, Spot +4; Alertness, Heighten Spell, Improved Initiative, Scribe Scroll.

Possessions: 3 daggers, backpack, true diplomatic package, explorer's outfit, cloak of resistance +1, pearl of power (1st), ring of levitate*.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level): 0 – daze, light, mending, ray of frost; 1st – alarm, color spray, magic missile (2), shield; 2nd – flaming sphere, fog cloud, invisibility, protection from arrows; 3rd – dispel magic, displacement, fly, lightning bolt; 4th – phantasmal killer (2), stoneskin.

*See Appendix 3: New Magic Item for more information.

☛ **Grether Dogtooth:** Male half-orc Clr 2/Ftr5; CR 7; Medium-size humanoid (orc); HD 2d8+5d10+20; hp 63; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +10/+5 melee (1d8+3, heavy mace) or +6/+1 ranged (1d4+1, sling); SA Spells; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +6; Str 16, Dex 11, Con 14, Int 11, Wis 14, Cha 8.

Skills and Feats: Bluff +6, Concentrate +10, Hide +7; Cleave, Great Cleave, Power Attack, Toughness (2), Weapon Focus (heavy mace).

Possessions: heavy mace, sling, 10 sling bullets, banded mail armor, small steel shield, copper unholy symbol of Erythnul.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – detect magic, guidance, inflict minor wounds, light; 1st – bane, cause fear, change self*, divine favor.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

ENCOUNTER 11: LAMIA'S LAIR

APL 4 (EL 7)

☛ **Troglodyte Cleric:** Male troglodyte Clr2; CR 2; Medium-size humanoid (reptilian); HD 2d8+4; hp 20; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d4, 2 claws) and -1 melee (1d4, bite); SA Stench, spells, rebuke undead; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +4; Str 10, Dex 9, Con 14, Int 10, Wis 13, Cha 11.

Skills and Feats: Concentrate +4, Heal +2, Hide +1*, Spellcraft +3; Multiattack.

Spells Prepared (4/3+1; base DC = 11 + spell level): 0 – guidance, inflict minor wounds (3); 1st – cause fear*, doom, inflict light wounds, magic weapon.

*Domain spell. **Domains:** Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day).

*Troglodytes receive a +8 racial bonus to their Hide checks in subterranean settings.

☛ **Troglodyte Warrior:** Male troglodyte Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +4 melee (1d8+1/x3, longspear) or +3 melee (1d4+1, 2 claws) and +1 melee (1d4+1, bite); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref +3, Will -1; Str 13, Dex 16, Con 14, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +3, Hide +3*, Jump +3; Dodge, Multiattack, Weapon Focus (longspear).

Possessions: longspear.

*Troglodytes receive a +8 racial bonus to their Hide checks in subterranean settings.

APL 6 (EL 9)

☛ **Troglodyte Cleric:** Male troglodyte Clr3; CR 3; Medium-size humanoid (reptilian); HD 3d8+9; hp 30; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15); Atk +2 melee (1d4, 2 claws) and +0 melee (1d4, bite); SA Stench, spells, rebuke undead; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref +0, Will +4; Str 10, Dex 9, Con 14, Int 10, Wis 13, Cha 11.

Skills and Feats: Concentrate +6, Heal +3, Hide +1*, Spellcraft +4; Multiattack, Toughness.

Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0 – guidance, inflict minor wounds (3); 1st – cause fear*, doom, inflict light wounds, magic weapon; 2nd – darkness, death knell*.

*Domain spell. **Domains:** Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a

melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day).

*Troglydotes receive a +8 racial bonus to their Hide checks in subterranean settings.

➤**Troglydote Warrior:** Male troglydote Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 28; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +5 melee (1d8+1/x3, long spear) or +4 melee (1d4+1, 2 claws) and +2 melee (1d4+1, bite); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref +4, Will +0; Str 13, Dex 16, Con 14, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +4, Hide +3*, Jump +4; Dodge, Multiattack, Power Attack, Weapon Focus (long spear).

Possessions: long spear.

*Troglydotes receive a +8 racial bonus to their Hide checks in subterranean settings.

APL 8 (EL 11)

➤**Troglydote Cleric:** Male troglydote Clr5; CR 5; Medium-size humanoid (reptilian); HD 5d8+13; hp 44; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15); Atk +3 melee (1d4, 2 claws) and +1 melee (1d4, bite); SA Stench, spells, rebuke undead; SQ Darkvision 90 ft.; AL CE; SV Fort +6, Ref +0, Will +6; Str 10, Dex 9, Con 14, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentrate +8, Heal +5, Hide +1*, Spellcraft +5; Multiattack, Toughness.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – guidance, inflict minor wounds (3), resistance; 1st – cause fear*, doom, inflict light wounds, magic weapon, shield of faith; 2nd – darkness, death knell*, hold person, sound burst; 3rd – contagion*, searing light.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day).

*Troglydotes receive a +8 racial bonus to their Hide checks in subterranean settings.

➤**Troglydote Warrior:** Male troglydote Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +8 melee (1d8+5/x3, long spear) or +7 melee (1d4+2, 2

claws) and +5 melee (1d4+1, bite); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +6, Ref +4, Will +0; Str 14, Dex 16, Con 14, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +6, Hide +3*, Jump +6; Dodge, Multiattack, Power Attack, Weapon Focus (long spear), Weapon Specialization (long spear).

Possessions: long spear.

