

YEO1-04

Rogue Rescue

A One-Round D&D LIVING GREYHAWK®

Yeomanry Regional Adventure

Version 2

by Kevin Freeman

A criminal mastermind is seeking political asylum in the Yeomanry from the Hold of the Sea Princes. The Grosspokeswoman of the city of Newick has asked you to meet her at the border and escort her to the city in hopes that she will have valuable information at her disposal. Is her quest for asylum legitimate, or merely a ruse?

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Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly

recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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:

- **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.
- **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 game masters are performing, or the game master wants feedback on his or her own performance.
- **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" among 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderate-size realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central-valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

The Hool Marshes

The Hool Marshes is dreary, foreboding marshlands filled with quaking mires and bottomless pools. It serves as a natural boundary between the Yeomanry and the Hold of the Sea Princes to the southeast. It is a wild land that is claimed by neither, and travelers through its murky waters are a rarity. The Hool is home to countless humanoids and monsters, including a number of renegade cults.

DM's Introduction

Della, "the Rogue-Queen of Monmurg," is well known among people familiar with the seedy underbelly of the Hold of the Sea Princes. For years, Della was in control of a large black market and criminal network in Monmurg. She had dozens of rogues, thieves, and mercenaries in her employ, who would steal, spy, and even kill for her. Her operation had been quite successful, and she had become a very wealthy woman as a result. However, in 584 CY, the Scarlet Brotherhood invaded the Hold and assassinated a number of nobles who lived therein. The remaining nobles surrendered almost immediately, and in effect, the Hold was completely under the control of those loyal to the Scarlet Sign. While much of the land has been reclaimed from the Scarlet Brotherhood in recent years, Monmurg remains under its firm control. Della's operation, while evil in its intent, was considered to be a threat to the control that the Scarlet Brotherhood had over the city. As such, they desired to oust Della and her network and take over her operations for themselves. Della refused to allow the Scarlet Brotherhood access to her operation, and an "underground war" of sorts flared up between her people and Agents of the Scarlet Sign. Between 585 and 590 CY, dozens of lives were lost on both sides. Unfortunately, the manpower of the Scarlet Brotherhood was too much for Della and her followers to resist. Outmatched and sensing imminent defeat, Della decided to flee. She packed her personal belongings, readied her mount, requested one personal escort, and exited the city walls under cover of darkness. Her headquarters were discovered and raided mere

hours after her departure. Her partners were killed or captured and her operation destroyed. Fearing for her life, she fled northward, along with her most trusted man, toward the Yeomanry in hopes that that country would grant her asylum. Scarlet Brotherhood Agents followed close behind in an attempt to catch her before she reached the border.

Freeholder Marius Lindon has learned through Yeoman spies in the Hold of the Sea Princes that the Rogue-Queen was fleeing to the northwest toward Newick, a medium-sized Yeoman city near the southeastern border. He contacted the Grosspokeswoman of Newick, Melinda Wendolene, and told her to gather an adventuring group loyal to the Yeomanry to rendezvous with Della at a designated meeting point near the border. A representative of Melinda contacts the PCs in hopes that they accept the task.

Unknown to the PCs, the Grosspokeswoman, and even the Freeholder himself is that Della, the "Rogue-Queen of Monmurg," is, in fact, a medusa. Only a select few people in Monmurg, primarily those closest to her, knew this fact as well. Della usually doesn't contact her followers personally. Instead, she uses her most trusted advisers to give directions to her people personally. She also is a master of disguise; thus when she does go out in public, people have no idea what she really is when they gaze upon her visage. With this said, the PCs should have no clue as to her true nature before their rendezvous.

The DM should make the players aware of the political nature of the region. Parts of the Hold of the Sea Princes, including the city of Monmurg, are under the control of the Scarlet Brotherhood and many of its citizens, including its soldiery, have been pressed into service by this organization.

Adventure Synopsis

This adventure begins in the city of Newick, in the Southeastern Yeomanry. The city rests in a fertile stretch of land at the confluence of the Javan and Burn Rivers. It is the home to about 1,400 people, mostly of human descent. The specific layout of the town is unimportant for the purposes of this adventure. It merely serves as a backdrop for the adventure's beginning. In Newick, the PCs are approached by Kiers, an envoy who represents Newick Grosspokeswoman Melinda Wendolene. He recognizes the PCs as adventurers and tells them that their Grosspokeswoman has need for them. He tells them that Della, the "Rogue-Queen of Monmurg," is defecting from the Hold of the Sea Princes and seeks asylum in the Yeomanry. The PCs are to meet her in neutral territory close to the Hold's border and escort her to Newick, the closest sizable city. He can give the PCs a little background about Della, and tells them that the

information that she has at her disposal could be very useful to the Yeoman government. He offers them no monetary reward; instead he says that the PCs should perform this service to the Yeomanry because of duty and loyalty. To assist them in their mission, he provides the PCs with official documentation marked with Grosspokeswoman Wendolene's seal.

The rendezvous point is located inside an abandoned guard station a day's ride south of the hamlet of Trevorton. This requires the PCs to pass through a portion of the Hool Marshes, although no actual encounters come as a result. Shortly after the PCs arrive, two horsed figures approach, one male and one female. The female keeps her face covered. The male identifies himself as Cal, the Rogue-Queen's primary advisor. The Rogue-Queen does not speak, and if asked why she keeps her face covered, Cal breaks in to claim that she does not wish to be identified by those who may know her. PCs remove her veil at their own risk! Cal officially asks the PCs for asylum in the Yeomanry, and they indicate their wish for the PCs to escort them there. He says that the Rogue-Queen offers them a sizeable sum to see her through safe passage to Newick.

Unbeknownst to the Rogue-Queen, the two have been pursued closely by a group of Hold of the Sea Princes guardsmen, working under the auspices of the Scarlet Brotherhood, set out to prevent them from entering the Yeomanry. In recent weeks, Cal had been debating whether or not to betray the Rogue-Queen for a pardon and a sizeable sum of money. Before her flight, he made up his mind and agreed to their terms. He tells the Scarlet Brotherhood when they are leaving and where the rendezvous point is. The agents approach the ruined tower just as the PCs are exiting and attack without warning. Knowing that Della will fight the agents with the assistance of the PCs, Cal pleads for her to flee. When she does not, he spurs his horse and gallops away, supposedly for his life. In fact, Cal circles back to spy on the combat, and assuming the PCs defeat the agents, he heads back into the Hold. Under no circumstances will Della reveal her true nature in this encounter. She will defend herself with her crossbow and dagger.

