

A Rustic Tale

A One-Round D&D LIVING GREYHAWK[®] Furyondy Regional Introductory Adventure

Version 0.5

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Entrepreneurs need to be clever to make a living. But when is clever too clever for your own good? A Furyondy introductory regional adventure for PCs of level one.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@furyondy.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's*

Handbook, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. This particular adventure is an introductory adventure and may only be played by four to six first level PCs.

PCs may chose to bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions or familiars) or the warhorse of a character with the Mounted Combat feat. However, a single PC may only bring two or fewer animals of this type.

TIME UNITS AND UPKEEP

This is a introductory one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Old proverbs in many lands advise the wise person to seize opportunities for wealth and success as they arise. The need for such prudence is certainly not lost on the people of Furyondy, who have endured blight, war, and unnatural invaders in recent years. In a quieter corner of the Viscounty of the March, Tross Verthomme, a simple farmer, thought one such opportunity had happened upon him, seized it – and found it to be harder to handle than he could have expected.

Tross recently built a small hideaway cottage in the woods on his property, as something of surprise for his wife, Gelda. However, while finishing clearing the land nearby, Tross found an odd-looking egg, still warm, and took it back to the cottage. He took a chicken from the farm and had her sit on the egg, then forgot about the egg for a few days, going about his regular work.

Little did Tross know that the egg was that of a cockatrice. The cockatrice chick promptly petrified its surrogate mother upon hatching, and scuttled off searching for food. Tross returned to find the petrified chicken and deduced that the former inhabitant of the egg was somehow to blame. He managed to isolate it in the cabin's back room, built an impromptu pen, and agonized for a few hours about what to do with the monstrosity.

Like a reasonable person, Tross thought about finding a way to kill the beast. But then, pondering the petrified chicken, a notion crept into his mind that he deemed better and safer. He proceeded to rig a system to feed the cockatrice chick without having to be in the same room, and then left for town with the petrified chicken. When in town, he claimed to have sculpted it and sold it for five Sheridan (sp) to a passing merchant! Excited, he bought a fine pastry for his wife, came home to celebrate with only minimal explanation of the source of his boon, and then spent the rest of the

evening hatching his new business plan while his wife talked at him.

Within a few weeks, Tross formed a system for his new venture. Every few days, he took a farm animal to the cottage in the woods, leaving it there with the cockatrice. Once duly petrified, he fed the cockatrice, left for town, found a suitable out-of-town merchant, sold the "statue" to them, and made off with the profits. He usually bought a farm animal from a neighbor to replace the missing one. He then would buy a gift for his wife, keeping a bit of leftover coin for a rainy day. By the end of a month, Gelda had many goodies and Tross had accumulated over twenty gold. In all, his new venture seemed quite a success!

Tross worried, though, about how long he could keep this up before the limited number of merchants passing through town stopped buying his novel rural "sculptures." Soon thereafter, though, he met a newcomer calling himself Beld who took a deeper interest in his "artwork." He offered to become Tross' agent, matching potential buyers with him for a piece of the action. Tross, not a businessman by training, accepted this help willingly and enjoyed an even better month with the profits from this new partnership.

Soon, however, Tross' newfound wealth began to attract attention in town, particularly as Gelda showed off her new "fancies" to neighbors and visitors. The town sheriff, Heller, became particularly suspicious and started harassing Beld and Tross, suspecting some foul play behind the sudden acquisition of wealth. Unfortunately for him, Heller is neither very bright nor ambitious, so his investigation stopped with arguments with the accused parties.

Ironically, Heller was closer to the truth than he knew. Beld was, in fact, a con man from Dyvers who had made his way to Furyondy to see if he could take advantage of the simple folk in rural Furyondy. He played along with Tross initially, doing his footwork and pocketing a slight majority of the profits, but eventually followed Tross back to his cottage and learned his secret technique. Beld quickly worked up a plan to take control of the operation himself. Being a beguiler, he used magic to convince Tross to confide the existence of the secret site. With Tross distracted, Beld very carefully let the cockatrice out and watched from another room as Tross was petrified with a peck from the beast. Tross' "partner" then hid the "body" in the cottage and began petrifying animals on his own using Tross' technique.

It took a few days for Tross's absence to become alarming. When it did, Gelda wrote a note

to a nephew of hers in Crockport, hoping he could send someone competent to help investigate Tross's absence.

Adventure Summary

Encounter One: A merchant recruits the party to investigate the disappearance of his uncle, who lives in a farming town in the Viscounty of the March.

Encounter Two: The party is attacked by a small bandit troupe on the way to the Viscounty.

Encounter Three: The party hits the edge of the town. The first person they encounter is Beld, who tries to shape the party's investigation to his benefit.

Encounter Four: The party wanders around the town and gathers information.

Encounter Five: The party may interact with the town constable, Heller.

Encounter Six: Misadventures at the local tavern, if endured, pay off in some exceptionally useful information.

Encounter Seven: The blacksmith in town, Gerard, is a friendly fellow who shares his thoughts on gnomes in Furyondy, druids, the war with Iuz, and especially on Tross and the town.

Encounter Eight: The party interviews Gelda and finds some pretty weak explanations for their clearly newfound wealth.

Encounter Nine: The party finds Tross's hidden shed and the stony secret contained therein, which they have to deal with creatively—or face a stony fate.

Encounter Ten: Once the secret is out and the cockatrice dead, the party is confronted by Beld, who has tracked the party to the woods, and must deal with him or be dealt with.

Preparation for Play

Prior to this adventure, collect the following things from your players:

- Two Spot checks
- Two Listen checks
- Four Sense Motive checks

These are used primarily in Encounter Two and Encounter Ten.

Introduction

The PCs are gathering in Chendl, looking for work. If there is some back-story between the player characters, please feel free to work that into this introduction. Read or paraphrase the following:

Everyone, at some time, seeks to find their way in the world. In the Kingdom of Furyondy, many who wish to do so come to its capital, Chendl. Chendl is a most magnificent city, designed from ground up with architectural elegance and precision. Now, after the recent banishment of a shield of darkness around the city, that magnificence is again clear to see in the light of day. The city is strongly walled and has wide canals, hanging gardens, broad boulevards, elegant sculptures and ample public parks. At night, continual flame lanterns shine brightly along the boulevards. King Belvor's magnificent magical garden floats some three hundred feet above the Royal Palace. Access to the King's gardens is by two bridges of delicate white arches, guarded by some of the King's own House Regiment officers. Atop the magical garden at the highest point is a flagpole that flies the King's personal standard when he is at his home.

As impressive as this all is, of more interest to most adventurers are the taverns. One such well-known establishment is the Traveler's Rest, a well-respected inn just inside the southern gate of Chendl. Like most inns in Chendl, a traveler pays more here than elsewhere in the land but by Chendl's standards the Traveler's Rest offers a decent value for the money, as well as some of the best homemade breads in the city.

The inn's common room consists of five large circular tables and a series of small tables and booths around the corners. Sitting in the common room, you glance through this none-too-busy mid-afternoon crowd and espy other personages worth noting.

Allow the PCs to introduce themselves and interact for a few minutes. If there are only four PCs, read or paraphrase the following:

As you talk with each other and other patrons, two among the crowd befriend the four of you: Zelzevan, a druid from Gold County, and Nerkela, an elven ranger and archer from the edge of the Vesve Forest. They agree to join you should you find some adventuring work.

If there are only five PCs, read or paraphrase the following:

As you talk with each other and other patrons, one among the crowd befriends the five of you: Zelzevan, a druid from Gold County. He agrees to join you should you find some adventuring work.

Hand the players Player Handout One, which contains the stat blocks for the iconic characters, and determine which player or players will run them in combat.

Development: Once introductions are done and any iconic NPCs identified, proceed to Encounter One.

Encounter One: A Mystery

After party introductions, read or paraphrase the following:

As you talk among yourselves, you notice a man sitting in the corner, looking at you. He finally stands and saunters over, trying and failing to look unobtrusive. He looks at you all. "You all looking for a job?" he growls, trying and failing to sound tough, a noticeable tremolo in his voice.

Creatures:

Thomas Neroux, Human Male, Exp2. Thomas is a man of Oeridian descent and a merchant by trade. Until recently, Thomas resided in the Viscounty of the March, but moved to Chendl four months ago after buying another merchant's interest in a business here. He is a good-looking man, with a sparkling smile and a poker face. Despite this, he is a bit squeamish and is none too fond of danger or violence.

After only a couple months in Chendl, Thomas received a letter from his Aunt Gelda, telling of the disappearance of his Uncle Tross. Being fairly fond of his uncle, Thomas decided to stick his neck out and find some adventurers to look into the matter. He is very uncomfortable having to ask for adventurers' help and tries to put up a tough-guy front, which he thinks helps him in negotiating with the party.

If the party answers in the affirmative, he'll gruffly ask them for their prior experiences, and nod solemnly at whatever answer they give. When the PCs wind up their stories, assuming they have not been overtly rude or acted too bizarrely, read or paraphrase the following:

The man nods. "Well, you seem like suitable...heroes. I am Thomas Geroux, a merchant of some note here in Chendl. I need your help. Though I have become a successful merchant, most of my family lives in rural

March. One of my aunts, Gelda Verthomme, sent me this letter."

Hand the PCs Player Handout Two and give them a few minutes to look it over. When they are ready, continue by reading or paraphrasing:

"Aunt Gelda is a pretty happy and carefree person. She wouldn't write this letter unless she was worried something happened to Uncle Tross. I'm sending you down there to help the local constable find out what happened to him and bring him back alive, if you can. I'll pay you one hundred gold each up front, and another fifty if you find my Uncle Tross alive. Any questions?"

A DC 20 Knowledge (local [Iuz Border States]) check or DC 25 Gather Information check validates Thomas' identity, humble as it is. Here are some other things that Thomas can tell the party:

- His aunt and uncle live in the country, closest to the town of Whittleborough. All their neighbors gather in the village to trade and gather at the Inn, which is the closest thing to a central gathering place in the region.
- The local constable is a fellow named Heller, who Thomas does not know personally. He does know that the constable was appointed by the Viscount personally, and is likely the son of a vassal of the Viscount.
- Tross and Gelda are farmers, as are most of their neighbors. The only people around who are not farmers are a few tradesfolk in town and the keepers of the inn.

Apart from these items, Thomas knows nothing else of the situation, which, as he would point out, is why he needs to send someone to personally look into the situation. Though he is patient with questions beyond the above information, he can be no more help.

