

Davben's Book

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Mini-Mission set in the Kingdom of Nyrond

NeonCon Draft

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Foreign marauders threaten a gnomish enclave in Nyrond's Flinty Hill border region. A gnome courier needs the assistance of adventurers to deliver an item the gnomes believe can help them defend their burrows. A Living Greyhawk Mini-Mission set in the Kingdom of Nyrond for characters level 1–10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Greyhawk: the Adventure Begins* [Roger Moore], and *Living Greyhawk Gazetteer* by [Gary Holian, Eric Mona, Sean K. Reynolds, Frederick Weining].

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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 rulebooks: *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*. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs 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, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round mini-mission, set in the Kingdom of Nyrond. Characters from Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

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 DC 20 Survival check, 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

The Flinty Hills have long been a region of danger. The combination of humanoid raiders from the Bone March, the threatening stance of the North Kingdom to the east, and the monsters and hillmen native to the area make the Flinty Hills one of the most potentially volatile border regions on Oerth.

Despite these dangers, a gnome named Davben from a gnomish community called Skelmorad needs help getting a spellbook to Gnomeking ap'Hiller in these hills. Davben can take advantage of the Nyrond patrols that regularly strike out from Arndulanth and Schukendale. But, he feels the soldiers and commanders of the human armies ask too many questions and move too slowly. Plus, they'll always be around for back up if the need arises. The gnomes cannot afford to diminish their numbers at Skelmorad to accompany their couriers to and from the caves and mines they inhabit. So, Davben hired outside help from the Nyrond populace. But, the hired help promptly left him after receiving their gold.

Skelmorad sits on or near the Nyrond border (depending on whose map you consult) on the north side of Ogrebolt pass. It is a recently established community, having been settled about one hundred years ago when a new vein of silver was discovered there. About one thousand gnomes live and work the mineshafts of Skelmorad. As with the majority of gnomes in the Flinty Hills, the inhabitants of Skelmorad trade away their silver for grains and meats from Arndulanth in Nyrond.

When the PCs encounter him, Davben is on the run from unfriendly half-orcs that have followed him out of the Flinty Hills. The half-orcs, orcs, gnolls, bugbears, and other monstrous inhabitants of the hills do not want the gnomes to bolster their defenses. So, they waited for him to acquire his spellbook, and then gave chase. Of course, they waited until Davben's "hired" help gave up on the

besieged gnome. Intrigues from the east are going to reach into the Flinty Hills. Many details are not given here so that story elements are not spoiled for judges who participate in future installments in this short arc as players.

ADVENTURE SUMMARY

The introduction begins the adventure in the city of Arndulanth. The PCs have an opportunity to intervene in the affairs of a gnome running from some brigands.

Encounter one is an immediate combat affair where the PCs confront the raiders who seek the gnome they encounter in the introduction.

The fleeing gnome, Davben, tries to persuade the party to help him deliver his book to his community in encounter two. They are asked to travel to a gnome enclave called Skelmorad in the Flinty Hills. PCs that agree to help may prepare for their trek into the Flinty Hills before they leave town.

The PCs get to hear and learn about the many dangers of the Flinty Hills in encounter three. Davben explains threats that range from bandits to dragons.

In encounter four, the party gets a first hand look at some of the local dangers as some of Sassy's minions assault the party.

The party arrives at Skelmorad in encounter five. This is the gnomish enclave and mine where Davben lives. He hands over the book to one of Gnomeking Warren ap'Hiller's clan leaders.

The party meets another prominent gnome of Skelmorad in encounter six, who rewards them their promised pay. Then, they are led to the Overlook, where a celebratory feast is certain to ensue.

A frustrated enemy of the gnomes crashes the feast on the Overlook in encounter seven. This combat encounter tests all of the skills and abilities of the PCs.

The gnomes of Skelmorad offer their thanks to the party, once again, for their help in driving off or killing the attacker and his minions in encounter eight.

The adventure concludes as the party arrives in Schukendale. They receive another reward based on their behavior and attitude among the gnomes.

INTRODUCTION

The adventure begins in the city of Arndulanth, in northeastern Nyrond. Arndulanth is the seat of Duke Grevin Damar and home to many elves and gnomes who live, work, and trade among the humans of the city. Allow the PCs to share their

own reasons for being in Arndulanth. This adventure assumes the PCs are loitering outside of Korjen's General Goods, a local merchant and expedition supplier. Read the following as PC introductions conclude.

You stand outside of Korjen's General Goods in the city of Arndulanth in the shade of the Gamboge Forest. Shouts of alarm and a shrill cry for help disturb your conversation. As you turn to see where the commotion is coming from, you see a male gnome darting through the crowds in your direction, forty feet away. Another forty feet behind him, giving rapid chase, are several half-orcs.

The gnome clutches a ripped backpack closely to his chest. There is something in the backpack (a spellbook, of sorts), but PCs cannot tell what it is from the outside. He frantically glances behind him and appears to be running from an altercation with the half-orcs.

The half-orcs appear to be armed with greatclubs, but they are not wielding them, yet. One of them appears to be clutching a ripped piece of the gnome's backpack. They are dressed in rugged-looking clothing designed for living in the outdoors.

Allow the PCs to determine their next course of action. Initiative may be rolled now, or the PCs may simply let the gnome and his pursuers run by. If the PCs act now, proceed to **Encounter 1: Help!** If they choose not to interfere in any way, the adventure hook just passed them by...

ENCOUNTER 1: HELP!

This encounter assumes the PCs intervene in the gnome's flight from the half-orcs. Roll initiative now if it has not been rolled. The gnome is going to run past the PCs and into Korjen's store to hide on his Initiative count. He explains such if someone follows him in, asking for them to "Keep those brigands away from me!" or saying, "Don't stand there, help me hide!"

The half-orcs follow the gnome into the store if not forestalled by the PCs outside. They will handily relieve him of the backpack he carries and run off with it if nobody stops them. In this case, the adventure is over and neither experience points nor gold are earned.

When the PCs step in, the half-orcs will stop and warn them to mind their own business. They indicate they are "taking the gnome's book, and that is that." They draw their weapons and fight.

The gnome begs for help against the half-orcs if the PCs prevent him from moving any further. He'll point to his pursuers, screaming for the guard or for anyone else to help him.

Creatures: The half-orcs are from a clan of hillmen from the Flinty Hills. They want the gnome's book. They shall not be deterred except by force.

APL 2 (EL 3)

Half-Orc Ruffians (3): hp 12 each; *Appendix 1.*

APL 4 (EL 5)

Half-Orc Ruffians (3): hp 20 each; *Appendix 1.*

APL 6 (EL 7)

Half-Orc Ruffians (3): hp 38 each; *Appendix 1.*

APL 8 (EL 9)

Half-Orc Ruffians (3): hp 57 each; *Appendix 1.*

Tactics: The half-orcs gang-up on and attack the nearest PC. They will make efforts to put themselves in flanking positions. They will use Power Attack if they can get flank bonuses at all APLs.