*Troglydotes receive a +8 racial bonus to their Hide checks in subterranean settings.

➤**Kirjali the Cunning (Lamia, Advanced):** CR 8; Large magical beast; HD 13d10+39; hp 113; Init +1; Spd 60 ft.; AC 17 (touch 10, flat-footed 16); Atk +16 melee (1 permanent Wisdom drain, touch) or +18/+13/+8 (1d4+4/19-20, dagger); Face/Reach 5 ft. by 10 ft./5 ft.; SA Spell-like abilities, wisdom drain; SV Fort +11, Ref +9, Will +8; Str 18, Dex 13, Con 16, Int 13, Wis 15, Cha 12.

Skills and Feats: Bluff +14, Concentration +14, Hide +12; Dodge, Iron Will, Mobility, Power Attack, Weapon Focus (dagger).

Possessions: masterwork dagger.

Spell-Like Abilities: 1/day – charm person, major image, mirror image, and suggestion. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Wisdom Drain (Su): By making a successful touch attack, a lamia permanently drains 1 point of Wisdom. Lamias try to use this power early in an encounter to make foes more susceptible to charm person and suggestion.

APPENDIX 2: GRANFORTH

👑Granforth (large town): Conventional; AL LN(G); 3,000 gp limit; Assets: 720,000 gp; Population 4,850; Mixed (human 97%, halfling 2%, other 1%).

Community Authorities: Margravine's Steward Pethom Deror (Male human Ari6), Captain Bertha Waldren (Female human Pal5), Mayor Devid Amdor (Male human Ari4/Brd1), Sheriff Tommas Dolbin (Male human Ftr5).

Important Characters: Murik (Male human Clr3 of Fharlanghn, painter), Jaranna Rider (Female human Clr1/Exp4, horse trainer), Otho Reltin (Male human Exp2, cartographer), Marno Dolbin (Male human War2, woodworker), Saldo Crumpler (Male halfling Com2/Rog1, hay merchant, councilman), Dohram Dasper (Male human Exp3, bleacher, tanner, and councilman), Uben Gunder (Male human Exp3, harness-maker, councilman), Artina Nodel (Female human Com2, innkeeper, councilman), Rannos Peppen (Male human Exp3, leatherworker), Elwit Malugern (Male gnome Ftr1/Exp2, silversmith).

Overview

The town of Granforth is the seat of power for the March of Blerfield. The northwest corner of town wraps around Lake Bler, while the south end of town touches the King's Road. Only one part of town, the Margravine's Quarter, is walled. The rest of the town is divided into two quarters, the Market Quarter and the Lake Quarter. There was at one time a fourth quarter, but the King's Quarter was slowly absorbed into the increasingly affluent Market Quarter. Between these two quarters is a contested, buffer zone commonly referred to as "No-Man's Land." The halfling minority, and not a few rogues, can be found in this area.

Margravine's Quarter

Character: Militant elite, wealthy.

Businesses: Castle Granforth, Town Hall

Prices: 125% normal.

Gold Piece Limit: 3,000 gp.

Buildings: Freestanding estates.

Guard Detail: 50 of the Margravine's Guard, patrolling in groups of 7-12.

Lake Quarter

Character: Old, rustic, fishy.

Businesses: Fish market, artisans' shops, taverns.

Prices: normal.

Gold Piece Limit: 2,000 gp.

Buildings: Row houses, warehouses.

Guard Detail: 24 of the Sheriff's Town Watchmen, patrolling in groups of 5-8.

Market Quarter

Character: Cosmopolitan, yet spiritual.

Businesses: Chapels to Heironeous and Ehlonna, Horse Market, two inns (one being the Galloping Goblin), shrines to Phaulkon, St. Cuthbert, and Fharlanghn.

Prices: normal.

Gold Piece Limit: 1,000 gp.

Buildings: Row houses, large plazas.

Guard Detail: 24 of the Sheriff's Town Watchmen, patrolling in groups of 7-10.

APPENDIX 3: NEW MAGIC ITEMS

Ring of Levitate

This ring is silver flecked with green malachite. Once per day, by activating the ring, the wearer is affected as if by a levitate spell.

Caster Level: 3rd; **Prerequisites:** Forge Ring, Levitation; **Market Price:** 2,400 gp.

Player Handout 1

Kimbertos by the grace of the gods King of Keoland,

To all our subjects to whom this present writing shall come, know you that Herblot Grame of Brookreeds in the Barony of Westgate has, for the Accomplishment and performance of certain Covenants of Marriage made between he the said Herblot Grame and the family of Billem Ketching of same Barony and for divers other good causes and considerations, been offered, delivered, and confirmed by this my present Deed Title and Ownership to the Ketching Estate and grounds. Further, that he and his heirs may henceforth use the title of Baronet and the wife of Herblot Grame shall be Lady Pi'el Grame.

The grounds of the estate shall include those shown in the records for such estate held in Millen, but shall also include the watercourse called Pudding Pond and the meadows and wooded grounds lying between there and the manor house. Let all know that it is my intent that the new Baronet of Ketching has been granted with hereditary rights said properties, with the promise that they shall be cared for as befitting this station as well as all future needs and purposes to which the King may require.

My hand and seal the fourteenth day of Harvester in the Common Year five hundred ninety____

His Peerless Majesty, the King of Keoland, Kimbertos Skotti, Lord of Gran March, Plar of Sterich, Protector of the South

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.