

ULP1-08

TO REJOIN AND EMPIRE

A One-Round D&D LIVING GREYHAWK®
Principality of Ulek Regional Adventure

Version 1

by Christopher Reed

Visiting the town of Greutam in the southwestern portion of the Principality of Ulek, you see firsthand the locals desire to rejoin Keoland. An adventure for character levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

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

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

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

This is the eighth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the general background information includes:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.

- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars some anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

The PCs begin the adventure in Greutam, a town in the southwestern portion of the Principality of Ulek. It lies on the Sheldomar River with Keoland just across the River. This is the same town that the adaptable scenario (at least for the Principality of Ulek), *Festival Knight*, took place. It is now several months after the events from that scenario and the strain of those events are still evident in the town.

A doppelganger, who has ties to the Pomarj, has traveled to the town and taken residence here. He first was aiding a kinsman in Eastpass, who made his presence in *Tomb Raiders* (ULP1-05). The kinsman doppelganger originally duplicated Emerald Gemsplitter, an advisor to Oldid Silverbeard but had planned to head to Keoland after causing havoc in Eastpass but his plans did not go the way he expected them so this younger doppelganger came instead.

So this doppelganger did indeed plan to head to Keoland but when he came upon the town of Greutam, there was a possibility that was simply too good to pass up. What he found was a man named Illar with a good deal of influence in the area had grown very sick. Upon hearing this, the doppelganger offered to aid Illar in recovering from his infection. However, the doppelganger merely pretended to assist Illar and tricked everyone into believing that he had curing Illar but eventually killed him and permanently replaced him.

Now, the doppelganger is causing havoc by telling others those that were close to Illar of the importance of the Principality of Ulek rejoining Keoland. He has even gathered some men to handle those who might try and get in his way. One of those close to Illar is Yral, a non-evil cleric of Syrul. Yral is now spreading the word, even resorting to trickery, to try and get the people of this region to rise up and demand to be reunited with Keoland.

The PCs interaction will be with Yral but they may learn of the doppelganger but will not encounter him in this scenario.

The adventure starts with the PCs traveling the streets a short while before dusk. A map of the large town-square and nearby streets has been provided. See DM Aid #1 for the map.

While traveling the streets, the PCs will hear the sounds of a man (Yral) preaching about how the Principality of Ulek should seek to rejoin the Keoland Empire.

Listening to Yral is a large group of humans plus several angry dwarfs. A side argument between two human men (Beitus and Raudaz) and a dwarf ensues, which gets quite heated. Eventually, the dwarfs decide to leave.

At this point the PCs will have an opportunity to do a little nighttime exploring of the town.

In the morning, the PCs will hear whispers that Beitus has been found dead. Shortly after, a mob will start to seek out a strange inhabitant of town, Noblish tallow-maker, because he is different he is a goblin (but not evil).

The PCs will have the option of letting the mob descend upon Noblish or attempting to break up the fight. During the chaos, Raudaz is killed. This will lead to a search of the dwarf to begin. However, Yral who had been preaching will also ask the PCs for protection.

Yral is a cleric of Syrul and while not evil, uses his trickery to try and get the result that he wishes. He believes the PCs have been sent here to quiet him about his recent interest in the Principality of Ulek rejoining the Keoland Empire. The ironic fact is that he is the one who has been tricked or at least manipulated.

His mentor, Illar, grew ill a month ago and laid bed ridden. During this time, a doppelganger heard of Illar's illness as he was traveling to Keoland. The doppelganger decided that this was too good of an opportunity to pass up and deposed of Illar and replaced him. Wanting to cause as much trouble as possible, he persuaded Yral into causing acts of treachery against the Principality of Ulek.

Thus Yral has been spreading rumors (some of which are true) of events that have occurred that might persuade the citizens of Greutam to ask the nobility to consider rejoining the Keoland Empire.

When the PCs arrive, he will try and befriend them to learn more about them before having some help in eliminating them. But before trying to kill them off, he will allow the PCs to do some searching about the town such as talking to the families Beitus, Raudaz and Arguen.

As night falls, he has been instructed to be ready for an attack and this is when he turns on the PCs. After the attack, the PCs find clues that will lead them to the river. There they find the body of Arguen and another group who seeks to kill them.

After this second combat, the PCs can inform who they believe is necessary in town about the events they have learned. After doing so, the adventure ends.

PLAYERS' INTRODUCTION

You have traveled to Greutam, a town in the southwestern section of the Principality of Ulek. It lies upon the Sheldomar River, which divides the Principality of Ulek from Keoland.