One or two of the half-orcs will use Improved Overrun to knock PCs down at APLs 4 to 8. Others will delay to take advantage and attack prone PCs.

The ruffians do not fight to the death. They will flee when they get down to one quarter of their hit points. They surrender if pursued, throwing down their arms.

Treasure: The half-orcs each have twenty-five gold pieces in addition to their equipment.

APL 2: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

APL 4: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

APL 6: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

APL 8: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

Development: Captured or subdued half-orcs say that they were hired by a man in a dark cloak in the Flinty Hills, where they are from. He paid them to follow the gnome, take the book when he got it, and return it to the hills, where their shadowy employer said he'd find them. They did not have a meeting time or place. He simply said he'd find

them once they entered the hills. They only know that he is a human and that he spoke in a whispering, "snake-like" (sibilant) voice. The same dark man has made recent appearances among the clans of the hillmen. His intentions and motives are unknown, except that he wanted the book from the gnome.

A DC 15 Knowledge (local — NMR) indicates that the twenty-five gold coins the ruffians were paid with are "crowns" minted and used in North Kingdom.

The half-orcs have no other information to offer.

A detachment of Arndulanth city watchmen arrive a few moments after the PCs finish questioning captured ruffians. The watchmen will groan and complain about any drawn weapons and the use of force in the city. Adventurer License holders will get a pass from the watchmen and a thanks for the help. Others get stern looks and distrusting tones. The PCs may explain what happened, and witnesses will confirm the events if the PCs are honest.

Eventually, the watchmen are satisfied and haul any surviving half-orcs to the city jail.

ENCOUNTER 2: THE GNOME'S STORY

Davben, the formerly fleeing gnome, pokes his head out of Korjen's when the fighting ends and the PCs are victorious. He'll cautiously approach the PCs and explain his predicament.

If the PCs attempted to help Davben but failed to defeat the half-orc ruffians in **Encounter 1: Help!**, Davben is captured by the half-orcs. But, the city watch apprehends them at the city's outskirts. The watch jails the half-orcs and sets Davben free. Davben will look for the PCs to tell his story and make his offer. He regrets they were beaten by the ruffians, but appreciates the party's bravery and for trying to stop his pursuers. He offers to buy them a meal and drink if they will at least listen to his tale and needs. Read or summarize his introduction below if the PCs agree.

"My name is Davben, and I hail from Skelmorad, a gnomish clan hold in the Flinty Hills. I appreciate your help in dispatching my attackers. Oh, by Garl's Jeweled Fingers, this has certainly turned into an amazing adventure. Please, accept my thanks by allowing me to buy you a meal and drink. And,

may I bend your ear to hear of my tribulations?"

Assuming the PCs accept, Davben takes them to Gleaming Jem's, a tavern and inn that caters to Arndulanth's gnomish population. They are served a sumptuous meal and drinks, as Davben promised. He begins his story while the PCs eat.

"One of Gnomeking ap'Hiller's clan leaders sent me to Arndulanth to meet with a gnomish envoy from the City of Greyhawk. I was to retain a package from this envoy. Something Gnomeking ap'Hiller desperately wants."

Davben will covertly show the book to PCs if they ask about it at this time. He'll look around the common room and give a knowing look to the dozen gnomes also there. PCs that succeed on a DC 15 Spot check or a DC 15 Sense Motive check notice several gnomes in the tavern give Davben a reassuring, yet subtle, nod. Davben sets the backpack on the table and carefully removes the book.

It is a leather bound book. Anyone who speaks Draconic may read its title, sewn into the cover with gold thread, *Spells and Training of the Harrow Blades*. Davben continues after showing the PCs the book. A DC 20 Knowledge (local — NMR) check or a DC 25 Bardic Knowledge check reveals that the book Davben has is a copy of a very old Oeridian military manual. It is likely that Davben's book contains the details of training regimens, spells, and other fighting concepts that combine sword and magic.

"This book may contain some knowledge, insight, or other information that Gnomeking ap'Hiller may use to bolster the defenses of the gnomes in the Flinty Hills," Davben explains.

"Like the gnomes of the Cairn Hills, we face many threats. We always have. But, our diviners sense some other looming threat. What it is we do not know, as the divinations are dim and shadowy."

"The gnomes of Greyhawk have copied an old tome they've had since the days of Landgraf Maret Nial – this is the copy. I am to take it by way of Skelmorad to the Gnomeking's diviners and sages. They in turn hope to find some spell, strategy, or other bit of information to help us improve our chances of surviving the ever-increasing dangers in the hills and mountains of our region."

Davben takes a moment to catch his breath, eat a bite of food, and gulp down some of his drink. Before the PCs can ask any questions, he interrupts them with a raised finger.

Davben wipes his mouth with a shirtsleeve and continues, "Those ugly orc-blooded creatures were no doubt from some mixed human and orc tribe in the hills, or the Bone March. As you can see, they wanted the book. Or, they wanted it to not get to the Gnomeking. And, I'd almost lost all faith in the inhabitants of this city if not for you lot."

Davben shakes his head in disgust, and continues. "I hired four professional adventurers not two hours ago to escort me to Skelmorad. They took their fifty gold piece advance and agreed to walk with me into the hills. The moment those brigands came up to me and tried to wrestle the book away, my 'hired help' ran off like frightened halflings ("no offense," Davben adds to any Halflings present). One of them, a dwarf, claimed to be a cleric of Moradin!" Davben exclaims.

"May I bother you kind, brave folk to accompany me back to Skelmorad? I can't pay anything now. But, when we get back I can give you the rest of the pay those cowards who offered to 'help' me this morning were suppose to get. Skelmorad will throw a fine feast in your honor, too." Davben looks at you with pleading eyes.

Davben does not know who hired the ruffians and does not recognize the description the half-orcs gave of him. He suggests that it could be anybody – a shaman from the Bone March, a priest of the hillmen, or some unknown personality from The Pale, North Kingdom, etc...

Creatures: Twelve other gnomes are present in the Gleaming Jem in addition to Davben. They are a mix of classes equal to the table's APL. However, this is not meant to be a combat encounter, so stat blocks are not given. If for some reason the PCs attempt to steal the book, the gnomes in the establishment will hold them until the watchmen arrive. The PC or PCs involved will be arrested, fined 100 gp, and held over for 2 TUs. The adventure is over for any such foolish PCs.

Davben, gnome courier: male gnome scout 2; hp 16, Appendix 1.

Development: Fifty gold pieces await each PC that takes Davben up on his offer. Davben is eager to get out of town if the PCs agree. He will concede and accompany them if they want to make any purchases in Arndulanth. Proceed to **Encounter 3: The Flinty Hills** when the PCs are ready.

Davben sighs and shows exaggerated disappointment if the PCs refuse his offer. He thanks them for listening, and then begins to plead with some of the other gnomes in the Gleaming Jem. The adventure is over for PCs that refuse to help.