After this encounter, the PCs begin their escort of the Rogue-Queen to Newick. She does not talk much, but when she does, she tends to be rude and somewhat hostile—certainly unappreciative of what the PCs are doing for her. They eventually approach the Yeoman border and an occupied guard post. The soldiers therein have not seen action in some time, and are quite bored. They proceed to harass the adventurers by insulting them, telling them to "get real jobs," and the like. One of them makes off-color comments to Della. She rides toward the guard while pretending to be appreciative of his "compliments." She asks if she may kiss such a handsome man, and he happily agrees. She proceeds to remove her veil and turn him to

stone. The remaining guards cower in fear and flee to the north. Della only laughs and covers her face. This event provides considerable role-playing opportunities.

The PCs continue to escort Della toward Newick. The next day they are approached by a mounted, armored man, his standard bearer, and a number of escorts. He identifies himself as Emory Durell, a Yeoman Freeknight. He says he has received reports about the PCs' earlier encounter with the patrol, and would like to find out for himself what is happening. He is quite direct and very concerned about the death of the guardsman, and the PCs have to do their best to keep Della from lashing out at him. The PCs must convince Durell of their mission in order for him to let them pass. Anything less could result in the Rogue-Queen attempting to petrify the Freeknight, which would either ruin the PCs' mission or would require further explanation once the PCs reach their goal in Newick.

Another day into their journey toward Newick, Cal sets his last-ditch plan into motion. He, along with a group of mercenaries (primarily Amedian savages), approaches the PCs as they make camp, when they are least prepared. He tells her that he had been well paid to follow and eventually destroy her, and when the first attempt failed he retreated to get reinforcements for a second attempt. His cowardice was merely a ruse. When his first encounter with the PCs failed, the Scarlet Brotherhood powers-that-be told him not to fail again. If Della were not captured or killed, he certainly would take her place!

Cal attempts to convince the PCs to stand aside—he tells them that Della would be nothing but a menace to the people of the Yeomanry. He is very charismatic, and should be quite convincing. If Cal and his escort are allowed to capture or kill the Rogue-Queen, the PCs will not be attacked, and Cal offers them a sizeable sum in gold. The final outcome depends upon the PC's own decisions about what would be better in the long run. If the PCs defend Della and defeat Cal and his cohorts, she is truly grateful, and she gives them a reward of her own once they safely reach Newick.

In Newick, Della and the PCs are brought before the Grosspokeswoman. Her reaction to the Rogue-Queen depends upon how many people (including a PCs) she has turned to stone during the course of the journey. The more people she petrified, the more of a danger she is considered to be. Della is courteous, albeit reserved, to the Grosspokeswoman, and assuming the casualties are relatively low she is given ownership of an abandoned tower near the Javan River to begin her life anew. As payment, Della is to provide the Yeomanry with occasional service—probably in the form of information about the underworld of the Hold of the Sea Princes and the Scarlet Brotherhood. The PCs are thanked for their

service to the spear and are sent on their way. So ends "Rogue Rescue."

Players' Introduction

The pleasures offered by the city of Newick are a welcome break from the trials and tribulations of adventuring. For the last few days you have slept in real beds, have eaten hot meals, and have drunk an ample supply of cool ale at the friendly Jumping Monkey, an inn and tavern near the mighty Javan River. However, despite your relative comfort, the thrill of adventure beckons, and it is only a matter of time before you set out to seek glory once again.

In preparation for heading out of town, you find yourselves at the market to resupply for the long journey ahead. The market is quite crowded as hundreds of townsfolk gather to make purchases of all sorts. You cling to your coin pouches and valuables in an effort to ward off the ubiquitous pickpockets.

At this point, allow the PCs to buy and sell any items they might need. As Newick is a fairly active port city, all items, with the exception of those forbidden by Living Greyhawk guidelines, are available at standard Players' Handbook prices. When the PCs have concluded their shopping, continue.

Through the crowd you see a pair of Yeoman soldiers accompanying a man dressed in fine robes. He is talking to a street vendor that you had just been haggling with, and the group turns in your direction as the vendor points you out to the man. Seeing you, the well-dressed man smiles and walks toward you, guards by his side.

Give the players a chance to react - if they are feeling especially guilty and flee immediately from the trio, they might miss the adventure entirely. Asking around in the marketplace (Gather Information check DC 5) will indicate that the man is the assistant of the Grosspokeswoman and was looking for a group of adventurers to hire.

"Friends! Champions of the Spear! It is good to find you," he says. "My name is Kiers, steward for the Grosspokeswoman of Newick, Melinda Wendolene. We have an important matter of state that requires the assistance of a group such as yours. If you are interested, please, come with me." He motions for you to walk with him and his guards.

If the PCs ask for more specific information about the mission, Kiers says that he happily will accommodate them once they reach the relative quiet of more private environs, as the mission is of a sensitive nature. If the PCs refuse to accompany him without more information, he mutters that he expected more from adventurers.

If the PCs do not relent, Kiers wanders off to find different volunteers, and the adventure essentially is over. Assuming the PCs accompany Kiers, continue reading or paraphrasing.

The steward leads you through the crowded market to a waiting carriage pulled by two elegant horses. A third guard, dressed similarly to the first two opens the carriage door for you. When you are securely inside, the carriage lurches forward.

Kiers conducts small talk with the PCs - asking them their names, where they are from, what their specialty is, et cetera. He will not discuss the mission, saying that their mission "requires extreme discretion" and should not be spoken of in public.

After a few moments, you find yourself at the steps of the Office of the Grosspokeswoman. Kiers leads you up the stairs, through the double doors, and into an elegantly furnished sitting room. He sits nearby, motions for a servant to bring refreshments, and speaks.

"As you may know, friends, relations between us and the Hold of the Sea Princes are far from civil, especially since the Scarlet Brotherhood's agents have been involved in their politics. For the last few years countless numbers of citizens of the Hold have fled their homes to the Yeomanry, where we unconditionally offer them the freedom that they so sorely lack, provided that they are productive citizens." "Most of the people crossing the border into the Yeomanry are farmers and merchants, along with the occasional soldier or minor government official. There are many undesirables we have to turn back at the border. Escaped savages which the Brotherhood used as shock troops abound, and people bearing both plague and new religious cults have made their way into the Hool Marsh from the Hold of the Sea Princes and now dwell there. The Hool Marsh is fifty miles wide, made of quaking bogs and bottomless pools, filled with monsters and lizard men, and is a politically neutral territory between our two countries."