You heard reports that a massacre of several of the citizens occurred here only a few months back, some of you may have been unfortunate to witness it first hand.

Currently, it is now the late afternoon with the time for dinner not being too far off.

The massacre occurred during the *Festival Knight*, an adaptable scenario.

Allow the PCs to do any last minute shopping or take any precautions before continuing with the next encounter.

ENCOUNTER 1: ARGUMENT

Moving through the town in the late afternoon hours, you hear a striking voice giving some type of lecture. Looking closer, you can see a middle-aged human man with brown hair and a medium build standing on some type of wooden crate, while he loudly speaks to a sizeable crowd. The crowd contains mostly human males but there are a few dwarfs as well.

If the PCs move closer, continue with the following:

Moving closer, you can hear the lecturer speak. "Once again I ask you to please join me in talking with Burred Wildwur, so he may take our concerns to the prince himself. As you have seen, this country is no longer able to protect itself and thus we must rejoin the Keoland Empire."

"The humanoid of the Pomarj have invaded the eastern portion of our country and yet little is being done to resolve this. Will the prince no longer send his troops to defend his country and its people? Is the prince afraid to fight? I believe he is and thus will let our country perish before he has time to save us."

"Vial creatures have even reached our town killing several of our own friends and family, yet if we were not so lucky that day, having several brave heroes to save us, who knows who else would have lost their life that day."

"Thus I ask each of you to consider joining the Keoland Empire."

During Yral's speech, several of the dwarfs in the crowd are quite angered by what is being said. As the PCs are given a chance to react, the dwarfs too will interject. Most only shout out that Yral should show more respect to the Prince Olinstaad Corond. This leads some of the humans to shout back that they should let Yral speak his mind.

One dwarf (Arguen) in particular is angered by this whole situation and gets in the face of a couple of humans (Beitus and Raudaz) who are arguing with him. They nearly come to blows before a couple of Arguen's buddies pull him away. As Arguen is pulled away, he looks back at both Beitus and Raudaz with a look of hatred upon his face.

Burred Wildwur, which Yral spoke of, is a dwarven baron of the Nrodyah region.

Arguen is a young male dwarf with a great deal of fire and spirit. He is just a hair over four feet tall and just as stocky as any other dwarf. He works as an assistant to one of the local blacksmiths. He has a great deal of respect and loyalty to Prince Corond. He looks down upon those who "bad-mouth" the prince.

☛ **Arguen** (male dwarf Com2; Climb +2, Craft (blacksmithing) +5, Listen +2, Spot +1) blacksmith's assistant.

Beitus is a balding middle-aged man and a bit tubby. He has a wife named Momra and a daughter named Lesse.

Raudaz is a young man with a missing front tooth. This happened from a fight that he got into when he was younger. He has blond hair that resembles straw, and a fair build. He has just recently gotten married to a young lady named Keeta.

Both Beitus and Raudaz work at the docks loading and unloading cargo from the ships that come to port. Neither of the men know Yral but they have the same feelings about rejoining Keoland as he does.

☛ **Beitus** (male human Com3; Climb +1, Jump +2, Profession (dockworker) +5, Swim +2, Use Rope +2) dock worker.

☛ **Raudaz** (male human Com2; Climb+2, Jump +3, Profession (dockworker) +3, Swim +2) dock worker.

After the PCs tire of the arguments (or if none of them bothered to see what was going on), continue with the next encounter.

If the PCs wish to follow any of the folks from this encounter, they will find that the two humans will retire to their home as dusk comes, while Arguen will go to a pub called the Frosty Mug. After a bit of time, Arguen will depart for home. If the PCs decide to continue to spy on Arguen, several city guard members will see them doing so and ask them to move along. If the PCs use tactics that would allow them to not be caught (ex. going about *invisible*, etc.), he will round a corner disappear while the PCs are interrupted by a homeless drunk. Do whatever it takes for the PCs to lose sight of Arguen.

ENCOUNTER 2: EVENING NIGHT OUT

After leaving the area of the argument, the horizon starts to cover your view from the sun. You have not eaten dinner and there is a place called Melick's Pub just a short walk away.

Melick's Pub is not really an inn but there are four small rooms for rent in the back. It is the only drinking establishment adjoining the town-square. Inside working are four barmaids and a young bard, who sits on a stool near the bar, playing tunes on a lute. He will gladly let others entertain the patrons here (Ebby, male human Brd1; Cha 14; Perform +4).