ENCOUNTER 3: THE FLINTY HILLS

This encounter gives the PCs a chance to learn of some of the ever-present dangers in the Flinty Hills, learn about Davben's clan and other gnomes, and to perhaps get a closer look at *Spells and Training of the Harrow Blades*.

Davben recommends traveling south and east along the edge of the hills to Schukendale. This diminishes the amount of time the party needs to spend in trackless, uncivilized hill country. Consult the Movement section in the *Player's Handbook*, pages 162-164 to determine your party's travel time. For example, it takes a party moving 20 ft. just over nine days to walk one hundred fifty miles from Arndulanth to Schukendale. From Schukendale thence up the Snake Pass, the forty miles to the Ogrebolt Pass junction takes just over three days. Skelmorad is a day's walk east on the Ogrebolt Pass, where Davben then walks north to the hidden burrows of Skelmorad.

Davben plans on walking at 20 ft. He will accept a ride on a mount, or even allow himself to be carried by a PC like a backpack — he'll even suggest the latter. All his years in the woods have taught him to take advantage of every opportunity! He will not be persuaded to spend his own money on a mount, since he has none left. He also explains that the gnome burrows are no place for a horse. Riding dogs are welcome, however. He will not object to PCs taking large mounts. But, they shall find no accommodation in Skelmorad due to their size.

Information presented below is in bullet point format to make the conversation free form. Judges may paraphrase or read aloud as they see fit. Use the information in any order.

Davben, His Errand, and Skelmorad

- Skelmorad is a mining outpost that was established about one hundred years ago to take advantage of a vein of silver that runs close to the surface of the Oerth.
- There are about one hundred gnomes that keep Skelmorad running: miners, warriors, and those that prepare food, take care of the sick, etc...
- Gnomeking ap'Hiller does not live there. Skelmorad was just given the assignment of getting the book from Arndulanth.
- Davben will give the book to Adoven, a scholar, sage and clan leaders of Skelmorad.
- Davben is a courier and makes many trips in and around the Flinty Hills for his clan.
- Much of the silver that Skelmorad extracts is traded to Nyrond for foodstuffs and to grease the wheels of foreign policy. Of course the gnomes keep much of it for their own purposes. Davben laughs when he says this.

Spells and Training of the Harrow Blades

- It is normal-sized and bound in goat leather, with gold thread stitching and binding.
- It is written in Draconic.
- It discusses the combinations of sword and spell in battle, calling its two disciplines havoc mages and eldritch knights.
- It details many spells that can and should be used by one hand, while the other wields a sword.

Dangers of the Flinty Hills

- The most pressing danger in the hills is the Green of the Gamboge, Sasrakananakmasha (AKA Sassy). She is an enormous green dragon with a lair in the southern Gamboge Forest — too close for Davben's taste. Davben does not call her by her full name or Sassy. He refers to her, out of a sense of respect and fear, as the Green of the Gamboge. He suggests that nobody says her name out loud, lest she hears it spoken and comes to find and kill the blasphemer.
- She can and has destroyed entire valleys with one blast of her caustic breath.
- She is currently hibernating, brooding, or has found a new hunting ground, as she has not been seen in the hills or the southern forest for a few years. Or, more likely, she's plotting a new approach to the destruction of the gnomes.

- She certainly has not been slain – she is immensely powerful, and would defy the efforts of most.
- Additionally, her minions are still very active in the southern Gamboge and around the Flinty hills.
- The native hillmen are always active, up to their normal banditry and infighting. It would bode ill were the hillmen to organize and assert them selves in a united pact. But, they are too wild an uncivilized for such.
- The party may encounter them. The hillmen are too unpredictable to offer any kind of clues as to their activities. They may not be seen at all. A night watch is certainly in order!
- Gnolls, orcs, bugbears, hobgoblins and other creatures of the Bone March present a constant danger. Sometimes they send skirmishers or scouts into the Hill's eastern reaches to probe gnome and dwarf defenses.
- The dwarves and humans of Mistwatch usually dispatch these threats. Mistwatch also serves as a deterrent for any overly eager princes in North Kingdom.

Development: Travel through the hills is uneventful for the party the first two days and nights. However, minions and spawn of the Green of the Gamboge attack the PCs while they camp. Proceed to **Encounter 4: Greenspawn** as the PCs bed down on the third night in the Flinty Hills.

ENCOUNTER 4: GREENSPAWN

While the PCs shall not encounter Sasrakananakmasha, they shall certainly see her minions. A group of her creatures stumble upon the PCs while they camp. Run this encounter on the third night the PCs camp in the Flinty Hills, certainly before they reach Skelmorad.

It is likely the PCs use a rotating watch during their nights in the Flinty Hills. Roll a d8 to determine which hour of the night Sassy's minions attack, with a one being approximately ten o'clock at night, a two being about eleven o'clock, etc. Then, roll 2d6x10 to determine the distance the PCs may begin to detect the minions by sight or sound (*Dungeon Master's Guide*, page 89). Sassy's minions try sneak up on the PCs from the given distance using their darkvision to full advantage.

Creatures: Some of the very creatures Davben may have told the PCs about earlier appear out of

the dark night. A roaming band of Sassy's spawn attack the PCs in hungry, reckless abandon. Describe the half-green dragons as powerfully built humanoids with green, scaled skin and elongated snouts with sharp fangs.

APL 2 (EL 4)

Greenspawn Sneak (2): hp 14 each; *Appendix 1.*

APL 4 (EL 6)

Greenspawn Sneak (2): hp 14 each; *Appendix 1.*

Greenspawn Leaper (2): hp 25 each; *Appendix 1.*

APL 6 (EL 8)

Greenspawn Razorfiend: hp 105; *Appendix 1.*

Half-Green Dragon Gnoll Raider: hp 56; *Appendix 1.*

APL 8 (EL 10)

Greenspawn Razorfiend: hp 105; *Appendix 1.*

Half-Green Dragon Gnoll Raider (2): hp 79; *Appendix 1.*

Tactics: The greenspawn sneaks creep as close as possible to throw their flasks of acid at APL 2 and APL 4. They try to give each other flanking when combatants approach for melee. The greenspawn leapers lie in wait to charge melee opponents when the sneaks engage in melee at APL 4.

The greenspawn razorfiend and half-green dragon gnoll sneak as close as possible to unleash their breath weapons on the PCs at APLs 6 & 8. They focus their attacks on single PCs when melee combat begins, with the greenspawn razorfiend using its breath weapons every round it can if it can reasonably do lots of damage with it. The half-green dragons simply charge if they are detected before they are in range for the breath weapon to be of use.

Development: All of these minions fight to the death. None of the greenspawn or half-dragons speak Common at any APL. If the PCs can communicate with them, survivors have no information to offer and act defiant if PCs insist on keeping any alive. Survivors promise that their queen will find the PCs and rend their flesh to feed to her hatchlings. They make every effort to escape and take every opportunity to harm the

PCs that becomes available. They are vicious creatures with an insatiable desire to do harm.