"We have learned that a citizen of great importance in the Hold seeks asylum in the Yeomanry. She goes by the name Della, but she is better known as the Rogue-Queen of Monmurg. Supposedly, she was in charge of a vast underground criminal network in that city that had ties to the government, the thieves' guild, and other spheres of influence. As such, she surely has access to an incredible amount of information that the Grosspokeswoman and Freeholder would find incredibly useful."

"Despite its criminal nature, her organization has been at odds with the Scarlet Brotherhood, and has been working toward the liberation of Monmurg. We have learned that the Brotherhood has cracked down on her and crushed her entire organization. As we speak, she

is fleeing to the north, into the Hool Marsh, with a small entourage." "This is a neutral region and we cannot afford to send in regular troops to ensure the Rogue-Queen's safe journey. Furthermore, we cannot put out word to the Border Guard to expect her arrival, because spies of the Brotherhood are everywhere. We need a group such as yours to meet her once she crosses the border into neutral territory and escort her back to Newick. Undoubtedly the Brotherhood will have forces dedicated to her capture, so be wary of that. Horses are being prepared for you as I speak. I wish you luck!"

PCs who ask about payment for this job are given cold stares by Kiers. He says "your government needs you," and mentions that Yeoman PCs' loyalty to their state should be more important than any material gains that they might desire. For out-of-region PCs, he says that he hopes they will take on this task as a gesture of cooperation between their country and the Yeomanry. If the PCs refuse the mission, Kiers reluctantly accepts their decision but asks that they mention this information to no one. He makes it clear that sharing the details of this conversation with anyone else would be considered treason (for Yeomen) or espionage (for foreigners) and would result in their arrest and trial. From there, the adventure is over. If the PCs accept, Kiers tells them that the arranged meeting place is an abandoned guard tower, a legacy of a time when the Yeomanry's borders stretched farther to the south and east. It lies approximately a day's ride southeast of the Yeoman hamlet of Trevorton through the fringes of the Hool Marshes. They are given a map to help them find their way, as well as an official proclamation from Kiers stating that the PCs are on official Yeoman business.

Encounter 1: Rendezvous Point

The journey from Newick to Trevorton takes two days - one day from Newick to Thurmaster and one day from Thurmaster to Trevorton, and is uneventful.

After the first day of uneventful travel through the Haranshire, you travel south along the edge of the Tors, skirting the western edge of the swamp as you make your way down to Trevorton. The imposing mesas that loom on your right are known to be the dwelling place for tyrgrs and worse, but none of these threats make themselves evident.

Trevorton is a sleepy town supporting an area of approximately 300 citizens who make their living through fishing, gathering, hunting, and a little farming. There is one decent inn, the Cypress Grove, in which the PCs can rest. The PCs should not spend too much time tarrying in town.

Trevorton (hamlet): conventional; AL NG; 100gp limit; Assets 1,500gp; population 296; isolated (96% human, 2% halfling, 1% elf, 1% other).

Authority Figure: Mayor Offa Parnell, male human Ariz.

Important Characters: constable Mervin, male human War3; Innkeeper Jake Tidrow, male human Com2.

From Trevorton, the PCs enter the Hool Marshes and make their way southeast toward the rendezvous point. While there are no encounters in this area, the DM should hint that the PCs have left the relative safety of the Yeomanry and have entered neutral, untamed lands. The DM also should describe the swamp in haunting detail, including the constant stinging of insects, the smell of rotting vegetation, strange noises in the distance, and the like. All Yeomen know that the swamp is inhabited by lizard men and all manner of foul creatures.

Trevorton disappears behind you, the last outpost of civilization before the untracked land of the Hool. Quaking mires and seemingly bottomless pools stud the landscape. Mist and rushes limit your visibility considerably. The stench of the swamp clings to you, as buzzing insects of all sorts torment you and your mounts. Your map claims to show a dry enough path to the old guard tower that your horses can navigate, but you begin to wonder while mud covers your mounts' flanks as you struggle through the mire.

The locals in Trevorton were quite explicit about the lizardfolk and other creatures that live all around the area. Odd noises in the distance make their way to you through the heat; you find it hard to tell what direction they come from or how far away they are. The occasional snake or crocodile slithers away at your approach, watching you balefully from a distance.

Once the PCs are suitably paranoid, read the following:

After hours of sloshing through stagnant water, you approach a small hill that appears free of water. You push yourselves up the hill toward its crest. As you walk, you see a ruined tower peeking through the foliage. While the lowest level of the tower remains somewhat intact, the upper levels are gone, their remnants scattered about the hill. Sunlight penetrates the trees and peers through the gaping holes in the walls and ceiling of the tower. Surely this is the meeting point of which you were told.

The PCs wait for some time. Once the group has had time to make preparations, read the following:

After a significant wait, you hear the telltale sound of horses clomping through the shallow water. You watch as two horsed figures reach the

crest of the hill. One is a dark-haired man in black leathers on a large brown horse. He looks around suspiciously. The other is a shapely woman in riding leathers riding sidesaddle on a beautiful tan gelding. She wears a deep cloak that is pulled over her head and face. An elegant crossbow rests in her lap. She does not look up as they approach.

These two riders are, in fact, Della, the Rogue-Queen of Monmurg, and her escort, Cal. They have ridden hard for hours and are tired and hungry. If the PCs do not make themselves apparent (and Cal fails his Spot check versus their Hide) the pair will ride up and rest near the tower, concealing their mounts behind the ruins.

In the first meeting between the two parties, Cal does all of the talking. He makes it clear early on that he trusts neither the PCs nor the Yeomanry, and he agreed to this merely to save the life of Della. Della remains hooded and quiet, and if she is asked direct questions, Cal rudely interrupts. If asked why she covers her face, Cal answers that Della is in hiding and does not wish to make her identity known until she is safely within the Yeomanry. He demands to see proof that the PCs are who they say they are. Once he is satisfied with their documentation, Cal claims that the PCs will be well rewarded for their effort to bring the two to safety. He does not tell them of what the reward consists.

Allow the PCs a few minutes to role-play this situation. Cal should continue to be somewhat rude to the PCs during negotiations, and Della remains quiet. Once the conversation has concluded, read or paraphrase the following, modifying it if the PCs have taken special precautions against ambush. Cal will do everything in his power to delay here until the riders appear, even if warned of approaching riders by the PCs, with excuses about the tiredness of their horses.

Your conversation is interrupted by the sounds of galloping horses splashing through the mire. Before you can ready yourselves, several mounted figures crest the hill, their swords menacingly brandished. As they approach, you clearly see the symbol of the Hold of the Sea Princes emblazoned on their tunics. They threateningly move to encircle your group.