PCs may choose to Gather Information about Whittleborough, obtaining the following additional information:

- DC 12: The Viscounty of March is one of the richest farming areas in Furyondy, benefiting much from the increase of trade in recent years due to the wars with Iuz. Its communities have been bolstered and built up by the Viscount and his feudal lords, who keep a good peace in the region.
- DC 15: The constable of Whittleborough is not much esteemed by the people in town,

though he has proved competent against bandits and the like.

- DC 20: A sculptor named Tross Verthomme has been gaining a name in certain circles around Furryondy for very realistic sculptures of farm animals.

If Thomas is asked about this tidbit, it is complete news to him; to his knowledge, his uncle never had any artistic leanings before.

Treasure: None at this time (Thomas pays the PCs at the end of the adventure if they are successful).

Development: If the PCs do not accept Thomas' terms or are unduly rude to him, he leaves to find other heroes. The adventure is effectively over for them. Pass out ARs and assign what little XP they earned through roleplay. If the party accepts, proceed to Encounter Two.

Encounter Two: The Roads These Days

Allow the party to make whatever preparations they wish for the trip in Crockport. Allow PCs to change spells, if desired, before proceeding. After equipping and heading out, it takes a few days for them to reach Whittleborough. The actual journey is without incident until the third day when they are intercepted by some would-be bandits. Have PCs establish a marching order before proceeding.

You leave Chendl and have a pleasant trip by road for two days. The well-maintained road makes travel easy on the foot, and the rolling hills and occasional fertile field make the trip easy on the eye. On the third day, it is sunny and pleasant—altogether the kind of day when it is great to be outside, traveling, as adventurers. Apparently, however, you are not the only people to think so.

The land off the road is covered in four to five foot high bushes, behind a few of which the three new bandits are hiding together.

Creatures: Bellvoix is a tall man of mixed heritage, lanky and pale, with a wispy beard and stringy black hair. He stares at people with a natural antipathy, though occasionally when speaking he cracks a wry smile. Zain and Vellois are two fairly stout, nondescript fellows of mixed origin, one with dark brown hair and one with light brown hair, both bearded and muscled.

Bellvoix, Zain and Vellois are natives of Chendl who, in recent weeks have decided they want to try

their hand at banditry. The venture was Bellvoix's idea, as he was bored with some of the petty trouble he was creating in Chendl. He convinced Zain and Vellois that they would become rich if they followed him and followed him to the Viscounty, where they have been waiting for their first victims.

APL 2 (EL 4):

Bellvoix, War2/Sor2, hp 24, see Appendix One.

Zain and Vellois, War 1, hp 10, see Appendix One.

Tactics: Roll Hide checks for Bellvoix and his compatriots and opposed by the PCs' Spot checks. PCs who make their Spot checks may act in the surprise round. The three bandits move as a unit, delaying until the slowest one can act, unless attacked first. Their tactics are pretty straightforward: Zain and Vellois gang up on a single individual, with Zain trying to trip the person and Vellois hitting the fallen person with a full Power Attack. Bellvoix, meanwhile, stands back and starts picking off other PCs with his *orb* spells. If pressed in melee so he has nowhere to go, or if facing ranged or reach weapons, Bellvoix casts *daze* on that PC and then orders Zain and Vellois to concentrate on that person.

If any one of the bandits falls, the others panic and try to get away. If both warriors go down, Bellvoix drinks his *potion of invisibility* and bolts.

Treasure:

APL 2: Loot 20 gp; Coin 0 gp; Magic 199 gp – *potion of invisibility* (25 gp), 2 *potions of cure light wounds* (8 gp), *ring of protection +1* (166 gp); Total 219 gp.

Development: If captured, Bellvoix keeps up a sullen silence unless PCs succeed at a DC 20 Intimidate check, in which case he tells the truth about his venture and begs for mercy. Zain and Vellois need much less persuasion (DC 10 Intimidate check) to spill their guts. If the PCs are captured or killed, the robbers strip them of their belongings and leave them to their fate. Regardless, once this is resolved, proceed to Encounter Three.

Encounter Three: Welcoming Committee

As the PCs begin their final approach to Whittleborough, they meet up with Beld.

The rest of the journey goes without incident. Within a day, you see the sign hailing your

approach to Whittleborough. You see no sign of a settlement, however, until the end of the fourth day of your journey when you spot a middle-aged Oeridian man walking toward you with a walking stick, who smiles when he sees you. "Hello, there, strangers! What brings you out here?" he says with a pleasant voice.

The walking man is Beld, the perpetrator that the party is looking for, unbeknownst to them.

Creatures: Beld is a well-groomed, good-looking Oeridian man of average height, with dark brown hair and brilliant blue eyes. He is friendly almost to a fault, willing to talk to anyone and help most anyone out in minor things. This front covers a black heart, however. Beld is always seeking ways to further his personal gain, and in particular is looking to recoup the loss of much personal wealth after losing status and most of his belongings fleeing a confrontation with several criminal elements in Dyvers.

Beld, Beg4, hp 26, see Appendix One.

Beld is unfailingly helpful and friendly to the party, even if they are insulting or act oddly. If they do not ask about Tross up front and simply ask to be directed into town, he offers to accompany the party into town and show them to whomever or wherever they wish to go. On the way to town, or if asked about Tross, Beld shares the following information (or misinformation) with the party in whatever order the GM deems appropriate.

Use a pre-recorded Bluff check for Beld and pre-recorded Sense Motive checks from the PCs at this point to see if any of the PCs see through Beld's story:

- ***"Oh, yes, I've heard that Tross has gone missing. Terrible! Nice fellow, Tross, and his wife Gelda, too. Any idea what happened to him?"***
- ***"Last I saw Tross, he was talking to Heller, the town constable. Kind've a heated argument, if you pardon me saying. Heller is an irrational man—I don't trust him."***
- ***"Everyone in town is pretty nice. Even Heller is not much trouble, given his temper. I can't believe anyone in town could have done anything to Tross."***
- ***"I'm just a fellow from the country in Veluna. Didn't much like the Rao-lovers there, more a follower of Pelor myself. Swung up here to settle and trade—I'm a merchant, you see."***

Beld pretends to know little else, just emphasizing how nice everyone is in town, how happy he is here, with the occasional reference to Heller's temper. If they let him, Beld happily escorts the PCs into town and chats with them freely about the town. He can give the PCs a general description of all the people in town if they ask.

If the PCs suspect deception and/or press Beld about his story, he politely sticks to his guns for the first few presses, but eventually apologetically excuses himself, claiming some personal business, and leaves the party to their own devices. The minute the PCs are out of sight, he casts *invisibility* and follows them back to town. At an opportune moment, he casts *charm person* on the most skeptical non-spellcasting PC. Use the PC's pre-rolled Spot checks to see if they catch Beld when they do this (as his *invisibility* ends when he casts the spell). If caught, he explains his sudden appearance to coming around a corner or a similar plausible excuse, backed up with a Bluff.

Development: If the PCs attack for some reason, Beld gets away as quickly as possible. He casts *expeditious retreat* if necessary, but does not reveal any other spellcasting capabilities to the party. Once away from the threatening PCs, he immediately flees to Heller, who confronts the party per "Calling the Watch" in Encounter Five. When the PCs head to town, with or without Beld, proceed to Encounter Four.

Encounter Four: Whittleborough

This encounter provides an overall view of Whittleborough's few landmarks, which the PCs may visit in any order. The only spots in town not covered by this encounter are the inn, the blacksmith shop, the gaol and the Tross properties (covered in separate encounters). Hand the players Player Handout Three and allow them to go where they will in town.

Whittleborough is a village of only a few dozen residents, most of whom are distributed in the miles of surrounding countryside on their farms. The residents gather in Whittleborough to set up farm stands and sell their goods to passing merchants and each other, to buy supplies, and to socialize at the inn. In general terms, the people of Whittleborough are friendly, pleasant folk, starting with an attitude of Friendly, welcoming to strangers and sharing what they know freely. They are tolerant of most characters' eccentricities; however, they are reserved around half-orcs, asherati, centaurs and wizards, and outright cool to sorcerers who identify themselves as such. To

such individuals, the attitude worsens to Indifferent and must be raised by Diplomacy to Friendly to get the listed information.

Trading Post

If the party decides to visit the Trading Post, read or paraphrase the following:

At the center of the village is a loosely arranged collection of well-built wood stalls. Sitting or standing in some of these are a number of humans clearly selling various kinds of farm produce. As it's clearly a slow day at the market, most of them eagerly look at you and smile as you approach.

The farmers here are all pretty normal, two men and two women, named Berend, Sallo, Vadenza and Nenna respectively. All have pretty similar information to share:

- Tross is a pretty normal guy, or was until recently. He seems to have come into money recently. That's probably why he disappeared—everyone knows that quick money brings trouble.
- Gelda, his wife, is worried sick about him. She thinks Heller has something to do with his going missing.
- Nobody has any idea where Tross could have gone. Everyone's assuming the worst.
- If asked about Heller, nobody gives an open opinion, but anyone making a DC 12 Sense Motive check can tell that nobody really likes him. A DC 15 Diplomacy check convinces them to share that they think Heller doesn't much like the people in the village, and especially didn't like Tross. They think that Heller resented Tross's success.

The villagers do not bring up Beld unless asked about him, in which case everyone gives glowing endorsements of the fellow. One volunteers that Beld helped him negotiate crop prices, while a second says Beld helped him with all sorts of things, including baling some hay. All agree that the town is better now that Beld is here.

Seloo's Supplies

If the party decides to visit here, read or paraphrase the following:

This building is one of the largest in town, and has a clear, large sign written in Common: Seloo's Supplies. A wide, welcoming door lies in front of you.

Inside, you see a general store packed with a variety of farm implements, tools, and other useful items for purchase. A half-elven man smiles at you as you enter. "Hello, strangers! I'm Seloo, welcome to the shop. What can I get for you?"

Seloo, the shopkeeper, is interested first and foremost in selling something. He patiently answers the PCs questions, but at the end of every answer, he tries to sell them something "adventure-ish." He only has adventuring gear, clothing, and certain transport items that one would find in a small town in stock. Everything else Seloo can happily "special order" for the party. Anything that can be bought from the PHB can be special ordered, but won't arrive for one or two weeks (e.g. following the adventure). Regarding Tross and his situation, Seloo has these things to say:

- Tross started making money somehow about two months ago. He never told Seloo how he was doing it, though Tross promised to let Seloo in on his secret eventually.
- Poor Gelda, Tross's wife, has been in once per day asking about Tross. Seloo hopes the PCs can find him soon, alive.
- Nobody has any idea where Tross could have gone. Everyone's assuming the worst.