Davben says that the Green's spawn have never ranged this far south before. They have been seen in small numbers closer to and in the Gamboge, but not this far south.

Treasure: The creatures carry only their equipment and some gold pieces at all APLs.

APL 2: Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

APL 4: Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

APL 6: Loot: 81 gp, Coin: 0 gp, Magic: 91 gp – *potion cure light wounds* (8 gp each), *vest of resistance* +1 (83 gp each)

APL 8: Loot: 104 gp, Coin: 0 gp, Magic: 908 gp – +1 *greatsword* (2) (196 gp each per sword), *potion cure light wounds* (2) (8 gp each per potion), *ring of protection* +1 (2) (167 gp each per ring), *vest of resistance* +1 (2) (83 gp each per vest)

Detect Magic Results: +1 *greatsword* (faint transmutation), *potion cure light wounds* (faint conjuration), *ring of protection* +1 (faint abjuration), *vest of resistance* +1 (faint abjuration),

ENCOUNTER 5: SKELMORAD'S DIRT CAVE

Davben asks for the PCs to allow him to erase signs of their passage as he prepares to move into the small draw that hides the entrance to Skelmorad. Any large mounts will have been tethered a few hundred yards from the draw.

Davben beckons you to a large, old scrub oak tree after he erases your tracks from the dirt in a narrow draw. Then, he pulls on one of the oak's roots, tilting the tree back and revealing a secret entrance into a narrow, underground tunnel.

The two and a half foot wide tunnel is designed for small size creatures. Medium creatures are considered squeezing and larger creatures are completely blocked from entering. But, it is only a short walk into the side of the hill before the tunnels opens up to accommodate medium creatures.

The Narrow tunnel opens up into a dirt and rock cave about fifty feet wide. Light from a few magical torches illuminates the cave. Tree roots and other vegetation snake through the walls and ceiling, indicating you are not too far below ground. A half dozen smaller tunnels exit the larger chamber. Gnome guards greet

Davben, where they have a short exchange in Gnome.

PCs that speak Gnome may overhear the conversation. The guards and Davben simply exchange salutations. Davben suggests that he take the book straight to Adoven, who is deeper in the burrows.

Davben turns to you and asks that you wait patiently here while he delivers the book to Adoven. "I will return shortly, and we shall make a better accommodation for you, if you would like to stay the night," he says. "I would invite you further into the burrows, but you might find it uncomfortable"

Development: The party is served food and beverages if they agree to wait for Davben to make his delivery and return. Proceed to **Encounter 6: Humble Rewards** if the PCs agree to wait.

ENCOUNTER 6: HUMBLE REWARDS

Davben returns shortly with Adoven. Read or paraphrase the following read aloud text.

Davben emerges in the company of another gnome from the same tunnel he went through about fifteen minutes ago. "This is Adoven," he says, introducing the other gnome. "He is the Warren Leader and one of our most respected sages." Adoven bows at this introduction.

Allow the players a few moments to introduce their PCs. Then, Adoven addresses them.

"I wish to thank you for delivering the tome of Spells and Training of the Harrow Blades to us. As Davben may have told you, it is a gift from gnomes abroad. And, thank you for bringing Davben back alive."

Adoven produces a velvet pouch from a vest pocket. He and Davben count out ten platinum pieces for each of you and hand them over. "For this occasion, we are going to use the Overlook," Adoven says. "Davben, please take our friends there, and we shall all enjoy a humble feast."

Treasure: Adoven has actually paid the PCs twice what Davben promised.

APL 2: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

APL 4: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

APL 6: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

APL 8: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

Development: Davben leads the PCs through one of the many small tunnels. Explain to the PCs that the beams are cut and angled in odd directions to shore the earthen tunnel up. Many pulleys and ropes run along and through the beams and tunnel.

Davben will explain that this tunnel is rigged to be pulled down in the event that an enemy tries to enter the burrows through the Overlook. The gnomes retreat down the tunnel and collapse it on pursuers, making another stand at the dirt cave if necessary. He does not share the burrow's other defenses, citing security reasons and the PCs' safety.

ENCOUNTER 7: ENTER CRAWDOR

The tunnel opens up to a flat, open area that overlooks a steep valley in the hills.

You exit the narrow tunnel after about two hundred feet. A wide, flat shelf looks out over a deep valley. There is a hazy shimmer as you look out across the scene.

Davben explains, with a lot of pride, that the Overlook is hidden behind an illusion in the shape of a quarter dome. An observer on the outside only sees the hilltop. But, the valley can be seen from within. The gnomes watch the movement of others in the hills from behind the safety of their illusion. The edge of the Overlook initially drops of 20 ft. to another shelf before plummeting an additional 200 ft. to the floor of the valley. To successfully climb up from the lower shelf requires a successful DC 20 Climb check.

*Other gnomes begin to trickle in. Soon, there is cooking, laughing, and carousing on the Overlook. Adoven and others discuss the contents of the book the party brought to them. Adoven explains that *Spells and Training of the Harrow Blades* is already on its way to Gnomeking Warren ap'Hiller through one of the deep tunnels below the burrows. Davben describes how the party defeated the ruffians in Arndulanth. The festivities continue for hours, and eventually night falls. But, the*

gnomes show no sign of abating their festivities. It seems that it has been a long time since these people have had a chance to enjoy themselves this much.

Ask the players to arrange their PCs somewhere on the map, using *DM Map: Overlook*. Indicate that there are about two-dozen gnomes on the Overlook. Then, read the following. Take care to read the correct version for the APL.

A sudden, sharp high-pitched shriek fills your ears. The shimmer of the Overlook's illusion glows brightly for a fraction of a second then disappears with a loud cracking sound. Fresh air from outside rolls in and the clear night sky is plainly visible.

APL 2

A large winged creature that is half-lion and half-eagle swoops out of the night sky and lands on the edge of the Overlook. Upon the creature's back, a dark figure, perhaps a human or an elf, begins to move his hands in arcane gestures.

APL 4-8

A large winged reptile swoops out of nowhere and lands on the edge of the Overlook. Upon the creature's back, a dark figure, perhaps a human or an elf, begins to move his hands in arcane gestures.

Creatures: Cawdor has just crashed the party. He and his mount, a griffon or a wyvern, begin their attacks immediately.

APL 2 (EL 5)

Cawdor: male human sorcerer 2; hp 10; Appendix 1.

Griffon: hp 59; *Monster Manual* 139.

APL 4 (EL 7)

Cawdor: male human sorcerer 4; hp 20; Appendix 1.

Wyvern: hp 59; *Monster Manual* 259.

APL 6 (EL 9)

Cawdor: male human sorcerer 8; hp 40; Appendix 1.

Wyvern: hp 59; *Monster Manual* 259.

APL 8 (EL 11)

Cawdor: male human sorcerer 10; hp 50; Appendix 1.

Wyvern, Advanced: hp 117; *Appendix 1*.