Seeing the approaching riders, Cal yells to Della. "We are discovered! Mistress, we must flee! We shall have a fate worse than death if we are captured!" He spurs his horse away down the hill.

The Rogue-Queen turns her head toward Cal and speaks through her hood for the first time. "Cowardly fool!" she yells, her voice full of stern disappointment. "I'll turn my dagger on myself before I let myself be captured." With this, she grabs her crossbow and aims it toward the nearest horsed figure. With this, they charge!

Unbeknownst to Della and the PCs, Cal has carefully coordinated this encounter with the attackers. His feigned cowardice is merely a way to get him away from the combat. Although he was paid handsomely to betray Della, he has no desire to see her slaughtered. He rides a safe distance away and views the combat from afar. Assuming the PCs are victorious, he returns to the Hold of the Sea Princes for reinforcements in order to make a second attempt on Della's life.

Only in the direst of circumstances will Della reveal her true nature at this point. She will assist the PCs with her crossbow as necessary. The encounter is powered such that the PCs should have little trouble dealing with the Sea Princes thugs sent after the group by the Scarlet Brotherhood. Nevertheless, should things go quite poorly for the PCs, Della will attempt to petrify any enemy that closes with her in melee combat.

The DM should note that the ELs of these encounters are higher than typical for the Tier given the assistance the PCs will be given by Della. The group's leader, Myrdin, is a monk of the Scarlet Brotherhood himself and will direct the assault intelligently. He knows Della's true nature and will not expose himself to her gaze attack. He has not seen fit to inform his thugs, however, of this "need to know" information.

Della, the Rogue-Queen of Monmurg, medusa: CR 7; Medium-size Humanoid; HD 6d8+6; hp 33; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +3 natural +1 ring); Atks: +9 ranged (1d8/19-20, light crossbow) or +2 melee (1d4/19-20, dagger) and +2 melee (1d4+poison, snakes); SA petrifying gaze, poison; AL LE; SV Fort +3, Ref +7, Will +6.

Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 15.

Skills: Bluff +11, Disguise +11, Move Silently +10, Spot +10; **Feats:** Point Blank Shot, Precise Shot, Quick Shot.

SA: Petrifying Gaze (Su)—30 ft. range, Fortitude Save (DC 15) to avoid; **Poison (Ex)**—1d6 Str initially, 2d4 Str secondary; Fortitude Save (DC 15) to avoid.

Equipment: dagger, ring of protection +1, light crossbow, 10 bolts, 10 keen bolts.

Note: see "Running Della" at the end of this adventure for tips on how to role-play Della to maximum effect.

Tier 1 (EL 5)

Myrdin, male human Mnk3: CR 3; Medium-size Humanoid; HD 3d8+3; hp 21; Init +6 (Dex, improved initiative); Spd 40 ft.; AC 15 (+2 Dex, +3 Wis); Atks +2 melee (1d6+2, hand); SA stunning attack; SQ still mind; AL LE; SV Fort +4, Ref +5, Will +8.

Str 14 Dex 14 Con 12 Int 10 Wis 16 Cha 9.

Skills: Balance +8, Climb +5, Hide +6, Jump +5, Move Silently +8, Swim +4, Tumble +8; **Feats:**

Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will.

SA: *Stunning Attack* (Ex)—once per round, four times per day, opponent must make successful Fortitude save (DC 16) or be stunned for one round.

SQ *Still Mind* (Ex)—+2 to saves versus enchantment spells or spell-effects.

Equipment: riding horse, pouch containing 12gp and 19sp.

Sea Princes Thugs, human War1 (6): CR 1/2; Medium-size Humanoid; HD 1d8; hp 8 each; Init 0; Spd 30 ft.; AC 15 (chain shirt); Atks +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +2, Ref 0, Will 0.

Str 15, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

Skills: Climb +3, Intimidate +1, Jump +3, Ride +1, Swim +3; Feats: Endurance, Weapon Focus (longsword).

Equipment: chain shirts, longswords, light crossbows with 10 bolts each.

Tier 2 (EL 5)

Myrdin, male human Mnk4: CR 4; Medium-size Humanoid; HD 4d8+4; hp 26; Init +6 (Dex, improved initiative); Spd 40 ft.; AC 15 (+2 Dex, +3 Wis); Atks +3 melee (1d8+2, hand); SA stunning attack; SQ still mind; AL LE; SV Fort +5, Ref +6, Will +9.

Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 9.

Skills: Balance +9, Climb +6, Hide +7, Jump +5, Move Silently +9, Swim +4, Tumble +9; Feats: Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will.

SA: *Stunning Attack* (Ex)—once per round, four times per day, opponent must make successful Fortitude save (DC 16) or be stunned for one round.

SQ *Still Mind* (Ex)—+2 to saves versus enchantment spells or spell-effects.

Equipment: riding horse, pouch containing 12gp and 19sp

Sea Princes Thugs, human War1 (8): uses stats above.

Tier 3 (EL 7)

Myrdin, male human Mnk4: use stats above (Tier 2)

Sea Princes Thugs, human War2 (6): CR 1; Medium-size Humanoid; HD 2d8; hp 9 each; Init +0; Spd 30 ft.; AC 15 (chain shirt); Atks +6 melee (1d8+2/19-20 longsword) or +2 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref 0, Will 0.

Str 15, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

Skills: Climb +4, Intimidate +2, Jump +4, Ride +2, Swim +4; Feats: Endurance, Weapon Focus (longsword).

Equipment: chain shirts, longswords, light crossbows with 10 bolts each.

Cal is as disloyal and greedy as he is evil. He has served as Della's chief advisor and information gatherer for nearly three years. However, when Della's operation was discovered, he quickly changed sides after being offered a considerable amount of money to betray her. He has no regrets doing what he doing, as he never personally liked the Rogue- Queen. He will do what he has to in order to survive.

The attackers will fight until half of their numbers are killed, when Myrdin calls for the retreat. If Myrdin is killed, the remaining Thugs must make a Willpower save (DC 12) to continue fighting. Otherwise they flee into the swamp back toward the Hold of the Sea Princes.

Once the thugs are defeated, Della thanks the PCs for their effort, and then quickly changes the subject to Cal's cowardice. She goes on about this for some time, much to the chagrin of the PCs.