Any PC who uses the Gather Information has the opportunity (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll of a successful check (re-roll any duplicates):

1. Relations between Keoland and the prince are strained from the prince's economic alliance with the Lordship of the Isles. (True)
2. A humanoid warlord in the Disputed Territory is currently building an invention of great destruction. (Unconfirmed)
3. The Adamantium Guard is now giving out memberships to anyone who is interested in joining. (False)
4. A band of horse thieves, known as the Brotherhood of Assassins, are now living in the town after their tour through the Gran March. (False)
5. The humanoid forces in the Pomarj seem to be taking an increased interest in the city of Greyhawk. (True)
6. Several local folks believe that the Prince Corond should step down from the throne and let his son rule instead. (True)
7. Prince Corond is gravely ill and may not last the year. (False)
8. Several sea faring folks have reported seeing a band of some type of humanoid sea creature. (True)
9. Illar, a wealthy merchant, has just recently recovered from being sick where he was not seen for several weeks. (False)
10. Illar, a wealthy merchant, strives to have the Principality of Ulek rejoin the Keoland Empire. (False)

Allow the PCs to do any role-playing here that they wish to do. When they tire of this inform them that Melick's Pub does have four small rooms, which they can stay in overnight for 5 sp.

If the PCs wish to explore the town, let them do so but if they try and seek out anyone from the argument earlier the watch will interfere or other interruptions will hinder them in this attempt. Do whatever it takes for the PCs not to find the three folks involved in the argument.

When the PCs are done exploring and have gone to sleep for the evening, continue with the following encounter.

ENCOUNTER 3: MORNING BREAKFAST

In the morning, read the following:

You rise the next morning to the sounds of people moving into the pub, presumably for breakfast.

Eventually you ready yourself for the day and make way into the main room. One of the barmaids greets you and informs you that you may sit anywhere there is an open seat.

Grits, eggs, ham, fresh fruits and goat's milk are brought to you. The smell of all this food fills the room.

Allow the PCs to do a bit more role-playing if they so desire. Eventually, a lone human gentleman (Wyrsa)

enters the pub and sits down next to another human man (Shok). After a short discussion, Shok raises his voice, stating,

"You must be kidding, Beitus was found dead this morning?"

This can be heard by the PCs with a successful Listen check (DC 5).

This causes the majority of the patrons in the pub to look over at their discussion in silence. If any PC did not hear what was said, the utter silence that fills the room will draw attention to the two men. When this occurs, Wyrsa stands up and state:

"Yes, my fellow country men, what I say is true. Beitus, a dear friend of mine, was found dead this morning. I've heard rumor that some folks think that the vile goblin tallow-maker, Noblish is the cause of this act."

As a gasp comes from the other patrons in the pub, the PCs may hear a crowd assembling just outside. Have the players make a Listen check (DC 8) to hear the crowd outside.

At this point, see what each of the PCs is doing. If any PC decides to stay in the pub, improvise as needed. If any PC decides to go see what is happening outside, continue with the next encounter.

ENCOUNTER 4: RIOT

Heading outside, you see a group of about twenty human men standing around shouting and angrily pointing about.

After a few minutes, the men start to head from just outside Melick's Pub to Noblish's shop. Please see DM Aid #1 for the map of the area. It will take the men three minutes to get there due to their slow walk, which will be accompanied by shouts and jeers.

Noblish is a little goblin tallow maker that first appeared in *Festival Knight*.

While the men are heading to Noblish's shop, the PCs can attempt to do a number of things, including:

1. Ask the rioters why they seek Noblish, thus seeking more information. (The answer is that Beitus was known not to like Noblish and heard that Noblish may have killed him.)
2. Cause a distraction of some type.
3. Use reason with them, perhaps with the use of such skills as: Bluff (DC 20), Diplomacy (DC 20), Intimidate (DC 25)
4. Attempt to block them from heading further towards Noblish. First, the rioters ask the PCs to move aside. If the PCs do not, they are attacked. Use the statistics provided below.
5. Seek the local city watch. It takes the PCs two minutes to get them and then another minute to get to Noblish's shop. Thus, the rioters will just arrive at Noblish's shop when the city watch arrives.

6. Hide (DC 10) and follow the rioters, determining what they want to do later on.
7. Simply follow the rioters, determining what they want to do later on.
8. Ignore the riot in which case Noblish will be beat to an inch of his life before the city watch arrives.

If any PC is actively looking at each of the rioters, have them make a Spot check (DC 15). Those that succeed notice that Raudaz is one of them. During the chaos, he is hit with an arrow and killed.

This quickly leads to more chaos but just as this begins, Yral walks into the scene (from the other direction that the arrow was shot) and ask for serenity regarding the situation. He takes care of looking at the wound upon Raudaz. He will allow the PCs to take a look at the wounds if they so desire.