Tactics: At all APLs, Crawdor will land his mount where he is not too close to any tough looking fighter types. He will start by casting one of his highest level offensive spells, whichever makes the most sense at the time, and then dismounting the mount to avoid having to make concentration checks to cast. As a free action, he will tell his mount, in a language it understands, to defend him. This is a free action, as he does not have to perform a Handle Animal check. The mount is intelligent enough to act on it's own and will try to protect it's master. It will not charge PCs unless they choose to only engage with ranged attacks. Crawdor also wants it nearby in case he needs to mount up and flee.

Depending on the APL, he has already cast *false life*, *mage armor*, *mirror image*, *shield*, and *stoneskin*.

Crawdor is an experienced combatant and will attempt to use his spells as cleverly as possible to control the battle field, defend himself, and cause as much damage as he can.

He does not fight to the death as long as a mount is available, attempting to flee if he does not believe he will survive another round of combat. He does fight to the death if he has no means of getting off of the Overlook.

The gnomes scramble to their tunnel, which they collapse six rounds after combat begins, whether or not the party is victorious by then.

Davben may stay and help if the PCs ask him to, but he looks to them for advice on what to do.

Development: Crawdor deepens the mystery of who is after *Spells and Training of the Harrow Blades*. His master, someone he identifies as Sarkoz, sent him here to get the book because the bumbling half-orcs failed. Crawdor does not know why Sarkoz wanted to prevent the gnomes from obtaining the book.

It was Crawdor that hired the half-orcs. He followed Davben from far above. He sent the half-orcs into the city to drag the stinking gnome or his book back to the edge of the hills. From thence, Crawdor was going to leave and take the book to a Hextorian chapel in Edgefield where Sarkoz could retrieve it at his leisure.

Crawdor met Sarkoz in Edgefield, in the North Kingdom, after the Greyhawk wars. That was where he last saw his master, weeks ago. But, Sarkoz moves around a lot. He may be in Eastfair one week, then at the Highlander Castles the next.

He dares the PCs to seek Sarkoz. He promises them a slow, fiery, and painful death if they do.

He has also seen the strange and dangerous green spawn in the Flinty Hills and in the southern reaches of the Gamboge Forest. But, he is not affiliated with them and avoids them like other travelers in the hills.

Crawdor's coins match those found on the half-orcs in Arndulanth – gold “crowns” from the east.

Treasure: Crawdor has items the party may be interested in, if he did not use them up during the fight.

APL 2: Loot: 3 gp, Coin: 25 gp, Magic: 159 gp - *anklet of translocation* (117 gp each), *potion of cure light wounds* (2) (8 gp each per potion), *scroll of protection from arrows* (13 gp each), *scroll of web* (13 gp each)

APL 4: Loot: 3 gp, Coin: 100 gp, Magic: 193 gp - *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *scroll of protection from arrows* (13 gp each), *scroll of web* (13 gp each)

APL 6: Loot: 3 gp, Coin: 150 gp, Magic: 738 gp - *anklet of translocation* (117 gp each), *cloak of charisma +2* (333 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of confusion* (58 gp each), *scroll of web* (13 gp each)

APL 8: Loot: 3 gp, Coin: 250 gp, Magic: 1,121 gp - *anklet of translocation* (117 gp each), *cloak of charisma +2* (333 gp each), *potion of cure moderate wounds* (4) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of confusion* (58 gp each), *scroll of web* (13 gp each), *vest of resistance +2* (333 gp each)

Detect magic results: *anklet of translocation* (moderate conjuration), *cloak of charisma +2* (moderate transmutation), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *ring of protection +1* (faint abjuration), *scroll of confusion* (moderate enchantment), *scroll of protection from arrows* (faint abjuration), *scroll of web* (faint conjuration), *vest of resistance +2* (faint abjuration)

ENCOUNTER 8: ANOTHER ROUND OF THANKS

The gnomes will clamber up onto the Overlook from previously unseen holes and burrows after the fight is over. They offer *potions of cure light wounds* to PCs that are unconscious. They also indicate that scouts were sent out to find a Mistwatch patrol to report the incident. The gnomes will also detain Crawdor if he lives to hand over to the Mistwatch patrol.

Adoven and Davben (if the latter is still alive) offer another round of heartfelt thanks to you. They unequivocally suggest that you take whatever of Crawdor's possessions you want.

You are invited to sleep in the dirt cave near Davben's hidden entrance to Skelmorad. The generous gnomes do their best to make you comfortable. Adepts of the clan do their best to heal your remaining wounds and make you comfortable.

While the gnomes seem a little bit sad about having to give up Overlook, they are not totally disappointed. The rest of the evening you hear some of them talk about carving out another hillside to make another place very much the same.

A Mistwatch patrol arrives just after dawn the next morning. Several of the soldiers offer to walk to Schukendale with you, to provide safe passage for all. The gnomes bid you one last thanks and farewell.

CONCLUSION

It is assumed that the PCs successfully delivered Davben and his book to Skelmorad and rebuffed the attack at the Overlook. The two conclusions presented below consider how the PCs treated the gnomes. Proceed with the most appropriate conclusion for each PC. PCs that treated the gnomes with kindness and respect should be presented with the first conclusion. The second conclusion is for PCs that were arrogant and disrespectful to the Kingdom's gnome friends in the Flinty Hill.

Kind and Respectful

You crest the last hill and look upon the open fields of eastern Nyrond. Chimney smoke and the sounds of civilization rise from Schukendale. The Mistwatch patrol bids you farewell as they make their own way into town to restock their supplies.

A richly appointed gnome approaches you while you walk the muddy streets of Schukendale. "Good Sirs (and Ladies). I am sorry to trouble you, but Adoven and Davben insisted that I contact you. And, I actually recognize you from Gleaming Jem's. Anyway, my name is Aerdil. I'm a merchant and trader, formerly of Adoven's clan in the Flinty Hills. Adoven and Davben asked me to provide my assistance to you. My trading network reaches far and wide. Perhaps there is some need you were forced to forgo in the past, for which you would still like to make claim. Please, let me know, and I shall find what you seek. And," the old gnome adds, "the gnomes of Skelmorad would like to pay for your living expenses for the next season."

The PC has earned the Favor and Greater Favor of the Gnomes of Skelmorad.

Not So Friendly

You crest the last hill and look upon the open fields of eastern Nyrond. Chimney smoke and the sounds of civilization rise from Schukendale. The Mistwatch patrol bids you farewell as they make their own way into town to restock their supplies.

A richly appointed gnome approaches you while you walk the streets of Schukendale. "Good Sirs (and Ladies). I am sorry to trouble. But, Adoven asked that I contact you before I return to Arndulanth. I am glad I caught you, I was just about to leave town." The old gnome pulls some vouchers from his vest and disinterestedly hands them to you. "The gnomes of Skelmorad would like to pay for your living expenses for the next season. Just bill these to Aerdil, that's me, and send them to Arndulanth. I'll take care of reasonable expenses." With that, Aerdil turns away and joins a group of gnomes waiting for him. The whole lot wanders away.