Encounter 2: Border Patrol

After a hard day's ride, Della and the PCs reach the Yeoman border on their way toward Newick. There is no demarcation for the border, as the PCs are not traveling along any recognized road. If the PCs decide to rest here, they may do so without incident. Another hour into the journey, the PCs come across a minor road heading in a northerly direction. Another hour later, a guard tower, not unlike the one encountered earlier (but in much better condition) is seen on the horizon. When the PCs approach the tower, read or paraphrase the following:

Following the recently discovered road, you come across a guard tower, similar to the one where you met Della, but newer. A Yeoman flag flaps in the wind on a high pole atop the tower. Several men, probably Yeoman soldiers, mill about on and near the tower. Some watch you intently from the roof, while others peer at you from the ground. They lean on their spears and murmur to one another as you approach.

Upon reaching the tower, two of the soldiers, both men, move toward you. They look dirty and unshaven. One of the soldiers, a tall man with curly, dark hair lowers his spear and speaks.

"Halt, friends, and state your business," he says in a low, gravelly voice.

Eight soldiers are stationed in this guard tower. Each of them is armed with spear, dagger, and light crossbow and wears leather armor and a small metal shield emblazoned with the three-spear motif of the Yeomanry. The soldiers have been here for several weeks. Due to the remote location of this post, the men have seen very few travelers and are quite bored. Seeing that the PCs obviously are adventurers of some sort, the guards decide to have a little fun with them. If, by chance, the PCs have disguised themselves as

commoners or something similar, the DM should improvise this encounter to fit the situation.

The PCs may tell the question-asking guard whatever they like. So long as their explanation seems logical and honest, he lets them pass. As they walk past the guards, continue with the following:

After you state your reasons for entering the Yeomanry, the spear-wielding guard lowers his weapon and lets you pass. The remaining tower guards eye you as you walk. Many of them grin ear-to-ear as you do. Then from atop the tower, one of them yells at you.

"Hey! Slay any dragons today?" The rest of the troop cackles madly at the barb. He continues. "You know, we won't tolerate you mercenary-types here in the Yeomanry. Ya better keep yourselves under control, lest ya get a beatin!" Again, mad laughter.

Allow the heckling to continue for as long as you deem necessary. At some point, if there is a woman in the PCs' group, the guards begin to make catcalls at all of them, including Della. If Della is the lone female, she is the recipient of all the guards' attention.

"Hey you! Sister! You're quite the looker." A guard near the tower door motions to Della. "What do ya say and come over here and give me a big kiss so's I can see yer face. I bet it's as nice as the rest of ya!" The rest of the men laugh roughly, and the edge to their jesting sounds uncomfortably cruel.

Della turns toward you and says "Don't worry. I'll handle this." She spurs her horse and trots toward the guard. Near him she dismounts. In a sultry voice she purrs. "Do you like what you see, handsome? For someone as brave and strong as yourself, I'd happily give you a kiss." She strokes his face with her delicate hands. With one hand she turns his head toward her, and with the other she removes her heavy cowl.

Suddenly, he looks at Della in sheer horror. Where you expected to see an attractive human woman, you instead see a twisted, grotesque face and head. Her eyes, wide as saucers, peer deeply at the frightened guard. Atop her head slither perhaps a dozen small green snakes. Each snake hisses madly. The guard screams, his voice a pitch you've never heard come from a man before. As you watch, his skin color begins to fade. His movement stiffens, and his scream is interrupted by sickly, choking sounds. You hear strange cracking noises coming from the guard until suddenly both the screaming and the cracking stop. Della once again hides her face with her cloak and turns away, walking toward you. Behind her is the guard, every detail perfectly rendered in stone. His face is a mask of pure terror.

Having just witnessed this, the remaining guards drop their weapons and flee, all the while

screaming that an abomination is in their midst. Ignoring their cries, Della merely laughs, gets back on her horse, and continues to follow the road north.

This encounter certainly should take the PCs off guard. Not only has she been discovered to be a medusa, but also she has killed a Yeoman soldier in cold blood. This should create a moral dilemma, especially to those of good alignment or those who are loyal to the Yeomanry.

Allow the PCs to role-play this encounter in any direction they wish. If they attack Della, she defends herself to the best of her ability, probably killing some PCs in the process. Should Della be killed, the adventure essentially is over. Alter the encounter with the Grosspokeswoman in Newick to reflect this. If they wish to parley with her, she claims that the guard was a sexist idiot who deserved to be punished. The attack does not appear to affect her in the least, and she suggests that the PCs forget about it and continue along their way. If the PCs insist that they discuss the problem, Della agrees hesitantly and seems incredibly disinterested throughout the entire conversation. If the PCs inform Della that she is in custody, she will shrug and say "Fine, take me to Newick," though she will not allow herself to be restrained in any way. When both the PCs and Della are satisfied with whatever agreements they create, continue to the next encounter. Refer to "Playing Della" for clues as to how to role-play Della in this encounter.

Encounter 3: Freeknight

This encounter takes place a full day after the previous one. The soldiers at the tower who fled Della's wrath ran toward the nearest village, where they gave word to the local Freeknight, Emory Durell. Angered at the death of one (or more) of his men-at-arms and with the discovery that a medusa and her cohorts are terrorizing the countryside, he gathers his standard bearer and a small entourage and sets out to confront the beast himself.

The DM may have to alter this text a bit to reflect any important conversations that may have taken place between the PCs and Della.

The day following the encounter at the guard tower has been tense, to say the least. Since the discovery that Della is a medusa, your mind has been troubled with the thoughts that your fate could be similar to that of the petrified soldier. Della, on the other hand, has given few indications of regret. In fact, she occasionally has sung songs and laughed to herself, much to your disgust.

Your ride toward Newick takes you through gently rolling hills, as you are near the Tors. The occasional farm or homestead rests on either side of the road, but the occupants pay little heed to

your passing. Rounding a bend, you see a group of mounted soldiers galloping along the road toward you. One of the riders carries a colorful banner, but you are too far away to recognize it.

There are few places where the PCs can hide, a small clump of trees being the best place. If the PCs attempt to escape, the riders give chase, and Emory's disposition gets worse the longer the PCs delay the inevitable encounter. Once the two groups meet, continue reading or paraphrasing.

The group of riders approaches your group grimly. Before you are six Yeoman men-at-arms, their crossbows at the ready. Two other riders are in the center of the group. One is a young man, not more than fifteen or sixteen, carrying a blue banner emblazoned with a rampant griffon over two crossed spears. The griffon clutches a red arrow in its claw. The other is a large man in full plate and shield with the same heraldry, riding a huge warhorse, and carrying a formidable-looking sword. He is middle aged, with a salt-and-pepper beard and deep, black eyes. He carries an air of honor and dignity about him, however, one that obviously garners him respect from the rest of his entourage.