If asked about Heller, Seloo's face darkens. He thinks Heller is responsible for Tross's disappearance somehow, based on how the constable was treating Tross recently. He thinks that Heller was after Tross's money, and is worried the constable may do something to Gelda as well.

Seloo does not bring up Beld unless asked about him. If asked about Beld, Seloo warmly describes all the business Beld has brought him. He says that Beld is particularly good at bringing the occasional special item in, which always sells quickly. Seloo becomes particularly unfriendly if anyone even suggests something is wrong with Beld.

Miller's Shop

If the party decides to visit here, read or paraphrase the following:

This is clearly a miller's home and shop, simple and unadorned. Just inside, you can see the miller working.

The local miller, Olivier, is a busy but pleasant man of mixed heritage. He does not have much time to speak with the PCs, and answers only a couple questions. Regarding Tross and his situation, Olivier has these things to say:

- Tross hasn't been around in days. Heard he was gone missing. Real shame, nice fella.
- Nobody has any idea where Tross could have gone. Everyone's assuming the worst.

If asked about Heller, Olivier just shrugs and says that the constable "seems all right." He points out that the man is a capable fighter and has driven away a bunch of bandits, but has a bit of a temper.

Olivier does not bring up Beld unless asked about him. If asked about Beld, Olivier just shrugs and says that Beld "seems all right." He doesn't see the man much, but he says that everyone else in town pretty much likes him.

Outlying Farms

Going to any of several farms in the neighborhood is time consuming, and produces similar results for each visit. They echo what the farmers in the market said:

- Tross is a pretty normal guy, or was until recently, when he seems to have come into money. That's probably why he disappeared—everyone knows that quick money brings trouble.
- Gelda, his wife, is worried sick about him. She thinks Heller has something to do with his going missing.
- Nobody has any idea where Tross could have gone. Everyone's assuming the worst.

If asked about Heller, nobody gives an open opinion, but PCs making a DC 12 Sense Motive check can tell that nobody really likes him. A DC 15 Diplomacy check gets one of them to share that Heller doesn't much like the people in the village, and especially didn't like Tross. They think that Heller resented Tross's success.

The villagers do not bring up Beld unless asked about him. If asked about Beld, everyone gives glowing endorsements of the fellow. A few of the things that Beld has done for the townsfolk include:

- Tell stories at a family birthday party
- Negotiate grain prices with merchants
- Persuade an estranged couple to get back together
- Sweet-talk a nearby druid into performing some spellcasting services for free.

The GM can feel free to make up other nice things that a beguiler would be good at to illustrate how Beld has kissed up to the local population.

Development: If the party grills anyone severely or threatens violence, word spreads quickly. The next place visited, the party finds themselves dealing with Unfriendly, not Friendly, villagers, and have to use Diplomacy to get any of the above information. Violence gets the guard called right away—go to the "Calling the Watch" section of Encounter Five.

If the party wants to investigate the Gaol, go to Encounter Five. If they investigate the tavern, proceed to Encounter Six. If they investigate the smithy/blacksmith shop, go to Encounter Seven. If they visit Gelda and the Verthomme residence, go to Encounter Eight.

Encounter Five: The Watchman

This optional encounter covers any contact with the town's constable, Heller. If the party is meeting Heller because of trouble they're causing, use "Calling the Watch" as the introduction. If the party goes peaceably to the Gaol to look for information, use the "Gaol" portion of the encounter.

Calling the Watch

If the party does something that disturbs the peace, such as excessive loudness, attacking someone or open display of arcane magic, ask for a DC 12 Spot check. Success means one of the PCs spots someone running to the town gaol to get Heller. Within a minute, he emerges from the building and makes his way to the party. Read or paraphrase the following:

You are interrupted by the sound of shouting, which is headed in your direction. A hulking, surly-looking man is headed your way. Light-skinned, with dark eyes sporting an unkempt mop of black hair, this big, strong man wears a breastplate and walks with his hand on the pommel of a bastard sword. He shouts, "Here, now, what's the matter?"

Creatures: Heller is the third son of Lord Veller, a vassal of the Viscount of March. He served for several years in the Furyondy army and was quite effective at the front. However, he was killed during the campaign at Molag, but was raised at his father's request. In CY 594, his father saw to it that Heller was sent home and given a quieter, safer assignment as Whittleborough's sheriff on the occasion of the old sheriff's retirement. This is an assignment that Heller resents. He is bored, bitter and generally surly, but not at all unreasonable. His surliness has earned him a reputation for having a "temper." Underneath his veneer, however, he is a loyal soldier and loyal servant of

his Viscount and his King, and is actually a calm and rational person.

Heller, Ftr4, hp 36, see Appendix One.

If Heller is sent for, he immediately demands explanations from the PCs regarding their behavior. If the party apologizes quickly, he accepts the apology, gives a stern warning of gaol time should the party cause trouble again, and stomps off to the gaol. If they talk back to him rudely or defiantly, he repeats two or three times that he is the duly appointed constable by the Viscount and King and that they need to cease and desist, or face arrest. If the party persists or attacks, he attacks them with sap and shield and subdues the entire party and drags them off to gaol. He only does this reluctantly--make it clearly apparent through Sense Motive rolls or whatever other mechanism that Heller can be easily placated with apologies and promises. Under these circumstances, Heller ignores any questions posed by the party, wanting only a settled situation so he can go back to the gaol.

Gaol

If the party goes to talk to the local law and have not met the constable yet, read or paraphrase the following:

The town gaol stands out because of its construction more than anything: the only stone building in the village, it seems a sturdy building, with a surprisingly wide-open front door. Sitting inside behind a large, solid wood table is a very tall, strong-looking man wearing military livery. He yawns and says, "Yes?"

Heller's initial attitude is Unfriendly. A DC 15 Knowledge (local [luz border states]) check recognizes the uniform as that of a captain in the Furyondy military. Any reference to this immediately improves Heller's attitude one step, as does evidence of PCs membership in the Furyondy military, although he never becomes Helpful.

Heller is not particularly interested in answering the PCs questions. If they start asking for updates or details on the investigation and his attitude is Indifferent or worse, he waves a hand and says, "Sorry, that's official business; I can't help you." He proves unflappable at this point, as he has made up his mind to ignore the party.

If his attitude is Friendly, however, he tells the party that he can't divulge a lot, but they should search the area around the Verthomme house and see what they find. If asked about Tross, read or paraphrase the following:

Heller makes a face. "Look, I can only tell you that Tross and I don't get along. He keeps secrets. I don't like people keeping secrets from me. I just hope his secrets didn't get him killed."

Heller suspects that outsiders did something to Tross. He also shares his suspicion that Beld had something to do it, though he admits that everyone else in town thinks that's crazy.

Development: If the party gets tossed in gaol, Heller keeps them there overnight and then releases them again the next day without weapons. The party can buy more weapons from the blacksmith, as detailed in Encounter Five, but if they head out of town for any reason, Beld has time to cover his tracks (see Encounter Nine for details). When the PCs try to press on, go to Encounter Four if they visit the town, Encounter Six if they visit the tavern, Encounter Seven if they visit the blacksmith, or Encounter Eight if they visit Gelda.

If the party subdues or kills Heller, the villagers muster a crowd within an hour and overwhelm the PCs—don't bother running a combat, as the party has no hope of beating a mob of eighty villagers. PCs are hauled out of town and driven away—go to Conclusion C, Failure.

Encounter Six: Tavern Troubles

When the party heads to the tavern, read the following:

The town inn is a small, fairly unremarkable inn, clearly the center of life in the village. Inside, a number of farmers sit, swapping stories and enjoying ale.

When the heroes arrive at the small inn, things are pretty much what they expect from an inn in such a place. It is early afternoon and the inn is moderately busy with local farmers and workers coming in for a bite to eat or cold ale to drink.

The inn is fairly small consisting of four sleeping chambers, a common room, a small kitchen, and one storeroom. When the PCs order, all food and drink are covered under their normal Lifestyle expenses—no individual costs need be kept. If PCs did not pay any Lifestyle, use the PHB to determine costs. The common room has a small bar in the corner by the kitchen and a well-built hearth along one of the outer walls. A collection of mismatched chairs and stools are found throughout the place, some filled with patrons. A well-used dartboard and several darts are located

on a table in the corner to amuse the patrons (the darts have no value as weapons).

If running for first time D&D or D&D 3.5 edition players, simulating a game of darts to familiarize players with the combat system may be a good idea. Treat the dartboard as AC 12, the middle ring as AC 14, and the bulls-eye as AC 18.

Heroes may wish to speak with the innkeeper (Hal), the serving girl (Illiana), or the some of the patrons (Foelmen and Gemnen) of the bar after their arrival. All start out as Friendly. They are tolerant of most characters' eccentricities; however, they are reserved around half-orcs, asherati, centaurs and wizards, and outright cool to sorcerers who identify themselves as such. To such individuals, their attitude worsens to Indifferent and must be raised by Diplomacy to Friendly to get the listed information. Illiana, the serving girl (Cha 10) tends to the needs of the group quickly after they are seated providing a modest meal with ale or wine. If PCs try to intimidate anyone in the bar, they are asked to leave. Hal, the innkeeper, refuses to allow them to stay at the inn. If they persist in causing trouble, Hal calls the Guard—see Encounter Five under “Calling the Watch” for more details.

Belvedere is not present when the PCs arrive. However, after they have spent time talking with people in the inn a bit, Belvedere strolls in and plops down next to a randomly determined PC.

Creatures:

Halvenai (Hal), Human male, the innkeeper. Halvenai runs the simple inn in Whittleborough and has lived in the town all his life. He is very protective of his niece Illiana and his nephew Gabriel, both of whom he has cared for since their parents' death by plague years ago. He is personally glad that the wars have ended and that the Viscount has been so thorough in managing the land's coffers. He tends to be good-natured and up beat about most things. If the party takes the time to speak to him, he is a bit more open in his concerns about taxes, which he blames for nearly ruining his business during the blight of CY591. He never openly criticizes the King or Viscount directly, however. If asked about Tross, he knows the same things as the farmers in the marketplace.