The PC has earned the Favor of the Gnomes of Skelmorad.

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 1

Defeat the ruffians:

APL 2	45 XP
APL 4	75 XP
APL 6	105 XP
APL 8	135 XP

Encounter 4

Defeat the greenspawn

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Encounter 7

Defeat Crawdor

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP

Story Award

Delivered the book and Davben safely to Skelmorad:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP

Total possible experience:

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's 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 characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold 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 characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 1

APL 2: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

APL 4: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

APL 6: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

APL 8: Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

Encounter 4

APL 2: Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

APL 4: Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

APL 6: Loot: 81 gp, Coin: 0 gp, Magic: 91 gp – *potion cure light wounds* (8 gp each), *vest of resistance +1* (83 gp each)

APL 8: Loot: 104 gp, Coin: 0 gp, Magic: 908 gp – *+1 greatsword* (2) (196 gp each per sword), *potion cure light wounds* (2) (8 gp each per

potion), *ring of protection +1* (2) (167 gp each per ring), *vest of resistance +1* (2) (83 gp each per vest)

Encounter 6

APL 2: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

APL 4: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

APL 6: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

APL 8: Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

Encounter 7

APL 2: Loot: 3 gp, Coin: 25 gp, Magic: 159 gp - anklet of translocation (117 gp each), potion of cure light wounds (2) (8 gp each per potion), scroll of protection from arrows (13 gp each), scroll of web (13 gp each)

APL 4: Loot: 3 gp, Coin: 100 gp, Magic: 193 gp - anklet of translocation (117 gp each), potion of cure moderate wounds (2) (25 gp each per potion), scroll of protection from arrows (13 gp each), scroll of web (13 gp each)

APL 6: Loot: 3 gp, Coin: 150 gp, Magic: 738 gp - anklet of translocation (117 gp each), cloak of charisma +2 (333 gp each), potion of cure moderate wounds (2) (25 gp each per potion), ring of protection +1 (167 gp each), scroll of confusion (58 gp each), scroll of web (13 gp each)

APL 8: Loot: 3 gp, Coin: 250 gp, Magic: 1,121 gp - anklet of translocation (117 gp each), cloak of charisma +2 (333 gp each), potion of cure moderate wounds (4) (25 gp each per potion), ring of protection +1 (167 gp each), scroll of confusion (58 gp each), scroll of web (13 gp each), vest of resistance +2 (333 gp each)

Total Possible Treasure

APL 2: Loot: 47 gp, Coin: 200 gp, Magic: 159 gp; Total: 406 gp

APL 4: Loot: 47 gp, Coin: 275 gp, Magic: 193 gp; Total: 515 gp

APL 6: Loot: 111 gp, Coin: 325 gp, Magic: 829 gp; Total: 1,265 gp

APL 8: Loot: 134 gp, Coin: 425 gp, Magic: 2,029 gp; Total: 2,588 gp

Special

Favor of the Gnomes of Skelmorad: You have performed an important service for the gnomes of Skelmorad. Aerdil will pay a Standard level of Lifestyle Cost for this PC's next twelve TUs worth of adventuring. Cross this favor off when it is used up.

Greater Favor of the Gnomes of Skelmorad: You sacrificed greatly and exerted every effort for

the gnomes of Skelmorad. And, you have treated them kindly. Aerdil will use his trading network to find items for you again that you have had the opportunity to purchase in the past. Use this favor to change the access of any two items from this PC's last three ARs from Adventure to Regional Access. If no such items exist, he will instead change the anklet on this AR to Regional access. Cross this favor off when you have used it.

Spells and Training of the Harrow Blades: You have learned the secret arts and disciplines of warriors past while accompanying Davben. You have gained access to either the Eldritch Knight or Havoc Mage prestige classes. Choose one and cross off the other.

ITEMS FOR THE ADVENTURE RECORD

Item Access

- *Anklet of translocation* (Adventure; MIC)

APPENDIX 1: APL 2

ENCOUNTER 1: HELP!

HALF-ORC RUFFIAN

CR 1

Male half-orc fighter 1

N Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 12 (2 HD)

Fort +4, **Ref** +1, **Wis** +1

Speed 30 ft. (6 squares)

Melee greatclub +5 (1d10+4) or

Melee sap +4 (1d6+3) or

Melee dagger +4 (1d4+3/19-20)

Base Atk +1; **Grp** +4

Atk Options Cleave, Power Attack

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Power Attack, Weapon Focus (greatclub)

Skills Climb +4, Jump +3

Possessions dagger, greatclub, sap, chain shirt

ENCOUNTER 4: GREENSPAWN

GREENSPAWN SNEAK

CR 2

LE Small monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

hp 14 (2 HD)

Immune acid

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4), two-weapon fighting or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3)

Base Atk +2; **Grp** -2

Atk Options sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

Possessions combat gear plus leather armor, dragonsplit (2), dagger (2)

Sneak Attack (Ex) Extra damage to a flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

Water Breathing (Ex) A greenspawn sneak can breathe underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide and Move Silently checks.

ENCOUNTER 7: ENTER CRAWDOR

CRAWDOR

CR 2

Male human sorcerer 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +2

Languages Common, Draconic

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 10 (2 HD)

Fort +2, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Ranged light crossbow +2 (1d8/19-20) or

Melee shortspear +0 (1d6-1)

Base Atk +1; **Grp** +0

Special Actions Improved Counterspell

Combat Gear *potion of cure light wounds* (2), *scroll of protection from arrows*, *scroll of web*

Sorcerer Spells Known (CL 2nd):

1st (5/day)—*mage armor* ¹, *lesser orb of fire*

0 (6/day)—*acid splash*, *daze* (DC 12), *detect magic*, *flare* (DC 13), *read magic*

¹ Already cast

Abilities Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 15

SQ familiar (bat named Fleder), empathic link with familiar, share spells with familiar

Feats Alertness^B, Improved Counterspell, Spell Focus (evocation)^B

Skills Concentration +7, Knowledge (arcana) +6, Listen +5, Ride +3, Spellcraft +8, Spot +2

Possessions combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, 25 gp

Buff spells when given a chance to pre-cast spells, Cawdor's stats change as follows:

AC 15, touch 11, flat-footed 14

ENCOUNTER 1: HELP!

HALF-ORC RUFFIAN

CR 2

Male half-orc fighter 2

N Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 20 (3 HD)

Fort +5, **Ref** +1, **Wis** +1

Speed 30 ft. (6 squares)

Melee greatclub +6 (1d10+4) or

Melee sap +5 (1d6+3) or

Melee dagger +5 (1d4+3/19-20)

Base Atk +2; **Grp** +5

Atk Options Improved Overrun (+7), Power Attack

Abilities Str 17, Dex 13, Con 14 Int 8, Wis 12, Cha 6

Feats Power Attack, Improved Overrun, Weapon Focus (greatclub)

Skills Climb +4, Jump +4

Possessions dagger, greatclub, sap, chain shirt

ENCOUNTER 4: GREENSPAWN

GREENSPAWN SNEAK

CR 2

LE Small monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, + 3 natural)

hp 14 (2 HD)

Immune acid

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4), two-weapon fighting or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3)

Base Atk +2; **Grp** -2

Atk Options sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

Possessions combat gear plus leather armor, dragonsplit (2), dagger (2)

Sneak Attack (Ex) Extra damage to a flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

Water Breathing (Ex) A greenspawn sneak can breathe underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide and Move Silently checks.