Meanwhile, there are hushed whispers about who could have done such a thing until one of the rioter shouts out that it must have been Arguen. He had just gotten into an argument with both of the slain men, so he might have something to do with it.

With this, Yral will appear to be very nervous, but this is just part of the trick to lure in the PCs. While Yral does not know who has killed Beitus or Raudaz, he has been told by Illar not to worry if some odd occurrences start to happen as this is part of the plan.

Regardless, Yral asks the PCs for their assistance in the matter offering them each 100 sp (which is back at his place) if they will first help search for Arguen and next offer him protection from Arguen as he will state that he could likely be next. He does already have a friend (his bodyguard) who is willing to look out for him, but Yral knows that additional protection would be helpful, or at least that's what he'll try and trick the PCs into believing.

If the PCs refuse to except to help in any manner, the scenario ends here.

If the PCs only refuse to protect Yral but still offer to help out allow them to do so Encounter Eleven will need to be modified.

Commoners, male human Com1 (20): Medium-size Humanoid (5 ft. 10 in. tall); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d6, club); AL CG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (various) +6, Profession (various) +6; Skill Focus (Craft), Skill Focus (Profession).

Equipment: club (each).

From here the PCs will have several choices options on where to go next (which can be done in any order). They could:

1. Go to Beitus's home (Encounter Five)
2. Go to Raudaz's home (Encounter Seven)
3. Go to Arguen's home (Encounter Eight)

When the PCs decide which direction they will go, continue as appropriate encounter.

ENCOUNTER 5: BEITUS'S HOME

If the PCs decide to go talk to the family of Beitus, continue with the following (adjusting as needed):

Heading to talk to the wife and daughter of Beitus, you head through the streets (with Yral and Gutius). After a ten-minute walk you finally reach a small little wooden duplex.

As you approach, you see a little human girl of about eight years old sitting with her head down making a sobbing noise. As she looks up to see who is approaching, you can see that her eyes are filled with tears.

As the PCs approach, Momra, the wife of Beitus and mother of the little girl, Lesse, comes out of the house. She tends to the house but is worried about what she will do now that her husband has been killed. She is strong so despite her husband's death is able to pull herself together enough to answer any of the questions the PCs may have.

If asked about how her husband died, she tells the PCs how he was restless during the middle of the night and couldn't sleep. He decided to go outside for a bit of fresh air. After several hours, she started to grow worried so she went outside to check on him. To her horror, she found him dead, killed by a single arrow. The clerics of St. Cuthbert informed her that the arrow had not been poisoned.

If the PCs wish to go to the Temple of St. Cuthbert in town, go to Encounter Six.

If the PCs have not visited Raudaz's wife and wish to do so, go to Encounter Seven.

If the PCs wish to go search for Arguen, go to Encounter Eight.

If the PCs do not wish to continue to search for clues or have completed all possible avenues, then if with Yral, he will ask them to go back to his home (Encounter Eleven) or if not with Yral, he will ambush them (using the stat blocks from Encounter Eleven).

ENCOUNTER 6: TEMPLE OF ST. CUTHBERT

If the PCs decide to go talk to the wife of Raudaz, continue with the following (adjusting as needed):

Going to the Temple of St. Cuthbert (with Yral and Gutius with you), you find that it is just around the corner from Melick's Pub.

The temple is a large building that also houses a small library. Two clerics live here, Kennik (male human Clr7;

Wis 16, Cha 12) and his assistant Caertim (male human Clr2; Wis 15, Char 13). They seldom leave the temple unless asked too. They did indeed go to investigate the cause of death of Beitus. They determined that he had been shot with a finely made arrow, of which they currently possess but is broken. The arrow is a masterwork arrow. The clerics also believe that the archer must have been quite experienced.

If the PCs wish to purchase the casting of spells (1st - 3rd level) here, they may do so long as they also say a prayer to St. Cuthbert. Evil spells will not be available and spells will only be cast within the temple. Only Kennik and Caertim are available to cast spells.

Please see the *Player's Handbook*, page 114 for costs of spells.

ENCOUNTER 7: RAUDAZ'S HOME

If the PCs decide to go talk to the wife of Raudaz, continue with the following (adjusting as needed):

Heading to talk to the wife of Raudaz, you proceed through the streets (with Yral and Gutius). After a short walk you finally reach a small wooden shack. After knocking on the only door leading into the shack, you are greeted by a trim young lady who introduces herself as Keeta.

Keeta does not know that he husband has been killed. It is the PCs job to tell her. When informed of the news, she is not be able to control herself and cries uncontrollably.