Illiana, Human female, serving girl. Illiana is a twenty-two year-old girl and the niece of the innkeeper. She is a simple girl who works hard to help her uncle make a living at the inn. She has never had dreams of grand adventure or anything other than eventually marrying a farmer, working some land for a local lord, and

starting a family. She is closer to this dream than ever before, as she is preparing for her wedding later this year to a local farmer named Geroux. Although of common origin, she has seen enough bards and other rogues come through the inn to develop quite a resistance to sweet words and charming travelers. PCs find her open and honest as long as they do not cross the line of propriety. She knows she has little chance of marrying wealth and has no desire to be courted by adventurers or mercenaries. If asked about the town, she says that business has improved in the last eighteen months, which is good, as the inn was on the verge of closing three or four years ago. If asked about her fiancé, she waxes poetic about a very strong, blonde-haired man who can throw a log a hundred yards with one hand, per her telling. She knows the same things as the farmers in the market about Tross and Beld.

Gabriel, Human male, errand boy. Gabriel is the boy who leaves when the PCs arrive. He is a young lad of about thirteen summers and is Illiana's kid brother. Gabriel helps about the inn most days to be near his uncle and sister. He does not know much about what has been going on in the town, other than lots of the grown-ups, including his uncle, have been complaining about taxes.

Foelmen and Gemnen, Human male farmers. These two farmers are in good spirits, as they're enjoying the best harvest in years. They are both very skilled farmers and have worked the lord's land for their entire lives. Their mode of entertainment is to discuss local events and politics and argue about them. Both men complain loudly if asked about luz, taxes, churches (just another tax on the simple man) or just about any topic the PCs bring up.

Belvedere, Human male farmer. Belvedere is an average-sized, very nimble farmer who happens to be roaring drunk at the moment. He also happens to be Edward Bonenfant's brother, so he gets a lot of leeway in the inn. He is well groomed but reeks of rum. Belvedere is obnoxious, constantly interrupting whomever he's talking to. He sticks with one PC, either treating them as a buddy (as male) or a potential date (if female). Note that it doesn't matter what race the PC is.

He alternates between incoherent mumblings and compliments. Some examples:

- *"What a lovely....rhmhvrabash...love the way that looks on you...shiny pelicans..."*

- *"I once was known for having the biggest...hrm...codfish blue spindle...hrm ...no, that's not it...love that sword, by the way..."*

Every third statement from him has the word "Tross" or "Gelda" in it. He is, in fact, a neighbor of Tross and Gelda, and speaks of them a lot. He does not know anything of substance about Tross's situation, but continued references to Tross should make the PCs wonder if he does.

Other townsfolk in the inn and the owners either ignore this exchange or watch it with detached amusement. If any of the PCs appeal for help directly, they get dismissed, with phrases like, "Oh, Belvedere is harmless. Just let him be."

The GM is to try and keep this up for at least five minutes. The PCs may choose to leave at any time. If one leaves and others remain, Belvedere finds another PC to harass, until they all leave or five minutes of real game time pass. If all the PCs spurn Belvedere, or they leave as a group before then, the encounter is over. If the PCs endure this odd treatment, read or paraphrase the following:

After what seems like an eternity with this fellow, he finally staggers away from you and towards a man who enters the inn. The two sit down and talk briefly before Belvedere passes out at the table. The man talks to another farmer, who points to you, and Belvedere's friend walks over to you. "Thank you most kindly, friends, for entertaining my brother while I was delayed. I owe you a debt. I am Edward Bonenfant. What brings you to town?"

Edward is another farmer in town, but a better-informed (and wealthier) one than most. He can tell the party the following tidbits:

- Not many people know, but Tross was striking it rich thanks to a sudden turn to the arts. Tross was selling extremely life-like sculptures of farm animals to merchants in town and out of town, and was making a lot of money at it.
- Some members of Edward's family had seen Tross going to and from a patch of woods on his property on occasions. Edward hasn't had time to investigate himself, but he's pretty sure that Tross had a workshop in those woods to do his sculpting. His wife Gelda, though, didn't seem to know anything about it, so Edward hasn't said anything to her.
- Edward is convinced that some out-of-towner is responsible for Tross's

disappearance, as Tross's name was becoming better known out of town and might attract unsavory attention.

- Heller was not doing everything he could to foster the investigation, but seemed as upset as anyone by the disappearance.

Apart from this, Edward can only speculate about what happened to Tross or who was responsible.

Development: The PCs may continue to investigate the town, in which case proceed to Encounter Four. Proceed to Encounter Five if they visit the gaol, Encounter Seven if they visit the blacksmith, or Encounter Eight if they visit Gelda. If they received information from Edward about Tross' cabin and chose to search for it, proceed immediately to Encounter Nine.

Encounter Seven: Smith in the Middle

If the party decides to visit the smithy, read or paraphrase the following:

As you approach what appears to be a simple smith's shop, you hear the pounding of metal coming from inside—along with the sound of laughter. As you enter, you see a big, burly, shaven-headed man pounding out a horseshoe and laughing while two other men stand with him, clearly sharing his jest. He grins at you as you enter. "Greetings, strangers! What can Gerard Forgeron do for you?"

Creatures:

Gerard Forgeron, Exp 7, hp 30. Gerard is a third-generation blacksmith and quite good at his work. He is, also as importantly, the center of the village's social life. During the day, many stop by to chat and enjoy his boisterous sense of humor; in the evening, he is right at the heart of things at the Inn, telling stories, singing songs and otherwise making merry with his wife, kids and neighbors.

Gerard loves to talk. He is willing to discuss anything with the characters, and starts engaging them in conversation about a variety of topics before they can get a word in edgewise. Note that this does not imply that he listens well—if the party tries to bring something up, let them get a few words in, then roll a random topic from the table below and read:

1. The Royal Family: *"Now, good King Belvor is in a pickle, isn't he? No heir, enemies pressing him on every side. At least the noble houses haven't rebelled."*

I heard, though, that his son Thrommel's popped up again, or someone who claimed to be him. That could hurt the king's standing in the noble houses. What do you think?

Allow the players to have an opinion before describing that a small debate starts among the farmers, which quickly die down as Gerard brings up a new topic.

2. Undead: ***"We've seen more than our fair share of unnatural things in Furyondy of late, to be sure. My great uncle Larry, up Chendl-way, was poppin' back after death and trying to eat his neighbors. Real strange. You heard any good stories?"*** Allow the players to have an opinion before describing that several stories erupt from the farmers, which quickly end as Gerard brings up a new topic.
3. Heller: ***"Ah, now, there's an underappreciated fellow. He's caught at least twelve bandits in the last six months—twelve! Killed one dead, too, with his sword-shield combo—bam bam! Now, he's none too happy about being here, but he's a good lad in heart and sinew. Glad to have him here. You met him yet?"*** The farmers wait intently as the party answers, then Gerard interrupts again.
4. Town Secrets: ***"Yeah, I know everything about this town. Did you know that there is a mysterious cabin in the woods just outside town? Think it's on one of the farmer's properties. Any of you lads know which one?"*** Debate erupts among the farmers, all giving different opinions on whose property this could be on.
5. Gnomes: ***"Is it just me, or are the little ones straying pretty far from Pantarn and Claw's Gorge lately? I swear, they'll start dominating me dreams if this keeps up. By the way, did I mention this dream I had about a talking raccoon?"*** The farmers all start throwing out their stories about fantastic dreams and strange stories of prankish gnomes.
6. Business: ***"So, what do you think of me startin' a side business? You out-of-towners might know more about this than me. Thought if Tross can do it, I can. I just gotta find me an agent, some out-of-towner to help me like Tross did."***

You guys interested?" The farmers all start arguing about how dumb this idea is and shout the smith down, waxing eloquent on how important he is to the town where he is. Gerard does, however, show you a sculpture of a chicken, given to him by Tross.

If the PCs get to see the "sculpture," give them a DC 10 Craft (sculpture), DC 10 Profession (farmer), DC 15 Knowledge (nature) or DC 15 Spot check. A successful examination tells the observer that the sculpture has extraordinary detail—too much detail for anyone but a master sculptor to pull off.)

Gerard is hard to question, as the farmers always interrupt the questioner to turn the conversation to something of their interest. Roleplay this out by interrupting any serious question with some comment about farms, smithing, the weather, or any other mundane topic that disrupts the PC's train of thought. PCs can let Gerard spontaneously tell them everything he knows or give up at any point to go elsewhere.

The exception, of course, is if the party needs a weapon. Currently, in stock he has one longsword, two rapiers, and three spears; he can whip up two other weapons by the next day if need be. He has no armor available. All items are at listed prices in the PHB.

Development: When the PCs decide to press on, go to Encounter Four if they visit the town, Encounter Six if they visit the tavern, Encounter Five if they visit Heller at the gaol, or Encounter Eight if they visit Gelda.

Encounter Eight: A Good Living

This encounter occurs when the PCs decide to go and speak with Gelda Verthomme.

Following directions from people in town, you walk a mile or so out of town to the Verthomme farm. This farm looks as if it once was well cared-for, but now shows some signs of recent mild neglect: a hedge that is a bit overgrown, a few too many birds taking grain from the fields, and so on. At the heart of the property, sitting next to a wooded area, is a decent-sized farm home, built solidly of wood. It is simply adorned and unremarkable save for one glaring item: a large, expensive-looking stone sculpture of a tall, well-built warrior standing next to the front door.

How the party approaches the house dictates how Gelda reacts. If the party knocks, calls out to her or otherwise makes their presence known, she allows the PCs in with no trouble. Read or paraphrase the following:

Entering the Verthomme house the contrast strike you. The inside, like the outside, is built of sturdy, squared wood, more practical than pleasant. The same cannot be said, however, for a wide variety of luxury items adorning the walls and sitting on wood tables. Sculpted jade idols of Beory, lovely silver cups here and there, and other beautiful and exotic items dot the room, all polished to a shine. In the middle of all this, wearing a simple dress and a ruby necklace, is a middle-aged woman sitting in a wooden chair. She smiles. "Hello, there! You sent by anyone I know?"

Creatures:

Gelda Verthomme, Com9. Gelda is a fairly simple person, raised by farmers and married at a young age to another farmer, Tross. Never able to have children, she and Tross were forced to tend farm on their own for many years, and the years of hard work show on her. She is, however, a pretty cheerful person and a devout follower of Beory, who enjoys the changes of season and the simple life. However, her normal life was thrown into disarray when Tross started bringing home gifts, all of which astonished Gelda the way they would a child. She enjoyed them so much that she obeyed Tross's request not to question where they came from—and became more and more resolute to do so as he kept bringing them.