GREENSPAWN LEAPER

CR 2

NE Medium magical beast (dragonblood)

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages –

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 25 (3 HD)

Immune acid

Fort +4, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares), climb 40 ft.

Melee bite +8 (1d6+4)

Base Atk +3; **Grp** +6

Special Actions poison burst

Abilities Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

Feats Weapon Finesse, Weapon Focus (bite)

Skills Balance +14, Climb +17, Hide +14, Jump +17

Poison Burst (Ex) A greenspawn leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspawn leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.

Contact; Fortitude DC 12; initial and secondary damage 2d6 acid. The save DC is Constitution-based.

Skills Greenspawn leapers have a +10 racial bonus on Balance, Hide and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ENCOUNTER 7: ENTER CRAWDOR

CRAWDOR CR 4

Male human sorcerer 4

NE Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +2

Languages Common, Draconic

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 20 (4 HD)

Fort +5, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Ranged light crossbow +3 (1d8/19-20) or

Melee shortspear +1 (1d6-1)

Base Atk +2; **Grp** +1

Special Actions Improved Counterspell

Combat Gear *potion of cure moderate wounds (2)*,
scroll of protection from arrows, *scroll of web*

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*scorching ray*

1st (7/day)—*mage armor* ✖, *lesser orb of fire*,
shield ✖

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 13),
detect magic, *flare* (DC 14), *read magic*

✖ Already cast

Abilities Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 16

SQ familiar (bat named Fleder), empathic link with
familiar, share spells with familiar

Feats Alertness^B, Great Fortitude, Improved
Counterspell, Spell Focus (evocation)^B

Skills Concentration +9, Knowledge (arcana) +8, Listen
+5, Ride +4, Spellcraft +10, Spot +2

Possessions combat gear plus light crossbow with 10
bolts, shortspear, *anklet of translocation*, 100 gp

Buff spells when given a chance to pre-cast spells,
Crawdor's stats change as follows:

AC 19, touch 11, flat-footed 18

ENCOUNTER 1: HELP!

HALF-ORC RUFFIAN

CR 4

Male half-orc fighter 4

N Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 38 (4 HD)

Fort +6, **Ref** +2, **Wis** +2

Speed 30 ft. (6 squares)

Melee greatclub +9 (1d10+8) or

Melee sap +8 (1d6+4) or

Melee dagger +8 (1d4+4/19-20)

Base Atk +4; **Grp** +8

Atk Options Cleave, Improved Overrun (+8), Power Attack

Abilities Str 18, Dex 13, Con 14 Int 8, Wis 12, Cha 6

Feats Cleave, Improved Overrun, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Skills Climb +6, Jump +5

Possessions dagger, greatclub, sap, chain shirt

ENCOUNTER 4: GREENSPAWN

GREENSPAWN RAZORFIEND

CR 7

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +9

Languages Draconic

AC 19, touch 12, flat-footed 16; Dodge, Mobility

(-1 size, +3 Dex, +7 natural)

hp 105 (10 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee 2 wingblades +15 each (2d6+6/18-20/x3) and bite +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +10; **Grp** +20

Atk Options augmented critical, magic strike

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +22, Listen +8, Spot +9, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 5d6 acid damage, Reflex DC 18 half.

Tiamat's Blessing (Su) All spawn of Tiamat within 5 ft. of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Magic Strike Natural weapon attacks made by a greenspawn razorfiend are treated as magic for the purpose of overcoming damage reduction.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HALF-GREEN DRAGON GNOLL RAIDER

CR 5

Male half-green dragon gnoll warrior 1/fighter 2

CE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Draconic, Gnoll

AC 20, touch 12, flat-footed 18

(+2 Dex, +3 armor, +5 natural)

hp 56 (5 HD)

Immune acid, paralysis, *sleep*

Fort +13, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee masterwork greatsword +14 (2d6+12/19-20) or

Melee 2 claws +12 (1d4+8) and bite +7 (1d6+4)

Ranged mighty [+4] composite longbow +6 (1d8+4)

Base Atk +4; **Grp** +12

Atk Options Cleave, Combat Reflexes, Power Attack

Special Actions breath weapon

Combat Gear *potion cure light wounds*, tanglefoot bags (2)

Abilities Str 26, Dex 15, Con 18, Int 10, Wis 12, Cha 8

Feats Cleave^B, Combat Reflexes^B, Power Attack, Weapon Focus (greatsword)

Skills Climb +10, Intimidate +1, Jump +12, Knowledge (arcana) +1, Listen +6, Speak Language (draconic) , Spot +6Swim +8, Tumble +6

Possessions masterwork greatsword, mighty [+4] composite longbow, studded leather armor, *vest of resistance* +1

Breath Weapon (Su) 30-ft. cone, once per day, 6d8 acid damage, Reflex DC 15 half. The save is Constitution based.

ENCOUNTER 7: ENTER CRAWDOR

CRAWDOR

CR 8

Male human sorcerer 8

NE Medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +2

Languages Common, Draconic

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 40 (8 HD)

Fort +6, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)

Ranged light crossbow +6 (1d8/19-20) or

Melee shortspear +3 (1d6-1)

Base Atk +4; **Grp** +3

Atk Options Empower Spell

Special Actions Improved Counterspell

Combat Gear *potion of cure moderate wounds* (2),
scroll of confusion, ~~*scroll of stoneskin*~~, *scroll of web*

Sorcerer Spells Known (CL 8th):

4th (4/day)—*greater invisibility*

3rd (6/day)—*clairvoyance*, *fireball* (DC 18)

2nd (7/day)—*false life* †, *mirror image* †, *scorching ray*

1st (7/day)—*burning hands* (DC 16), *charm person* (DC 15), *mage armor* †, *lesser orb of fire*, *shield* †

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 14),
detect magic, *flare* (DC 15), *mage hand*, *read magic*, *resistance*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18

SQ familiar (bat named Fleder), empathic link with familiar, share spells with familiar, speak with familiar

Feats Alertness^B, Empower Spell, Great Fortitude, Improved Counterspell, Spell Focus (evocation)^B

Skills Concentration +13, Knowledge (arcana) +12, Listen +5, Ride +7, Spellcraft +14, Spot +2

Possessions combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, *cloak of charisma* +2, *ring of protection* +1, 150 gp

Buff spells when given a chance to pre-cast spells, Cawdor's stats change as follows:

AC 21, touch 13, flat-footed 19

hp 40 (8 HD); 15 temp hp

ENCOUNTER 1: HELP!