"I am Emory Durell, Yeoman Freeknight and protector of these parts. I have heard of the foul deed that precedes your group, and I have no choice but to place you all under arrest. I suggest that you come quietly."

Any PC with a heraldry-related skill (Diplomacy or an appropriate Knowledge skill) is able to identify Emory as a Freeknight from his banner or shield (DC 10). The DM should take great care during this encounter. Unlike the guards at the tower in the previous encounter, Emory is a firm, fair man who is willing to listen to the PCs. He should not be played as unreasonable or unwilling to listen. He is a protector knight who truly is concerned about the danger that Della and the PCs represent to the people he has pledged to protect. However, he believes that every man deserves to represent himself when a conflict of words is at hand.

Given this, Emory is willing to listen to the PCs' story, as he has only heard what the fleeing guards have told him. If the PCs are convincing (allow a Diplomacy check with a DC of 15 if you so desire), and if they produce the official documentation given to them by the Grosspokeswoman of Newick, Emory reluctantly allows the PCs to continue on their journey. However, he is quick to warn Della and the PCs that another incident such as the last will not be tolerated, and makes it clear that he will complain to the Grosspokeswoman about the results of their mission.

The DM should keep in mind, however, that Della is still worked up enough about the previous encounter that she needs little

provocation to petrify Emory and his entourage, should the need arise.

All Tiers

Emory Durell, male human Ftr6/FrK4: CR 10; Medium-size Humanoid; HD 10d10+20; hp 84; Init +1 (Dex); Spd 20; AC 21 (+8 full plate, +2 large steel shield, +1 Dex); Atks: +14/+9 melee (1d8+5/19-20, longsword), +13/+8 melee (1d8+3/x3, heavy lance), or +11 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +11, Ref +4, Will +7.

Str 17, Dex 12, Con 15, Int 13, Wis 15, Cha 12.

Skills: Diplomacy +8, Gather Information +7, Handle Animal +14, Jump +9, Knowledge (the Yeomanry) +6, Ride +14, Sense Motive +4, Spot +4, Wilderness Lore +4; **Feats:** Cleave, Expertise, Great Cleave, Iron Will, Mounted Combat, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: full plate, large steel shield, longsword, heavy lance, dagger, heavy warhorse (see below)

Timlin, male human Pal1: CR 1; Medium-size Humanoid; HD 1d10; hp 11; Init; Spd 20 ft.; AC 17 (+5 breastplate, +2 Dex); Atks: +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +6, Ref +5, Will +3.

Str 13, Dex 15, Con 13, Int 11, Wis 10, Cha 15.

Skills: Diplomacy +7, Handle Animal +5, Heal +3, Jump +2, Ride +2; **Feats:** Power Attack, Weapon Focus (longsword).

Equipment: riding horse, chain shirt, longsword, light crossbow with 10 bolts.

Yeoman Men-at-Arms, male human War2 (6): CR 1; Medium-size Humanoid; HD 2d8; hp 9 each; Init +0; Spd 30 ft.; AC 15 (chain shirt); Atks +5 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +3, Ref 0, Will 0.

Str 15, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

Skills: Climb +4, Intimidate +2, Jump +4, Ride +2, Swim +4; **Feats:** Endurance, Weapon Focus (longsword).

Equipment: riding horses, chain shirts, longswords, light crossbows with 10 bolts each.

The DM should note that Emory and his entourage are not looking for a fight. However, if a fight is instigated, they are more than willing to defend themselves. Emory is a formidable opponent, and if combat ensues, his first action is to charge Della with his lance.

So long as Emory lives, his retainers fight to the death. Should he be slain or petrified, they flee, obviously outmatched. Slaying Emory or any of his entourage could have serious ramifications for the PCs if their deed is reported to the authorities - most likely their trial by jury would result in a death sentence.

Encounter 4: Cal's Final Attack

Cal's return to the Hold of the Sea Princes has not been productive. In order to collect his payment, he told his superiors that he had dispatched Della and the PCs, but they immediately realized that he was lying. They told Cal that he will make another attempt, and this time failure will not be tolerated. Reluctantly, Cal agreed.

He gathered a number of mercenaries, primarily Amedio savages, and planned an ambush at a bridge crossing a small tributary of the Javan River. His ultimate hope is to convince the PCs to give Della to him by convincing them of her evil nature and the trouble that she ultimately will cause both them and the Yeomanry. As the PCs reach the ambush point, read or paraphrase the following to them:

As the road approaches a small tributary of the Javan River, it takes a sharp turn through rolling, lightly wooded terrain. You climb a sloping hill. Upon reaching its summit, you see a circle of horsed riders waiting along the road. Among them is Cal, Della's escort who fled your encounter with Sea Princes' assassins. Seeing you crest the hill, he and his four escorts spur their horses and head toward you. Their pace is not threatening. As they draw closer, you can see that Cal's escorts are armed and dressed in the same manner as those you encountered before. Cal trots his horse forward a bit. You can see that he is sweating profusely.

"We meet again, heroes," he says. He looks quickly toward Della. "Congratulations on reaching the Yeomanry, Della. It is a shame that your quest for freedom ends here." With this said, Cal turns toward you and addresses your group.

"Do you realize what you are doing? You are allowing an evil creature, one that already has caused destruction in your land, the freedom to come and go as she pleases! Your Grosspokeswoman has promised her a place to live in your country! You put the countrymen you so desire to protect at risk by granting her this asylum! Was she remorseful for what she did to those poor soldiers? Of course not! Why? Because she has no such feelings. Her heart is like her victims...cold as stone." Again, he looks toward Della.

"Who is to say what she will do in your land." I can guarantee you, however, that she WILL kill again. It is in her nature." With this he pauses for a moment, then continues.

"If you truly consider yourselves vassals of the Yeomanry, if your mission is to make your land safe for all, then you know what you should do. Leave her here with me, and I promise you she will never terrorize your land."

PCs who successfully Sense Motive on Cal can determine that he is both fearful and apprehensive. He would prefer a peaceful resolution to this problem, because he has seen first-hand the handiwork of the PCs. However, letting the PCs have Della is not an option either, since he fears his superiors in Monmurg more than the PCs. Allow the PCs to discuss things among themselves for a few moments. Given Della's actions throughout the adventure, some PCs, especially those of good alignment and/or those loyal to the Yeomanry, should have reservations about residency within the Yeomanry for Della. If the PCs agree to Cal's terms, he gathers Della and heads southeast, toward the Hold of the Sea Princes. The PCs are free to go, and the adventure essentially ends here.