Gelda assumes (correctly) that the party was sent by Thomas, and asks how Thomas was doing if they admit such. When they ask her about Tross, she tells them everything she knows about his new career and disappearance:

- A little over three months ago, Tross started going into the woods and making more money through a new business. She doesn't know what the business is, and doesn't care. All she knows is that he was doing well, and wasn't breaking the law. If pressed on the point, she admits that she pushed him hard on the point and he never wavered from his answer, so she believed him.
- Tross went into the woods one afternoon two weeks ago like normal after chores and didn't come back. That night, she got Heller, who said he looked into the woods, but she doesn't believe he did. She doesn't know if he didn't try

hard or didn't find anything easily, but she's sure that Heller's attitude about Tross's newfound wealth had something to do it.

Apart from these facts, Gelda has no facts, and doesn't care to speculate outside what she knows. If asked point-blank about what Tross's new business is, Gelda tells the truth--she didn't want to know and so doesn't. If the PCs press the point, she just gets quieter and quieter, giving more curt answers before eventually just sitting quietly and refusing to answer questions.

She allows the party to search the grounds if they like. If they do, a player with the Track feat can make a DC 15 Survival check to find a lightly worn path into the woods to Tross's cabin. Proceed to Encounter Nine. If none of the PCs have the Track feat, they can instead make a DC 20 Search check to find a note written in Common giving directions to the cabin.

If the PCs just barge into her house, Gelda says nothing to them, flees out the back door and goes to get Heller. Heller then comes and interrogates the party with an Unfriendly attitude—see “Calling the Watch” in Encounter Five. If talked down, Gelda still won't talk to them or invite them in, but lets them search the grounds as above.

Development: If the party does not find anything and goes back into town, refer to Encounter Four. If they find the path or the note and attempt to locate the cabin, go to Encounter Nine.

Encounter Nine: Fowl Matters

The PCs may come to find Tross's hidden cabin in the woods by any number of means. It does not matter how the party finds the cottage—do not penalize the players for early discovery of the cabin. Finding the cabin is not a given; Tross has taken pains to camouflage it. A party that found this area through use of the Track feat has no problem finding the cottage. Otherwise, the PCs must succeed at a DC 15 Search check to find it.

It is important for the PCs to find the cottage within **two days** of arriving. If the party was delayed by two or more days, Beld has time to cover his tracks—see Development for more details.

Once found, refer to DM Map One for this encounter and draw out the cabin before proceeding. Continue to use this map in Encounter Ten as well.

Sitting nestled closely among some trees, daubed in green paint itself, is a stout little

wood cabin, built solidly if without much ornamentation. Its door bears no lock, and the windows to the inside are shuttered in front and boarded up in back. There is only one door into the building.

Assuming the party enters through the door, the party enters the southern room on the map.

The building inside is simply constructed and furnished. To the left of the door is a workbench stretching along most of the wall, displaying a number of tools and a large box. To the right, however, is something a bit more unusual: a ten foot cubic wood construction, made of four inch wide slats nailed together horizontally with gaps of about two inches between them. Next to this construct is a winch with a cord that strings up and over the top of the construct. A small door, two feet square, is built into one side of this structure.

Anyone with ranks in Profession (farmer) or who makes a DC 10 Intelligence check would see that this construct is some kind of holding pen for an animal. A DC 10 Profession (sculptor) check reveals that the tools here are not sculptor's tools, while a DC 10 Profession (woodworker or carpenter) reveals that these are carpenter's tools.

Peering inside the pen, PCs see the following:

Inside are three things of note: a wooden door with a simple handle, to which is attached a cord that clearly runs out to the winch on the outside of the wooden construct; secondly, a number of tiny stone replicas of insects and worms of several kinds; and, third, droppings from some kind of small animal.

A DC 10 Knowledge (nature) check enables the party to recognize droppings from a good sized bird, like a large pigeon or a chicken. A DC 20 Knowledge (arcana) check suggests that a cockatrice is responsible for the petrified critters and droppings; the GM can reduce this check to DC 15 if any of the players deduce this possibility on their own.

This setup was designed to allow Tross to place small farm animals—chickens and small pigs, mostly—in contact with the cockatrice for petrification. The tools are what they seem, namely carpenter's tools. The box contains several bags of gold (profits from the business) and a letter to Gelda (Players Handout Three).

Creatures:

APL 2 (EL 3)

Cockatrice, hp 27, see *Monster Manual* p. 37

Tactics: If the cockatrice, a male, sees or hears the PCs, it tries with all its might to attack. It takes full advantage of its ability to fly, which may surprise parties expecting it to act more like a chicken. It only stops attacking when dead or when everyone in the party is a statue.

The party essentially has to deal with the cockatrice at this point. PCs may attack the cockatrice from the relative safety outside of the pen using missile weapons, piercing weapons and spells once the beast is released into the pen using the winch. The cockatrice gains partial cover from missile attacks and ranged touch spells, but area of effect spells and piercing weapons have normal to hit chances. Note that the cockatrice can also attack the PCs if they are in melee range, albeit with partial cover; let the players figure this out on their own, however.

If the party removed the boarding from the window and entered that way into the northernmost room, then roll initiative normally and resolve combat with the cockatrice, which flies out of the window and attacks at will. If wounded once, the cockatrice flees at full speed. Award only half experience for the cockatrice if it escapes the PCs.

Development: If the party defeats the cockatrice or frees it and chose to investigate the other room, proceed to Encounter Ten.

If the PCs run away for help or come to this encounter after more than two days in town, Beld has taken Tross's petrified body out into the woods and smashed it to rubble, then scattered the stones so as to be unobtrusive (i.e. took 20 on a Hide check to discard the remains). Have the PCs move their miniatures into the northern room on DM Map One, and read or paraphrase the following:

To get to the other room requires squeezing into the pen through the small door in its bottom, or breaking apart part of the pen. The other room of this small building is almost bare: the only things besides walls here are cockatrice droppings and silence.

Go to Conclusion C; for these PCs, the adventure is over.

Encounter Ten: Stone Heart

This encounter begins as the PCs decide to move into the northern room on DM Map One. Note that to get to the other room requires squeezing into the pen through the small door in its bottom, or breaking apart part of the pen. Once the PCs

move to go through the door, they encounter the trap.

Trap:

APL 2 (EL 1)

Razor wire across doorway: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, wire); first target through the door; Search DC 22; Disable Device DC 15; Market value 400 gp.

Once the PCs have defeated the cockatrice, entered the back room, read or paraphrase the following:

The other room of this small building is almost bare: the only things besides walls here are cockatrice droppings and a sole, life-sized statue of a farmer. Looking on the petrified farmer, a voice rings out from the entrance. "Well, I see all good things come to an end. This racket was too good to last, though I'd hoped to keep it going for a bit longer than this. Still, good work."

The speaker, Beld, is invisible. Pause in the discourse to roll Move Silently and Hide checks for Beld, and scan the party's pre-rolled Spot checks and Listen checks to see if they can determine the rough location of the talker. If at any point the PCs take any hostile action—such as casting a spell or making any kind of attack action—bypass the rest of the monologue and go straight to initiative. Otherwise, subsequently continue with Beld's monologue:

"You can't imagine what it's like being forced away from home, separated from everything you know. I was in that situation, dear adventurers—driven out of Dyvers by certain folks there who took issue with my style of doing business. I was just an ordinary con man, trying to make a living; some folks took exception to my style, though, and made it clear I needed to go away."

"So, I came to Furyondy, where I hear there are fewer of my profession and plenty of folks whose money begged to leave them. Indeed, it's been easier than I could have imagined. This poor fellow there, Tross, handed me a lucrative business opportunity without requiring much persuasion. It was child's play for me to sell his wee statues for exorbitant prices. After a bit, though, the pain of splitting the gold was just too much. Poor Tross—he was just too easy to charm, and send to his doom. I suppose I could pay to get him turned back to flesh later, after all—he was a simple

dupe in all this. I made enough money to pay for that luxury."

"Ah, but you present a different kind of problem. You, clearly, are clever and promising adventurers. That kind of cleverness is a real threat to my ability to make a living around here. So, I'm sorry to say, you are not going to leave here alive."

At this point, combat begins. Of course, if the party wants to talk it out with Beld, they have to move him from Hostile to Indifferent using rushed Diplomacy to do so (see PHB). If the party somehow manages to do this, he entertains offers from the party. He accepts any deal that involves a lot of cash (at least 2000 gold) or a minimum of 100 gold and a promise to leave without revealing who he is. If the party is sincere in such an agreement, or is able to Bluff their way to credibility, he agrees to leave, and does so. In this situation, the PCs are considered to have defeated him. If the PCs choose they can follow Beld to his house and attack him there later or take him by surprise and attack while he's leaving the cabin. If so, he is unprepared for the party, and the GM may resolve the situation as s/he sees fit.

Creatures:

APL 2 (EL 4)

Beld, Beguiler4, hp 26, see Appendix One.

Tactics: Beld snuck up on the party using two of his four second-level slots for the day, casting *silence* and *invisibility* before getting close. He dismissed the *silence* spell before speaking, naturally. In his first round of action, he immediately casts *blur* and moves to put as many PCs as possible in range for *color spray*. He then casts *color spray* and keeps casting it until he has all the PCs down or until he is below 10 hp. If a single PC deals more than 10 hp damage to him, Beld targets that PC with a *glitterdust*, trying to catch other PCs if possible. If reduced below 10 hp, Beld casts *invisibility* and flees. If Beld flees, the PCs still earn full XP, as he is neither courageous nor vengeful enough to want to return here. If unable to cast *invisibility*, he casts *expeditious retreat* instead to facilitate his retreat.

Treasure:

APL 2: Loot 27 gp; Coin 0 gp; Magic 193 gp — *cloak of resistance* (83 gp), *potion of cure light wounds* (4 gp), *chain shirt* +1 (104 gp); Total 220 gp.

Development: If the party falls to Beld, he won't kill a fallen, bleeding foe, but he won't stop them from bleeding to death, either. Have all

wounded parties roll stabilizing checks until they are dead or stable. Heller finds them within a day and see to it that survivors are healed enough to leave town.

If the party slays Beld or force him to flee, have the PCs declare what they intend to do at this point. If they tell anyone in town, the townsfolk in turn tell Heller, who investigates the scene promptly. If the PCs are up front with him, he very happily helps them get Tross restored. Proceed to Conclusion A if they defeated the cockatrice, or Conclusion B if it got away.