If the PCs suddenly drop the news harshly upon her (or let Yral doing the talking), she thanks them for letting her know and asks them to leave her. She then continues to sob uncontrollably.

If the PCs attempt to give her the information with care, after several minutes she calms down enough to talk between her sobbing.

She knows that Raudaz mentioned the argument that occurred last night. He did not seem to angered by it, as he only mentioned it once and seemed perfectly fine when it was time to go to sleep and when he awoke in the morning.

If the PCs have not visited Beitus's home and wish to do so, go to Encounter Five.

If the PCs wish to go search for Arguen, go to Encounter Eight.

If the PCs do not wish to continue to search for clues or have completed all possible avenues, then if with Yral, he will ask them to go back to his home (Encounter Eleven) or if not with Yral, he will ambush them (using the stat blocks from Encounter Eleven).

ENCOUNTER 8: ARGUEN'S HOME

If the PCs go to seek Arguen, continue with the following (adjusting as needed):

Having decided to go seek Arguen, you travel in the direction (with Yral and Gutius) of Arguen's home. You find that Arguen lives in the middle of town in a building that houses several places of residence.

The building is an apartment building with four separate places to live. Arguen and his wife, Gunnloda, live in one of the apartments on the lower floor.

When the PCs knock on the door, they hear a gruff question asking,

"Who's there?"

Gunnloda is not to fond of strangers knocking at her door. After the PCs introduce themselves she steps outside to chat further with them.

If the PCs boldly accuse her husband of killing the two human men when asking questions, she becomes greatly angered and only tells them that he never came home last night. She then storms into her home while asking the PCs to leave.

If the PCs handle the questioning delicately and do not accuse her husband of killing the two human men, but show more of an interest in helping him, she informs the PCs that he never came home last night. She also relates that he often works late and if he has a hard day likes to get a drink at the Frosty Mug. She will give the PCs directions to both the blacksmith shop that Arguen works at and the Frosty Mug.

If the PCs decide to follow any of these potential leads, go to Encounter Nine if they seek out the blacksmith and Encounter Ten if they go to Frosty Mug.

If the PCs have not visited Beitus's home and wish to do so, go to Encounter Five.

If the PCs have not visited Raudaz's wife and wish to do so, go to Encounter Seven.

If the PCs do not wish to continue to search for clues or have completed all possible avenues, then if with Yral, he will ask them to go back to his home (Encounter Eleven) or if not with Yral, he will ambush them (using the stat blocks from Encounter Eleven).

ENCOUNTER 9: BLACKSMITH SHOP

Following the directions given to you by Gunnloda, you soon come to the location of the blacksmith shop that Arguen works at. A sign indicating the name of the shop is Moradin's Anvil hangs from the side of the sturdy building.

As you approach the shop you can hear several people working inside.

Arg Axegrinder, a rough looking dwarf with a shaggy beard and hair, greets the PCs asking them what their business is. If the PCs state they are looking for Arguen since he has killed someone, Arg Axegrinder will scuff at them stating that despite the young dwarf's temper, he would never do such a thing. He hasn't seen Arguen since last night when he left from work, but wonders where he is now especially since he is late for work. He then asks the PCs if they have come to place an order or simply chitchat his day away.

If the PCs state they are looking for Arguen as he has gone missing and are concerned for his welfare, Arg Axegrinder eyes them over for a bit. After a moment, he then tells them that he last saw Arguen last night but he knows he was planning on going to the Frosty Mug, so they might want to check there. He often meets a couple of his drinking buddies up there after a long day of work.

ENCOUNTER 10: FROSTY MUG

Following the directions given to you by Gunnloda, you soon come to the Frosty Mug. The Frosty Mug is a dirty looking pub with several small cracks in the walls but it appears to be well built none-the-less.

When the PCs enter the pub, the number of dwarfs here depends on how late it is. The later it is, the more dwarfs there are here. The pub can hold up to a fifty people so use your best judgment as to the number of patrons there are here.

At an hour before dusk, Arguen's usually drinking buddies will arrive at the pub; the bartender, Ealu, knows this. Food and drink can be purchased as per the prices listed in the *Player's Handbook* (page 108). Any PC who uses the Gather Information has the opportunity (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll of a successful check (re-roll any duplicates). Use the rumors from Encounter Two for what the PCs may hear.

Arguen's drinking buddies are Alle and Berg. If asked about Arguen, they note that they have not seen him since last night. If Yral is with the PCs at this point, this is all the information they will offer. If the PCs are not with Yral (or left him outside), they will also inform the PCs that Arguen had gotten in an argument with several human men about their desire for the Principality of Ulek to rejoin Keoland. After the argument, the three of them came here for a drink and to relax. After several hours, Arguen left while they stayed behind for another drink.