HALF-ORC RUFFIAN

CR 6

Male half-orc fighter 6

N Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 57 (6 HD)

Fort +7, **Ref** +3, **Wis** +5

Speed 30 ft. (6 squares)

Melee greatclub +11/+6 (1d10+8) or

Melee sap +10/5 (1d6+4) or

Melee dagger +10/+5 (1d4+4/19-20)

Base Atk +6; **Grp** +10

Atk Options Cleave, Combat Reflexes, Improved Overrun (+8), Power Attack

Abilities Str 18, Dex 13, Con 14 Int 8, Wis 12, Cha 6

Feats Cleave, Combat Reflexes, Improved Overrun, Iron Will, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Skills Climb +7, Jump +6

Possessions dagger, greatclub, sap, chain shirt

ENCOUNTER 4: GREENSPAWN

GREENSPAWN RAZORFIEND

CR 7

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +9

Languages Draconic

AC 19, touch 12, flat-footed 16; Dodge, Mobility

(-1 size, +3 Dex, +7 natural)

hp 105 (10 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee 2 wingblades +15 each (2d6+6/18-20/x3) and bite +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +10; **Grp** +20

Atk Options augmented critical, magic strike

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +22, Listen +8, Spot +9, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 5d6 acid damage, Reflex DC 18 half.

Tiamat's Blessing (Su) All spawn of Tiamat within 5 ft. of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Magic Strike Natural weapon attacks made by a greenspawn razorfiend are treated as magic for the purpose of overcoming damage reduction.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HALF-GREEN DRAGON GNOLL RAIDER

CR 7

Male half-green dragon gnoll warrior 1/fighter 4

CE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Draconic, Gnoll

AC 21, touch 13, flat-footed 19

(+2 Dex, +3 armor, +1 deflection, +5 natural)

hp 79 (7 HD)

Immune acid, paralysis, *sleep*

Fort +14, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee +1 *greatsword* +16/+11 (2d6+15/19-20) or

Melee 2 claws +14 (1d4+8) and

bite +9 (1d6+4)

Ranged mighty [+4] composite longbow +8 (1d8+4)

Base Atk +6; **Grp** +14

Atk Options Blind-Fight, Cleave, Combat Reflexes, Power Attack

Special Actions breath weapon

Combat Gear *potion cure light wounds*, tanglefoot bags (2)

Abilities Str 26, Dex 15, Con 18, Int 10, Wis 12, Cha 8

Feats Blind-Fight, Cleave^B, Combat Reflexes^B, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)^B

Skills Climb +12, Intimidate +1, Jump +12, Knowledge (arcana) +1, Listen +6, Speak Language (draconic) , Spot +6Swim +8, Tumble +7

Possessions mighty [+4] composite longbow, studded leather armor, +1 *greatsword*, *ring of protection* +1, *vest of resistance* +1

Breath Weapon (Su) 30-ft. cone, once per day, 6d8 acid damage, Reflex DC 15 half. The save is Constitution based.

ENCOUNTER 7: ENTER CRAWDOR

CRAWDOR CR 10

Male human sorcerer 10

NE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +2

Languages Common, Draconic

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 50 (10 HD)

Fort +9, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)

Ranged light crossbow +7 (1d8/19-20) or

Melee shortspear +4 (1d6-1)

Base Atk +5; **Grp** +4

Atk Options Empower Spell

Special Actions Improved Counterspell

Combat Gear *potion of cure moderate wounds* (4),
scroll of confusion, ~~*scroll of stoneskin*~~, *scroll of web*

Sorcerer Spells Known (CL 10th):

5th (3/day)—*cone of cold* (DC 20)

4th (6/day)—*greater invisibility*, *Otiluke's resilient sphere* (DC 19)

3rd (7/day)—*clairvoyance*, *fireball* (DC 18), *lightning bolt* (DC 18)

2nd (7/day)—*false life* †, *glitterdust* (DC 16), *mirror image* †, *scorching ray*

1st (7/day)—*burning hands* (DC 16), *charm person* (DC 15), *mage armor* †, *lesser orb of fire*, *shield* †

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 14),
detect magic, *flare* (DC 15), *mage hand*, *read magic*, *ray of frost*, *resistance*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18

SQ familiar (bat named Fleder), empathic link with familiar, share spells with familiar, speak with familiar

Feats Alertness^B, Empower Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Spell Focus (evocation)^B

Skills Concentration +15, Knowledge (arcana) +14, Listen +5, Ride +8, Spellcraft +16, Spot +2

Possessions combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, *cloak of charisma* +2, *ring of protection* +1, *vest of resistance* +2, 250 gp

Buff spells when given a chance to pre-cast spells, Cawdor's stats change as follows:

AC 21, touch 13, flat-footed 19

hp 50 (10 HD); 17 temp hp

WYVERN, ADVANCED

CR 8

N Huge dragon

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +18

Languages Draconic

AC 19, touch 8, flat-footed 19

(-2 size, +0 Dex, +11 natural)

hp 117 (9 HD)

Immune paralysis, *sleep*

Fort +11, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), fly 60 ft. (poor)

Melee sting +17 (1d6+9 plus poison) and

bite +14 (2d8+9) and

2 wings +14 (1d8+4) and

2 talons +14 (2d6+9)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +25

Atk Options Flyby Attack, improved grab

Abilities Str 28, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Multiattack^B, Weapon Focus (sting)

Skills Hide +4, Listen +15, Move Silently +12, Spot +18

Improved Grab (Ex) To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex) Injury, Fortitude DC 20, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills Wyverns have a +3 racial bonus on Spot checks.

DAVBEN

CR 2

Male gnome scout 2

NG Small humanoid (gnome)

Init +3; **Senses** low-light vision; Listen +3, Spot +1

Languages Common, Gnome

AC 15, touch 13, flat-footed 15; +4 AC against giants, uncanny dodge

(+1 size, +2 Dex, +2 armor)

hp 16 (2 HD)

Fort +3, **Ref** +5, **Will** +1; +2 on saves against illusions

Speed 20 ft. (4 squares)

Ranged shortbow +4 (1d4/x3)

Melee club +3 (1d4+1)

Base Atk +1; **Grp** -2

Atk Options +1 on attacks against kobolds and goblinoids, skirmish (+1d6)

Spell-Like Abilities (CL 1st):

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals* (burrowing animals only, duration 1 minute)

Abilities Str 12, Dex 15, Con 14, Int 8, Wis 13, Cha 10

SQ battle fortitude +1, trapfinding

Feats Track

Skills Balance +9, Climb +6, Craft (alchemy) +1, Hide +9, Jump +2, Knowledge (nature) +3, Listen +3, Move Silently +7, Survival +6, Tumble +9

Possessions club, shortbow, leather armor

Battle Fortitude (Ex) At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Skirmish (Ex) A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

APPENDIX 2: NEW RULES

DM MAP: OVERLOOK