If the PCs talk to Heller and try to manufacture a story other than what has happened, have them make Bluff checks opposed by Heller's Sense Motive. If the PCs fail, Heller's attitude becomes Hostile and he accuses them of foul play. He then tries to subdue them and put them in jail—see "Calling the Watch" in Encounter Five above. In this case, Gelda finds the note and pleads with Heller on behalf of the party, who agrees to let them go after only a week in gaol. These PCs lose one Time Unit but then can proceed to Conclusion A if they defeated the cockatrice, or Conclusion B if it got away.

If the PCs just leave the area without telling anyone or don't find his note, Tross is not restored, proceed to Conclusion C. In addition, if the party negotiates with Beld and agrees to leave him alone, go to Conclusion C.

Conclusion

Conclusion A: Cockatrice is slain and Beld is defeated

If the party defeated Beld, found the petrified Tross and the cockatrice is slain or captured, read the following:

With Beld defeated and Tross's secret revealed, evidence of this odd situation is revealed. Within a week, Tross is restored to life with the help of family connections with the Old Faith and your party is the toast of Whittleborough. After this early success in your adventuring career, you feel much encouraged that other triumphs await you in Furyondy...

PCs who were petrified are able to purchase a *stone to flesh* spell from the same contacts that restored Tross to life. As the party does not likely have the cash to pay for this, the PC may elect to spend all their earned monies from the adventure on the spell, and Gelda provides the remaining

funds to assist the PC. Thomas pays the fifty gold per PC promised for their success.

Treasure:

APL 2: Loot 0 gp; Coin 50 gp; Magic 0 gp; Total 50 gp.

Conclusion B: Cockatrice flees, Beld is defeated

If the party defeated Beld and the petrified Tross is found but the cockatrice is not slain or captured, read the following:

With Beld defeated and Tross's secret revealed, evidence of this odd situation is presented to Heller, who receives the resolution to this mystery with visible pleasure. Within a week, Tross is restored to life with the help of family connections with the Old Faith, and your party is the toast of Whittleborough. After this early success in your adventuring career, you feel much encouraged that other triumphs await you in Furyondy.

However, this satisfaction is clouded a couple of weeks later when word arrives of a series of bizarre incidents involving the finding of life-like statues of farmers in the region, coupled with their disappearance. Failure to slay the cockatrice has sullied this success and you are left to contemplate how you might better handle such a situation in the future...

PCs who were petrified are able to purchase a *stone to flesh* spell from the same contacts that restored Tross to life. As the party does not likely have the cash to pay for this, the PC may elect to spend all their earned monies from the adventure on the spell, and Gelda provides the remaining funds to assist the PC. Thomas pays the fifty gold per PC promised for their success.

Treasure:

APL 2: Loot 0 gp; Coin 50 gp; Magic 0 gp; Total 50 gp.

Conclusion C: PCs do not discover Tross, the cockatrice or Beld's involvement

If the party is unable to find Tross's petrified body for whatever reason, read the following:

Your efforts were in vain. Because of the inability to get to the bottom of things, Tross's disappearance goes unsolved. No one in Whittleborough may ever know the full truth of what happened to Tross and his lovely

statues—something that will probably weigh on you for years to come...

PCs who were petrified are able to purchase a *stone to flesh* spell from clerics of Beory in the area. As the PC does not likely have the cash to pay for this, the PCs may elect to combine funds and restore the petrified characters themselves, but don't receive any NPC assistance. Thomas does not pay the fifty gold per PC that was promised, as the PCs failed.

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 (objectives plus roleplaying) to each character.

Encounter Two

Defeat the bandits

APL2 120 xp

Encounter Nine

Slay the cockatrice

APL2 90 xp

OR

Drive off the cockatrice

APL2 45 xp

Encounter Ten

Survive trap

APL2 30 xp

Encounter Ten

Defeat Beld

APL2 120 xp

Story Award

Finding Uncle Tross

APL2 40 xp

Discretionary roleplaying award

APL2 50 xp

Total possible experience:

APL2 420 xp

Treasure Summary

During an adventure, PCs 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 treasure.

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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), PCs may return to retrieve loot. If the PCs 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 pieces 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 PCs may want to use them during the adventure. Many times PCs 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 treasure from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Encounter Two

APL 2: Loot 20 gp; Coin 0 gp; Magic 199 gp – *potion of invisibility* (25 gp), *2 potions of cure light wounds* (8 gp), *ring of protection +1* (166 gp); Total 219 gp.

Encounter Ten

APL 2: Loot 27 gp; Coin 0 gp; Magic 193 gp – *cloak of resistance* (83 gp), *potion of cure light wounds* (4 gp), *chain shirt +1* (104 gp); Total 220 gp.

Conclusion

APL 2: Loot 0 gp; Coin 50 gp; Magic 0 gp;
Total 50 gp

Total Possible Treasure

APL 2: Loot 47 gp; Coin 50 gp; Magic 392 gp;
Total 489 gp (maximum 450 gp).

Appendix One – Non-Player Characters

Encounter Two:

Bellvoix: Male human War2/Sor2; CR 3; Medium humanoid (human); HD 2d8+2d4+8; hp 24; Init +3; Spd 30 ft.; AC 16, flat-footed 13, touch 14; BAB/Grp: +3/+3; Atk +3 melee (1d6/19-20, short sword); Full Atk +3 melee (1d6/19-20, short sword); SA Spells; AL CN; SV Fort +5, Ref +3, Will +2; Str 10, Dex 16, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +8, Concentration +11, Intimidate +4, Jump +3, Ride +3, Spellcraft +5, Swim +2; Combat Casting, Improved Initiative, Practiced Spellcaster

Spells Known (6/5 daily; base DC = 12 + spell level): 0—*acid splash, light, mage hand, open/close, ray of frost*; 1st—*expeditious retreat, lesser acid orb*.

Possessions: Leather armor, quarterstaff, backpack, belt, 2 belt pouches, *potion of invisibility, 2 potions of cure light wounds, ring of protection +1*, 50 gp

Zain: Male human War1; CR ½; Medium humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, flat-footed 14, touch 11; Base Atk/Grp: +1/+4; Atk +4 melee (1d10+4/19-20, heavy flail); Full Atk +4 (1d10+4/19-20, heavy flail); AL CN; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Climb +5 (in armor); Jump +5 (in armor); Intimidate +2; Ride +3 (in armor); Swim +5 (in armor), Combat Expertise, Improved Trip.

Possessions: Chain shirt, heavy flail.

Vellois: Male human War1; CR ½; Medium humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, flat-footed 14, touch 11; Base Atk/Grp: +1/+4; Atk +5 melee (1d8+4/X3, battleaxe); Full Atk +5 melee (1d8+4/X3, battleaxe); AL CN; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 13, Wis 8, Cha 8.

Skills and Feats: Climb +5 (in armor); Jump +5 (in armor); Intimidate +2; Ride +3 (in armor); Swim +5 (in armor), Power Attack, Weapon Focus (Battleaxe).

Possessions: Chain shirt, battleaxe.

Encounter Three and Ten:

Beld: Male human Beguiler 4; CR 4; Medium humanoid (human); HD 4d6+4; hp 25; Init +1;

Spd 30 ft.; AC 16, flat-footed 15, touch 11; Base Atk/Grp: +2/+2; Atk +3 melee (1d6/18-20, mw rapier); Full Atk +3 melee (1d6/18-20, mw rapier); SA Spells, Cloaked Casting, Surprise Casting; SQ Trapfinding, Advanced Learning; AL NE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 12, Int 13, Wis 10, Cha 18.

Skills and Feats: Bluff +14, Concentration +12, Escape Artist +7 (in armor), Gather Information +8, Knowledge (local [luz]) +3, Knowledge (local [VTF]) +3, Listen +7, Search +7, Sense Motive +7, Tumble +8; Combat Casting, Skill Focus: Bluff, Still Spell.

Spells Known (6/7/3 daily; base DC = 11 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, message, open/close, read magic*; 1st—*charm person, color spray, comprehend languages, detect secret doors, disguise self, expeditious retreat, hypnotism, mage armor, obscuring mist, rouse**, *silent image, sleep, undetectable alignment, whelm**; 2nd—*blinding color surge**, *blur, daze monster, detect thoughts, fog cloud, glitterdust, hypnotic pattern, invisibility, silence, spider climb, stay the hand**, *touch of idiocy, vertigo**, *whelming burst**.

Spells marked with * are described in detail in the new rules section, Appendix Two.

Cloaked Casting: Starting at 2nd level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied Dexterity bonus to AC whether the target actually has a Dexterity bonus or not).

Surprise Casting: Starting at 2nd level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

Possessions: *chain shirt +1, masterwork rapier, cloak of resistance +1, 2 potions of cure light wounds*

Encounter 4:

Heller: Male human Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 36; Init +3;

Spd 30 ft.; AC 21, flat-footed 17, touch 13; BAB/Grp: +4/+7; Atk +7 melee (1d6+3, sap) or +7 melee (1d8+3/19-20, longsword) or +7 ranged (1d8+3/X3 longbow with blunt arrows); Full +5 melee (1d6+3, sap) and +5 (1d4+1, shield bash) or +5 (1d8+3/19-20, longsword) and +5 (1d4+1, shield bash) or +7 ranged (1d8+3/X3 longbow with blunt arrows); AL LN; SV Fort +6, Ref +4, Will +2; Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +2 (in armor), Intimidate +6, Jump +1 (in armor); Agile Shield Fighter, Combat Reflexes, Improved Shield Bash, Power Attack, Shield Specialization (heavy), Shield Ward.

Possessions: Masterwork breastplate, heavy steel shield, sap, composite (STR+3) longbow, quiver with 20 blunt arrows (nonlethal damage), quiver with 20 arrows, longsword, 2 *potions of cure light wounds*

Appendix Two: New Rules Items

New Feats

Agile Shield Fighter (PHB2 p74)

You are skilled in combining your shield bash attack with an armed strike. When you use your shield in unison with a weapon, your training allows you to score telling blows with both.

Prerequisites: Proficiency with shields, Improved Shield Bash, Shield Specialization.

Benefits: When making a shield bash and armed strike attack as part of a full attack action, you take a -2 penalty on each attack. These penalties replace the normal ones you incur for fighting with two weapons.