If the PCs came here with Yral, after talking with Alle and Berg, he suggests that they continue the search in the morning as rest is what is needed at the moment. If the PCs agree, continue with the following encounter.

If the PCs are not with Yral, he and his cronies will ambush them when the situation presents itself. Use the statistics from Encounter Eleven for this.

ENCOUNTER 11: AMBUSHED

Please note, the following boxed-text, may need to be altered based on the PCs decisions before this point especially if the PCs did not get hired by Yral. In fact, there may not be a need to use it at all.

Following Yral and Gutius back to Yral's home, the sun starts to set. The shadows of the evening start to grow larger with each passing minute. The sounds of the night begin to make their way to your ears.

Continuing to follow Yral, you see that he lives on the outskirts of town. His home sits upon an acre of land with trees and bushes about the area.

Yral lives in a small two-bedroom home that also has a dining room with a small open kitchen. He sleeps in one bedroom while guests (usually Gutius) sleeps in the other.

He asks the PCs to come inside for an evening drink and gives them each the 100 sp that he has promised them. He will allow the PCs to look about the house and the outside area if they so desire. However, he asks that they not go through his personal belongings, most of which are which he has placed in a metal chest with an average lock on it (DC 25).

He will offer the dinning room to those PCs who wish to sleep but if any PC insists on staying in the same room as him he will not protest.

Yral will not go to sleep preparing for the attack he knows is coming. If asked why he doesn't sleep, he will note that he is nervous of a possible upcoming fight, which is true but little do the PCs know that it will be against them.

See DM Aid #2 for a map of the house and the surrounding area.

Hiding in the bushes watching over the house are Boxtun and two snipes. If any PC gets to close to their location (within thirty feet), Boxtun and his two friends will attack. Have the PCs make both a Listen (DC 25) and Spot (DC 25) check to not be ambushed.

If any PC takes twenty to perform a search of the outside area, they will be ambushed by Boxtun and his sniper friends receiving a -2 circumstance penalty to the checks listed above due to their over focus.

If the PCs do not go searching about, two hours after the PCs and Yral have been at the house, any PC outside of the house will be shot at by arrows by Boxtun and the snipers. PCs outside can make a Spot (DC 22) or Listen (DC 25) to have partial action during the ambush round. Any PC watching through a window can make a Spot check (DC 20) to notice the start of the attack. If no PC is outside then one of the snipers come to the front door and knock on the door and run to get them outside. When one of the PCs come through the front door (or

opens the door), Boxtun and one of the snipers will use their held action to shoot an arrow at that PC.

Regardless of how the combat starts, during the first full round (not the ambush round) Yral (who has been expecting the attack) will cast *bless*, which will affect everyone except for the PCs. Next he will cast spells trying to go unnoticed. During his casting of spells, he will attempt to hide his holy symbol and even the fact that he is casting (and aiding the snipers). Any PC watching Yral can attempt to determine if he is casting a spell (Spellcraft: DC 15 + spell level) but regardless of their success on this check, they will notice that he is making some strange movements and softly chatting. Any PC who is not watching Yral but has a line of sight can make a Spot (DC 20) or Listen (DC 20) to notice this fact too.

While this is all going on, Gutius will grab his club during the ambush round. Then he will position himself next to one of the weaker physical PCs (wizard, sorcerer, rogue, bard) as if to guard them. Next, he will attack that PC trying to disrupt their spell if possible.

If the PCs did not come to Yral's house but were ambushed instead, use the statistics listed below and select an appropriate ambush setup and combat tactics.

TIER 1 (EL 4)

➤ **Snipers, male human Rog1** (2): CR 1; Medium-size Humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +0 melee (1d6/19-20, short sword), +3 ranged (1d6/x3, shortbow); SA sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +0; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Balance +7, Disguise +4, Hide +7, Listen +4, Move Silently +7, Read Lips +5, Search +5, Spot +4, Tumble +7; Improved Initiative, Point Blank Shot.

Possessions: leather armor, short sword, shortbow plus 10 arrows, 14 sp.

➤ **Boxtun, male human Ftr1/Rog1:** CR 2; Medium-size Humanoid (human); HD 1d6+1d10+2; hp 14; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6+3 [crit 19-20], short sword), +3 ranged (1d8+3/x3, mighty composite longbow); SA sneak attack +1d6; AL CN; SV Fort +3, Ref +4, Will +0; Str 17, Dex 14, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Hide +6, Intimidate +3, Jump +7, Listen +4, Move Silently +6, Search +4, Spot +4, Tumble +6, Use Robe +4; Improved Initiative, Point Blank Shot, Weapon Focus (longbow).