During this time the Amedians are sneaking up to surround the PCs. Make Spot checks for PCs declaring they are looking around - they need to hit DC 25 + the Amedians' Hide skill modifier to see them moving into position.

If the PCs refuse Cal's offer, continue with the following:

Cal shakes his head in disgust. "I was afraid of this. You Yeomen have a poor idea of right and wrong, and that is why you will never amount to anything in this world."

With these words, he motions behind him, and a large group of men, dark-featured and savage, emerge from the brush, spears and bows brandished threateningly.

"Kill them! Kill them all!" he screams. Cal then draws his sword and attacks!

Cal is quite clever, and he has prepared for this combat for some time. Knowing that Della will attempt to turn he and his followers to stone, he purposefully attempts to maneuver the PCs into range of her gaze. He uses his Blind Fight feat when he knows that he may be within range of her gaze as well. He has promised the Amedians treasure from the PCs for their assistance in this endeavor.

Despite the fact that he is formidable, Cal is no fool. If the battle goes poorly for him, he flees. Fearing what will happen to him if he returns to the Hold, Cal flees south, toward the free city of Melkot (assuming he isn't caught beforehand by the PCs).

The Sea Princes thugs close with the PCs, while the Amedian troops attempt to pick off any PCs not engaged in hand-to-hand combat—particularly spellcasters. If Cal is slain, or if half of their numbers are lost, the remaining Amedians flee into the woods.

Again, the DM should keep in mind that the EL of this encounter is higher than a typical one for each Tier.

Tier 1 (EL 6)

Cal, male human Ftr2/Rog2: CR 4; Medium-size Humanoid; HD 2d10+2d6+4; hp 26; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 studded leather armor, +3 Dex); Atks +8 melee (1d6+3/18-20, masterwork rapier) or +6 ranged (1d8/19-20 light crossbow); AL LE; SV Fort +6, Ref +6, Will 0.

Str 16, Dex 16, Con 12, Int 12, Wis 9, Cha 10.

Skills: Bluff +6, Climb +7, Gather Information +6, Handle Animal +4, Intimidate +6, Jump +7, Ride +7, Swim +7; **Feats:** Blind Fight, Dodge, Mounted combat, Power Attack, Weapon Focus (rapier).

Equipment: riding horse, studded leather armor, masterwork rapier, light crossbow with 20 bolts, light war horse, 1 week's rations, lantern, 3 flasks oil, backpack, 33sp, 29gp.

Sea Princes Thugs, human War1 (4): use the stats of the 1st-level warriors found in Encounter 1: the Rendezvous Point.

Amedian Savages, human War1 (6): CR 1/2; Medium-size Humanoid; HD 1d8+1; hp 9 each; Init +2; Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atks +2 melee (1d6+1/x3, halfspear) or +4 ranged (1d6/x3, shortbow); AL NE; SV Fort +3, Ref +2, Will -1.

Str 12, Dex 15, Con 12, Int 10, Wis 9, Cha 10.

Skills: Climb +2, Hide +4, Jump +3, Ride +1, Swim +3; **Feats:** Endurance, Weapon Focus (shortbow).

Equipment: leather, halfspears, short bows with 10 arrows each.

Tier 2 (EL 7)

Cal, male human Ftr3/Rog3: CR 6; Medium-size Humanoid; HD 3d10+3d6+6; hp 37; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 studded leather armor, +3 Dex); Atks +10 melee (1d6+3/18-20, masterwork rapier), or +8 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +6, Ref +3, Will 0.

Str 16, Dex 16, Con 12, Int 12, Wis 9, Cha 10.

Skills: Bluff +8, Climb +8, Gather Information +7, Handle Animal +6, Intimidate +7, Jump +8, Ride +8, Swim +7, Tumble +7; **Feats:** Blind Fight, Dodge, Mounted Combat, Quick Draw, Power Attack, Weapon Focus (rapier).

Equipment: riding horse, studded leather armor, masterwork rapier, light crossbow with 20 bolts, light war horse, 1 week's rations, lantern, 3 flasks oil, backpack, 33sp, 29gp.

Sea Princes Thugs, human War1 (4): Statistics as those in Encounter 1: the Rendezvous point.

Amedian Savages (10): statistics and equipment as those above.

Tier 3 (EL 10)

Cal, male human Ftr3/Rog3: Use stats found in Tier 2.

Sea Princes Thugs, human War2 (4): Statistics as those in Encounter 1: the Rendezvous point.

Amedian Savages (10): statistics and equipment as those above.

Grolt, male human (Amedian) Adp3: CR 2; Medium-size Humanoid; HD 3d6; hp 13; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+1 Dex, +1 natural); Atks +1 melee (1d8/x3, shortspear) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +1, Ref +5, Will +5.

Str 11, Dex 15, Con 11, Int 10, Wis 15, Cha 11.

Skills: Climb +3, Concentration +4, Hide +6, Move Silently +3, Spellcraft +5, Swim +2; **Feats:** Dodge, Improved Initiative, Lightning Reflexes.

Equipment: shortspear, shortbow, 10 arrows.

Spells Prepared: (4/3; Spell DC = 12 + spell level): 0-lvl—*detect magic*, *light*, *resistance* (x2); 1st-lvl—*bless*, *cure light wounds*, *doom*.

Once Cal and his followers are defeated or routed, the PCs may continue their way to Newick.

Encounter 5: Newick

By the time the PCs reach Newick, word has spread of their actions and their company. Many citizens are aware of Della's monstrous nature, and that she has turned one (or more, depending on the flow of the adventure) Yeoman soldier into stone. When the PCs approach the city, read or paraphrase the following:

At long last, signs of your final destination, the city of Newick, meet your approach. Occasional farms give way to more densely-occupied neighborhoods, which in turn are replaced by the tall, gray walls of the city proper. You approach the city's formidable gates and pass through. The guards on duty nod at your entourage but do or say nothing else.

You feel uncomfortable as you ride through the streets of Newick. Guards, more than usual, stand in regular intervals along the entire path of your travels through the city's cobblestone streets. They eye you suspiciously when you pass. Citizens of the town peer at you through almost-shuttered windows, but they are sure not to meet your direct gaze lest something terrible happen. The neighborhoods are eerily quiet.

Shortly, the Office of the Grosspokesman comes into view. Guards, afraid to meet your gaze, offer to take your mounts. Dismounting, you make your way up the stairs and through the

large, wooden doors of the formidable stone structure. You find yourselves in a plain room with a single desk and a number of small benches. The heraldry of both the Yeomanry and Newick decorate the room's walls. An elderly gentleman smiles at you, opens another door, and asks you to enter. Beyond this door is a large, elaborate room filled with expensive furniture and trinkets. A slim, middle-aged woman, clad in fine silks, beckons you forward, frowning all the while. Several spear-wielding soldiers eye you cautiously.