Special: A fighter can select Agile Shield Fighter as one of his fighter bonus feats.

Shield Specialization (PHB2 p82)

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

Benefits: Choose one type of shield from the following list: buckler, heavy, light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different kind of shield. A fighter can select Shield Specialization as one of his fighter bonus feats.

Shield Ward (PHB2 p82)

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisites: Proficiency with shields, Shield Specialization.

Benefits: You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

New Classes

Beguiler (from Player's Handbook II pp. 6-11)

"You know me. I'm as good as my word, and my *life* is an open book." said with a straight face by Anastria Nailo, half-elf beguiler

Some hold truth to be the greatest virtue, but it can do more damage than fiction. Everyone lives in a constant state of deception. White lies, false smiles, and secret thoughts keep society running smoothly. Honesty is a virtue only up to a certain point. Beguilers understand these ideas better than anyone, and they use deception, misunderstanding, and secrets as skillfully as a soldier employs weapons of war.

Beguilers see lying and manipulation as tools. Just as a hammer can be used to build a house or crack a skull, deceit and the ability to control others can be used for good or ill. A lie whispered in the right ear can ruin lives, but a dishonest smile and honeyed words can open doors, turn foes into friends, and even end wars. Beguilers have reputations as rakes, thieves, spies, and puppet masters, but they can also be diplomats, peacemakers, or heroic leaders who give hope in desperate situations.

If you delight in manipulating others, either to their disadvantage or for their own good, then the beguiler is the class for you. More than any other kind of character, you rely on Charisma-based skills to change the reactions of others, while your other class abilities enable you to catch others off guard with devastating spell-based attacks.

MAKING A BEGUILER

As a beguiler, you possess many useful skills and spells. If your adventuring group lacks a rogue, you make a great substitute for all but the rogue's melee combat strengths. If the group lacks a wizard or other arcane caster, you can also fill that role with your command of illusions and enchantments, although you lack a wizard's array of spells that deal damage and you possess less spellcasting versatility. Your main strategy should be to control enemies, bolster your allies, and take command of the battlefield.

Abilities: Beguilers have quick wits, deft hands, and compelling personalities. You need a high Intelligence to get the most from your spells and skills. A high Charisma helps you be more convincing in your deceptions, while a high Dexterity helps you with the sneaky tasks you

are likely to pursue. Don't neglect Constitution; although you have the same Hit Die as a rogue, your Constitution score influences your ability to cast defensively and thus how well you can use your surprise casting class feature.

Races: Beguilers can be found among any race, but gnomes and half-elves seem to most appreciate the beguilers' flexible philosophy about truth. Being tricksters and inquisitive by nature, gnomes gravitate to the beguiler class due to the interesting deeds it allows them to accomplish. Half-elves, trapped as they are between the worlds of elves and humans, find that a beguiler's abilities help them better exist in both. Humans, elves, and halflings also foster beguilers in their midst, but dwarves and half-orcs rarely become members of the class. Dwarves tend to dislike dissembling, and half-orcs typically lack the mental discipline and likable personality required to make a good beguiler.

Alignment: The beguilers' outlook about truth is neither good nor evil, and beguilers of all alignments walk the world. Nevertheless, those well practiced in the arts of deception and manipulation rarely put much stock in others' laws, and they often display a self-centered attitude. Lawful good beguilers are like lawful good necromancers-rare and foreign even to their fellows.

Starting Gold: 6d4x10 gp (150 gp).

Starting Age: As wizard (PH 109)

CLASS FEATURES

Your spells and skills make you well suited to espionage and dungeon delving. In addition to being able to find and disarm traps your group might encounter, you can charm and confound guards, turning what could be dangerous encounters into simple steps toward your goal. In combat, you can use your spells to trick and outmaneuver foes.

Weapon and Armor Proficiency: Beguilers are proficient with all simple weapons plus the hand crossbow, rapier, shortbow, and short sword. Beguilers are proficient with light armor, but not with shields.

Spells: A beguiler casts arcane spells, which are drawn from the beguiler spell list on page 11. When you gain access to a new level of spells, you automatically know all the spells for that level on the beguiler's spell list. You can cast any spell you know without preparing it ahead of time. Essentially, your spell list is the same as your spells known list. You also have

the option of adding to your existing spell list through your advanced learning class feature (see below) as you increase in level.

To cast a beguiler spell, you must have an Intelligence score of 10 + the spell's level (Int 10 for 0-level spells, Int 11 for 1st level spells, and so forth.) The Difficulty Class for a saving throw against a beguiler's spell is 10 + the spell's level + the beguiler's Int modifier. Like other spellcasters, a beguiler can cast only a certain number of spells of each spell level per day. The base daily spell allotment is given on Table 1-1. In addition, you receive bonus spells for a high Intelligence score (PH 8).

A beguiler need not prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

Trapfinding: Beguilers can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Beguilers can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A beguiler who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Cloaked Casting (Ex): Starting at 2nd level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). At 8th level, you gain a +2 bonus on rolls made to overcome the spell resistance of any affected target. At 14th level, the bonus to your spell's save DC increases to +2. At 20th level, you become able to automatically overcome the spell resistance of any affected target.

Surprise Casting (Ex): Starting at 2nd level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively. At 6th level, you gain the ability to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can now feint in combat as a swift action.

Advanced Learning (Ex): At 3rd level, you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list. You gain another new spell at 7th, 11th, 15th, and 19th level.

Silent Spell: At 5th level, you gain Silent Spell as a bonus feat.

Still Spell: At 10th level, you gain Still Spell as a bonus feat.

PLAYING A BEGUILER

Truth lies in the eye of the beholder. Manipulation of truth—and others' visions of it—is a part of life. Everyone does it; you just do it better than everyone else. If you nudge someone into doing something he otherwise wouldn't have done, that person still did the actual deed, and some part of him must have wanted it done. You trick fools, charm egocentrics, influence schemers, and control the weak-willed. IN a way, you're doing them a favor. If they're clever enough to figure out they've been manipulated, they'll be better prepared to defend themselves against the later manipulations of those who mean them harm. If they don't figure it out, they'll get tricked again, but that's no concern of yours. Life is a game that you win by coming out on top, and the best way to do that is to convince others to give you a boost.

You might adventure because you desire excitement. Someone with your smarts gets bored with mundane pursuits. Alternatively, you might have set off on a life of adventure after some trick or manipulation gone wrong. You have to keep moving, and adventuring offers you

a regular change of scenery. IN any case, a life of adventure allows you to see new things, meet interesting people and garner a name for yourself. Of course, it might not be your real name, but fame is fame.

You always look to expand your knowledge and increase your power. You are clever enough to know there's always more to learn. Although you tend to be self-reliant, you understand the value of friendship and allies in your pursuits. Truth might be mutable, but friends value honesty and trust, so you make sure not to entangle your allies in your web of lies and trickery.

Religion: Beguilers favor deities who share their unfettered outlook and who would seem to appreciate their schemes and strategies. Most beguilers look to Oldimarra for obvious reasons, both prefer Fharlanghn since he shares their love of new beginnings and travel. Gnome beguilers largely put their faith in Garl Glittergold, and some nongnome beguilers follow suit. Many also follow Boccob; the Lord of All Magic cares little to what use beguilers put their spells, and beguilers prefer it that way. Evil beguilers often join Vecna's fold—the Master of All that I Secret and Hidden welcomes beguilers, manipulating them toward ever-greater acts of villainy as they take advantage of their victims.

Other Classes: Few know of characters such as yourself because many beguilers pretend to be something other than what they are, and you can easily pass as a rogue, bard, wizard or sorcerer. Those who learn of the class often have a poor impression of beguilers unless they call one a friend. Wizards consider characters such as you to be undisciplined and limited in their magic. Knights, paladins and monks rightly think of you as untrustworthy. Rangers, dragon shamans, barbarians and druids rarely have patience for your prevarications and your enjoyment of civilized society. Rogues, duskblades, sorcerers and fighters tend to be more practical: If your abilities make their jobs easier, then you find a welcome reception. Bards often find the life led by beguilers fascinating and are intrigued by a beguiler's exploits.

Combat: You're at your best when you can catch foes unaware. Use your spells to hide and disguise yourself and your allies so that you can employ surprise tactics. If you get into melee, use the Bluff skill to feint in combat and thus get the drop on your enemy with cloaked casting or surprise casting. Control the terrain with spells

such as *grease* and *fog cloud*. Control foes with *charm person* and *dominate monster* spells.

Advancement: Remaining a beguiler typically presents the best course of advancement. The rogue class might seem like a natural choice for multicasting, but you don't gain much from taking levels in it. Although it gives you the sneak attack ability, it detracts from your spellcasting prowess.

You should assign skill points according to your role in your adventuring group. If the group already has a rogue who is good at finding traps and sneaking about, boost your ranks in social skills such as Diplomacy and Gather Information. Remember that you can use spells such as *invisibility* and *silence* for stealth, and spells such as *knock* and *spider climb* to do things for which rogues must use skills. High bonuses in Bluff and Concentration are a must if you're going to use the surprise casting ability.

You have many good options for feats, but be sure to take Combat Casting, Combat Expertise, and Improved Feint to get the most from surprise casting and cloaked casting. *Complete Adventurer* offers Mobile Spellcasting, a feat that allows you to cast a spell and move as a single standard action. Combining this with the benefits provided to you by Improved Feint and the Tumble skill, you could move into melee, feint and cast a spell that gets the benefit of cloaked casting or surprise casting. You should also consider taking the Battle Caster feat from *Complete Arcane*, which allows a beguiler to wear medium armor without spell failure. Combining it with the Armor Proficiency (medium) feat gives you much greater protection. If you're interested in having a lot of feats, it might be worthwhile to take a level of fighter, since the 1st level of the fighter class gives you proficiency with all types of armor and a bonus feat you could use for Combat Expertise or Improved Feint.

BEGUILER SPELL LIST

0 level: *dancing lights, daze, detect magic, ghost sound, message, open/close, read magic.*

1st level: *charm person, color spray, comprehend languages, detect secret doors, disguise self, expeditious retreat, hypnotism, mage armor, obscuring mist, rouse*, silent image, sleep, undetectable alignment, whelm**

2nd level: *blinding color surge*, blur, daze monster, detect thoughts, fog cloud, glitterdust, hypnotic pattern, invisibility, silence, spider climb,*

stay the hand, touch of idiocy, vertigo*, whelming burst**

3rd-9th level see Player Handbook II pg. 11

*New spells found listed below

NEW SPELLS

Rouse (Player Handbook II p. 123)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2 levels)

Area: 10-ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a loud snap of your fingers, you cause any sleeping creature in the spell's area to awaken.