Possessions: studded leather, short sword, mighty composite longbow (+4) plus 12 masterwork arrows, 43 sp.

➤ **Gutius, male human War1:** CR 1; Medium-size Humanoid (human); HD 1d8+2; hp 10; Init +1 (Dex); Spd 30 ft.; AC 13 (Touch 11, Flat-footed 12); Atks +3 melee (1d6+2, club); AL N; SV Fort +4, Ref +1, Will -1; Str 15, Dex 13, Con 15, Int 8, Wis 8, Cha 10.

Skills and Feats: Intimidate +6; Power Attack, Skill Focus (Intimidate).

Possessions: leather armor, club.

➤ **Yral male human Clr2:** CR 2; Medium-size Humanoid (human); HD 2d8; hp 13; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d4/19-20, dagger), +3 ranged (1d4/19-20, dagger); AL N; SV Fort +3, Ref +2, Will +6; Str 10, Dex 14, Con 10, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +5, Concentration +6, Diplomacy +3, Listen +8, Spellcraft +3, Spot +5; Alertness, Improved Unarmed Strike.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—lv1—*detect magic, guidance, resistance, virtue*; 1st—lv1—*bane, bless, change self^{*}, doom*.

*Domain spell. *Domains:* [Knowledge (Cast divinations spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills)].

Possessions: wooden holy symbol of the Syrul (hidden), 2 daggers, 12 gp.

Tier 2 (EL6)

➤ **Snipers, male human Rog2** (2): CR 2; Medium-size Humanoid (human); HD 2d6+4; hp 14; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +1 melee (1d6/19-20, short sword), +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +0; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Balance +8, Disguise +5, Hide +8, Listen +5, Move Silently +8, Read Lips +6, Search +6, Spot +5, Tumble +8; Improved Initiative, Point Blank Shot.

Possession: leather armor, short sword, shortbow plus 10 arrows, 14 sp.

➤ **Boxtun, male human Ftr2/Rog1:** CR 4; Medium-size Humanoid (human); HD 1d6+3d10+4; hp 28; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +6 melee (1d6+4/19-20, short sword), +4 ranged (1d8+4/x3, mighty composite longbow); SQ sneak attack +1d6; AL CN; SV Fort +4, Ref +5, Will +1; Str 18, Dex 14, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +10, Hide +6, Intimidate +3, Jump +10, Listen +4, Move Silently +6, Search +4, Spot +4, Tumble +6, Use Robe +4; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: studded leather, short sword, mighty composite longbow (+4) plus 12 masterwork arrows, 43 sp.

➤ **Gutius, male human War2:** CR 2; Medium-size Humanoid (6 ft. tall); HD 2d8+4; hp 17; Init +1 (Dex); Spd 30 ft.; AC 13 (Touch 11, Flat-footed 12); Atks +4 melee (1d6+2, club); AL N; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 15, Int 8, Wis 8, Cha 10.

Skills and Feats: Intimidate +7; Power Attack, Skill Focus (Intimidate).

Possessions: leather armor, club.

➤ **Yral male human Clr3:** CR 3; Medium-size Humanoid (human); HD 4d8; hp 23; Init +2 (Dex); Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +2 melee (1d4/19-20, dagger), +4 ranged (1d4/19-20, dagger); SQ spells (domains: knowledge, trickery); AL N; SV Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 11, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +5, Concentration +7, Diplomacy +3, Listen +8, Spellcraft +5, Spot +5; Alertness, Dodge, Improved Unarmed Strike.

Spells (5/4+1/3+1): 0-lvl—*detect magic, guidance, read magic, resistance, virtue*; 1st-lvl—*bane, bless, change self*^{*}, *doom, magic stone*; 2nd-lvl—*detect thoughts*^{*}, *endurance, enthrall, sound burst*.

^{*}Domain spell. *Domains:* [Knowledge (Cast divinations spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills)].

Equipment: wooden holy symbol of the Syrul (hidden), 2 daggers, 12 gp.

Tier 3 (EL9)

➤ **Snipers, male human Rog3 (2):** CR 3; Medium-size Humanoid (human); HD 3d6+6; hp 20; Init +7; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks +2 melee (1d6/19-20, short sword), +5 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +6, Will +1; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 11.

Skills and Feats: Balance +9, Disguise +6, Hide +9, Listen +6, Move Silently +9, Read Lips +7, Search +7, Spot +6, Tumble +9; Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: leather armor, short sword, shortbow plus 10 arrows, 14 sp.