This is the Council Room, a chamber used by Grosspokeswoman Melinda Wendolene to govern the district and listen to please and requests of its citizens. At this point, she is not pleased. She had no idea that Della was a medusa. Her advisors, not to mention her constituency, have expressed their displeasure with allowing a medusa asylum in or near their land. Wendolene is equally irritated with the petrification of Yeoman citizens during the PC's journey.

This encounter with Wendolene is left open-ended on purpose. Her disposition will be dependent upon how destructive Della (and perhaps the PCs) has been during their journey. Della defends her actions as only she can—by being direct and brusque. This does little to ease the Grosspokeswoman's mind. Allow the PCs the opportunity to defend (or scorn) the medusa as they see fit.

Regardless of what transpires in this conversation, and despite her feelings in this situation, Wendolene is a woman of law, and she keeps her promises. As such, she agrees to grant Della asylum in the Yeomanry and the promised pardon for her crimes - unfortunately, also covering the murder of the guardsman. Della is granted a small cottage near the Javan River a half-day's ride outside of Newick in a lightly wooded area. She is ordered to uphold the laws of the Yeomanry and is expected not to use her powers on law-abiding Yeoman citizens. Furthermore, Della is expected to share her information about the Hold of the Sea Princes, the Scarlet Brotherhood, and any other facts deemed important or necessary with the Council of Grosspokesmen in Loftwick at an undisclosed time. Failure to perform these tasks will result in her expulsion and return to the Hold of the Sea Princes as a prisoner.

When this encounter winds down, the Grosspokeswoman and her guards depart, leaving Della and the PCs in the room by themselves. Allow for a relatively long silence, and then read the following:

After the Grosspokeswoman departs, Della turns toward you. Reaching out, she hands you a small leather pouch. Opening it reveals a number of small bloodstones, one for each of you. "Your payment," exclaims Della behind her veil, her

voice cold. She backs away and moves toward the door.

When you turn to depart, Della suddenly calls out to you, her voice's inflection surprisingly different, almost friendly. She steps toward you with surprising energy. She then speaks.

"No. That's not enough. I've underestimated you, adventurers. Despite what you know about me, and what you've seen, you saw your mission through. That certainly deserves more respect than what I've offered. Here."

With these words, she approaches you, one at a time, and hands you a small, greenish stone. "Consider this a personal gift from me, to show my true thanks." Through her wispy veil, you believe you see her smile compassionately. She then turns toward the door and leaves the room, obviously excited about beginning her new life. Congratulations on your Rogue Rescue!

At this point, the DM should hand out the scoring sheets and allow the players to vote.

THE END

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Thwarting the Attack	150 xp
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Encounter Three

Avoiding Combat with the Freeknight	25 xp
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Encounter Four

Thwarting the Second Attack	175 xp
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Encounter Five

If Della survives the adventure	100 xp
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Total experience for objectives	450 xp
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Discretionary roleplaying award	0-50 xp
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Total possible experience	500 xp
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be nonmagical and specifically listed in the text of the adventure (e.g armor

on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1

- riding horse (37gp), 12gp, 19sp, chain shirts (50gp), longswords (8gp), light crossbows (17gp)

Encounter 4

- 5 riding horses (37gp), chain shirts (50gp), longswords (8gp), light crossbows (17gp), spears (1gp), leather (5gp), studded leather (13gp), 33gp, 29sp
- Masterwork rapier (320 gp; Medium-size; Tradable; Common; 3 lb): This elegant rapier is light for a weapon its size. The surface of the sword is exceptionally reflective, and the handguard is etched with eagles' heads. This expertly crafted, nonmagical blade adds +1 enhancement bonus to attacks with this weapon. This item was taken from a Scarlet Brotherhood sympathizer near the city of Newick.

Encounter 5

- bloodstone (25gp),
- *Medusa's Kiss* (250 gp; Tiny; Tradable; Unusual; 1 lb): This is an opaque stone of a

greenish-yellow hue about the size of a hummingbird's egg. Other than its polished smoothness, the stone is unimpressive. It is, though, heavy for its size. The stone grants a +10 competence bonus to the very next save the stone's possessor is required to make against a gaze attack. It will add the bonus to whatever type (i.e., Fortitude, Reflex, or Will) of save the gaze effects. Once that instantaneous bonus is given, the stone magically burns to ash and is worthless.

- Influence Point with the Grosspokeswoman of Newick (0 gp; n/a; Not tradable; Common; n/a): You have performed a great service for Melinda Wendolene, the Grosspokeswoman of Newick. You may use this influence to call upon her, or one of her staff, for a possible favor in a future scenario.

Appendix: Playing Della

Proper depiction of Della the medusa is integral to the success and enjoyable play of this adventure. It is necessary to provide some guidelines for role-playing Della throughout the adventure. The DM should keep in mind that she is Lawful Evil to the core, and she and the PCs probably will not see eye-to-eye on a number of issues. PC reactions to Della should contribute to the experience points given to them for roleplaying.

The DM is encouraged to play Della's alignment to the fullest. She is a brazen, manipulative thief who has spent her entire life backstabbing and conniving to achieve her present status. She is not afraid of the PCs, and is more than willing to express her displeasure with them at any time. She considers them below her — mere mercenaries who care only about coin. Knowing this, she continually holds the PCs promised reward over their heads. In instances where PCs irritate or annoy her, phrases such as “Yeoman dog! That comment just cost you a few coin!” should be somewhat commonplace. However, she does understand that the PCs are a way for her to escape the Scarlet Brotherhood, and tries not to irritate them to the point of instigating combat. She has no compassion for her victims. In fact, she enjoys seeing the pain on their faces when they slowly petrify. She has no problem hurting or sacrificing others so long that her own ends are met.

The intent is that the PCs should develop a true loathing for her by Encounter 4. The possibility of simply giving her to Cal, and a fate that she undoubtedly deserves, should be enticing to some of the PCs. Assuming they refuse Cal's offer and continue to accompany her to Newick, she becomes truly appreciative of their actions. She rewards them with more than she initially promised, revealing her lawful side.

It is key to the adventure that Della not reveal her true nature to the PCs until Encounter 2. Before this time, she remains quiet and evasive behind her veil. At this time, the DM should make sure that the PCs get no clue whatsoever that she is a medusa.