The spell has no effect on creatures that are unconscious due to being reduced to negative hit points, or that have taken nonlethal damage in excess of their current hit points.

Whelm (Player Handbook II, p. 128)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You thrust your arm forward toward your foe, palm open and fingers splayed. The creature reels as an invisible surge of power invades its mind.

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw. For every two caster levels beyond 1st, you deal extra 1d6

points of nonlethal damage to the subject, to a maximum of 5d6 at 9th level.

Blinding Color Surge (Player Handbook II, p.124)

Illusion (Glamer)

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft/level)

Targets: You and one creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You point at the target of the spell. The colors of your clothing, skin and hair shine for a brief moment before they surge away from you, forming a multicolored ray that strikes your target. You disappear as the colors of your body and items leap from you into the beam. The target clutches his eyes and staggers.

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at a target. When you cast this spell, you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of invisibility for the duration of the spell, even if the target creature succeeds in its save or if its spell resistance protects it.

Focus: A small prism.

Stay the Hand (Player Handbook II, p. 128)

Enchantment (Charm) [Mind-Affecting]

Level: Bard 1, beguiler 2, cleric 2, sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft/level)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Your words invoke compassion and mercy in the merciless.

If the target creature fails its save against stay the hand, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intention to attack you or target you with a spell. If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a -4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second. Likewise, the subject of this spell can redirect a spell that had been targeted at you; it must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

Vertigo (Player Handbook II, p.127)

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 2, beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2 levels)

Targets: One living creature

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

You cripple a target with sensations of falling.

The subject of this spell becomes dizzy, as the ground seems to drop away beneath its feet. The subject must succeed on a DC 10 Balance check at the start of each turn to take a move action. If it fails, it cannot move. If it fails the check by 5 or more, it falls prone. While afflicted, the subject takes a -2 penalty on attack rolls and saving throws. Airborne creatures receive a +4 bonus on saves against this spell and do not need to make the Balance checks.

Whelm (Player Handbook II, p. 128)

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You stretch your arms before you, spread your hands wide, and unleash an invisible cone of

magical power that assails the minds of the creatures within it.

You assault the mental faculties of the creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum of 5d6 at 10th level) to each creature that fails its save.

Player Handout One

Iconic NPCs:

Zelzevan: Male human Druid1; Medium humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 13, flat-footed 12, touch 11; Base Atk/Grp: +0/-1; Atk -1 melee (1d6-1, quarterstaff); Full Atk -1 melee (1d6-1, quarterstaff); SQ Spells, animal companion, nature sense, wild empathy +1; AL NG; SV Fort +4, Ref +1, Will +5; Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +6 (+10 casting defensively), Handle Animal +6, Heal +7, Knowledge (nature) +4, Listen +5, Spot +5; Combat Casting, Track.

Spells Prepared: (3/2, DC 13+spell level). 0—*cure minor wounds* (2), *detect magic*; 1st—*cure light wounds*, *magic fang*

Possessions: Leather armor, quarterstaff, backpack, belt, 2 belt pouches, *potion of cure light wounds*

Animal Companion: Burr, wolf; HD 2d8+4; hp 16; Init +2; Spd 50 ft.; AC 14, flat-footed 12, touch 12; Base Atk/Grp: +1/+2; Atk +3 (1d6+1, bite); Full Atk +3 (1d6+1, bite); SA Trip; SQ Low-light vision, scent. AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6. *Skills and Feats:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking), Track, Weapon Focus (bite).

Nerkela: Female elf Ranger1; Medium humanoid (elf); HD 1d8+1; hp 9; Init +4; Spd 30 ft.; AC 16, flat-footed 12, touch 14; Base Atk/Grp: +1/+3; Atk +5 ranged (1d8/X3, longbow) or +3 melee (1d6+2, quarterstaff); Full Atk +5 ranged (1d8/X3, longbow) or +3 (1d6+3, quarterstaff); SQ Favored Enemy (humans), Wild Empathy +1; AL NG; SV Fort +3, Ref +6, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +6, Knowledge (nature) +4, Listen +8, Spot +8, Survival +6, Point Blank Shot.

Possessions: Leather armor, longbow, 40 arrows, quarterstaff, backpack, belt, 2 belt pouches, *potion of cure light wounds*

Player Handout Two

Dear Thomas,

Hope all is well in Chendl, dearie. Hope you don't miss the country too much, know I would.

Things are not really okay on our side, sorry to say. Your Uncle Tross has disappeared, gone two weeks now. Getting worried. Heller's no help, for the law he's pretty useless, don't think he really wants Tross found.

Since you're a resourceful boy, maybe you can get some fancy types from up your way to look into things for us. We sure would appreciate it.

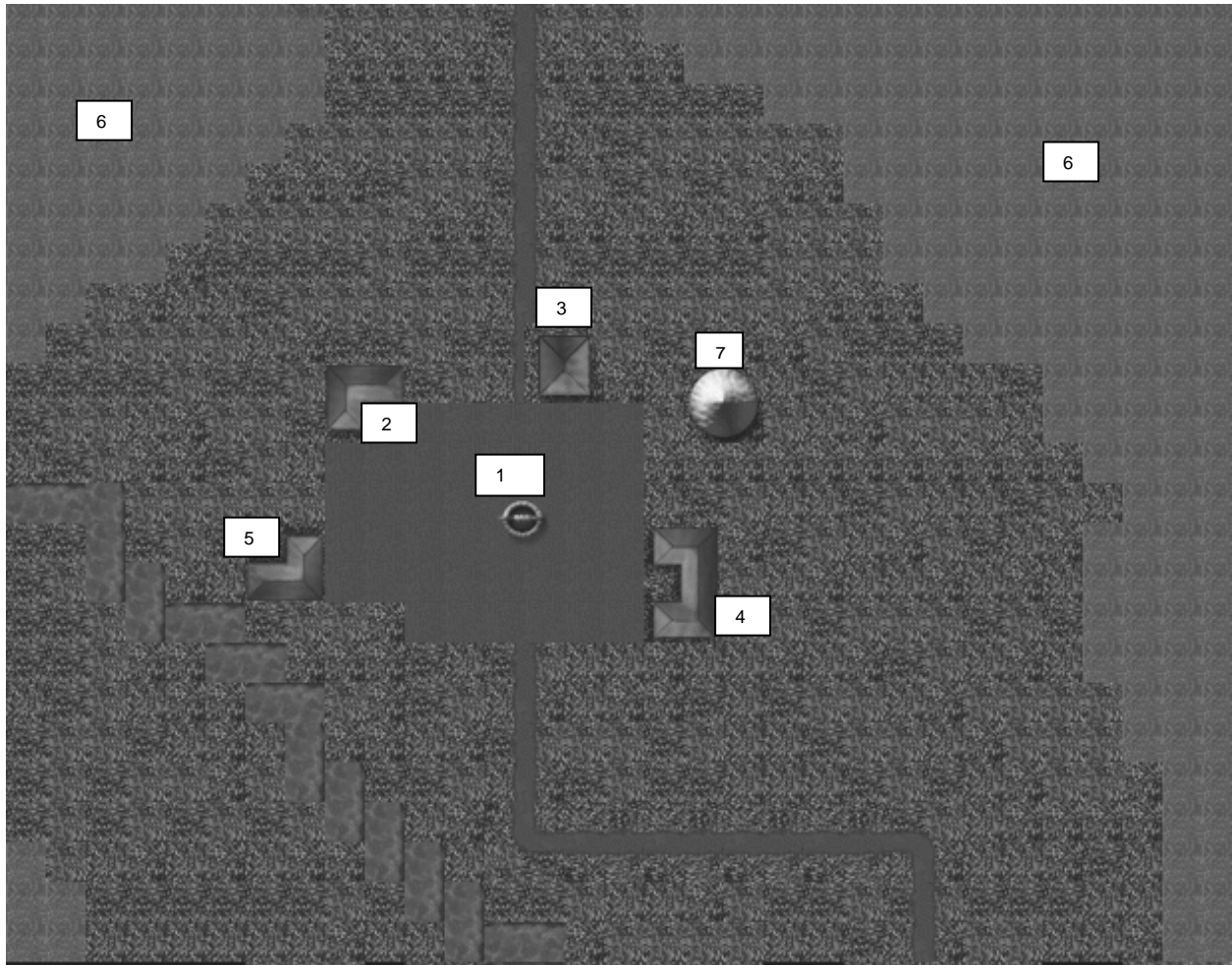
Give your mother my love and tell her to make an offering to Beory for your Uncle Tross. See you soon, here's hopes.

Love,

Aunt Gelda

Player Handout Three

Map of Whittleborough



Places in town:

- 1) Town Market/Trading Post
 - 2) Seloo's Place
 - 3) Smithy
 - 4) The Inn
 - 5) Miller's Shop
 - 6) Outlying Farms
 - 7) Gaol
-

Player Handout Three

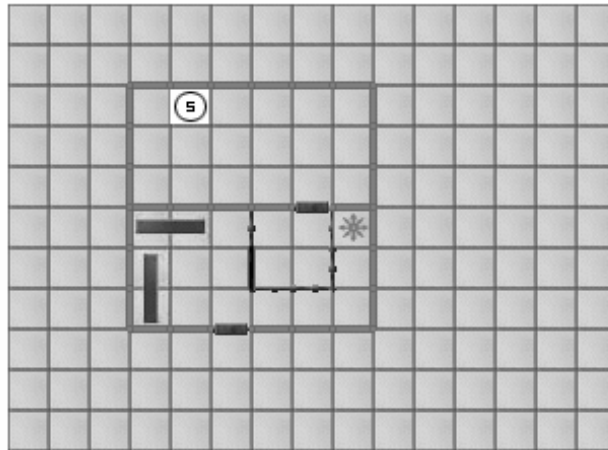
I, Tross Verthomme, do solemnly swear by Beory, Pelor, and St. Cuthbert that the following is in my own wishes and hand:

If, by some circumstance, I should be petrified by some unnatural or magic-like means, please take this writ to the High Druid's Grove located twenty miles south of the good town of Whittleborough and present this to him there. He will see to it that I am duly restored, per our discussion of record.

Signed,

Tross Verthomme

DM Map One



= Winch



= 2' square door into pen



= petrified Tross