➤ **Boxtun, male human Ftr4/Rog2:** CR 6; Medium-size Humanoid (human); HD 2d6+4d10+6; hp 25; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 12; Flat-footed 13); Atks +9 melee (1d6+4/19-20, short sword), +7 ranged (1d8+6/x3, mighty composite longbow); SA sneak attack +1d6; SQ Evasion; AL CN; SV Fort +5, Ref +6, Will +1; Str 18, Dex 14, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Bluff +5, Climb +10, Hide +6, Intimidate +3, Jump +10, Listen +5, Move Silently +6, Ride +2, Search +5, Spot +5, Tumble +6, Use Robe +4; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Equipment: studded leather, short sword, mighty composite longbow (+4) plus 12 masterwork arrows, 43 sp.

➤ **Gutius, male human War3:** CR 3; Medium-size Humanoid (human); HD 3d8+6; hp 24; Init +1 (Dex); Spd 30 ft.; AC 13 (Touch 11, Flat-footed 12); Atks +5 melee (1d6+2, club); AL N; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 15, Int 8, Wis 8, Cha 10.

Skills and Feats: Intimidate +7; Power Attack, Cleave, Skill Focus (Intimidate).

Equipment: leather armor, club.

➤ **Yral male human Clr4:** CR 4; Medium-size Humanoid (human); HD 4d8; hp 23; Init +2; Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10); Atks +3 melee (1d4/19-20, dagger); SQ spells (domains: knowledge, trickery); AL N; SV Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 11, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +5, Concentration +7, Diplomacy +3, Listen +8, Spellcraft +5, Spot +5; Alertness, Dodge, Improved Unarmed Strike.

Spells (5/4+1/3+1): 0-lvl—*detect magic, guidance, read magic, resistance, virtue*; 1st-lvl—*bane, bless, change self*^{*}, *doom, magic stone*; 2nd-lvl—*detect thoughts*^{*}, *endurance, enthrall, sound burst*.

^{*}Domain spell. *Domains:* [Knowledge (Cast divinations spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills)].

Possessions: wooden holy symbol of the Syrul (hidden), 2 daggers, 12 gp.

Boxtun and the two snipers will fight to the bitter end. If captured they will not talk for any reason. All they know is that they were hired Illar, a human man in town, with a good deal of influence.

Gutius will also fight until death but due to his limited intelligence only knows that he is supposed to protect Yral. Yral told him the PCs were bad and should be ready to fight at night.

If things are looking bad, Yral will surrender. With any bit of Diplomacy (DC 10) or Intimidation (DC 5), he will gladly inform them that he has been working with Illar to try and get those in power to have the Principality of Ulek region the Keoland Empire. If prodded for more information, he will willingly tell all that he knows (please see Adventure Summary and Background for the full story).

If the PCs search Boxtun and the snipers, they will find that their pants are wet and muddy. This is due to the fact that they killed Arguen and took his body and dumped it into the Sheldomar River.

Also, the PCs can take the equipment found here and sell it for 50% of book value.

ENCOUNTER 12: DOWN BY THE SHORE

Following the only possible lead you have found you continue to the bank of the Sheldomar River, which divides the Principality of Ulek from Keoland.

There are several trees in the area plus several bushes

Allow the PCs to search for the body of Arguen. His body is covered in mud and hidden in the reeds along the river.

If the PCs take twenty making sure to move up and down bank of the river, they eventually find Arguen's body. Otherwise, they will need to make a successful Search Check (DC 21).

If the PCs investigate the body, they find that Arguen died from two wounds caused by arrows. He also does have several scratches on his feet and legs from being dragged along.

Hiding in the bushes sixty-five feet away from the side of the river are the Rangrus and the brown bear. The Draoi by use of magic (*tree shape*) has hidden herself as a tree. Each of them is intently watching the PCs. Should any PC start to investigate the bushes, they attack. They also attack once the PCs locate Arguen's body. Each of the PCs should make a Spot (DC 15) and Listen (DC 15) check to avoid being surprised. But for each full ten feet any PC is away from the Rangrus, Draoi or bear, the DC level of both checks is increased by one.

Please see DM Aid #3 for more information on the set of this encounter.

Tier 1 (EL4)

➤ **Rangrus, male human Rgr1:** CR 1; Medium-size Humanoid (human); HD 1d10+1; hp 11; Init +7; Spd 30 ft.; AC 15 (Touch 13, Flat-footed 12); Atks -1 melee (1d8 [crit 19-20], long sword), -1 melee (1d6/19-20, short sword), +4 ranged (1d8/x3, longbow); SQ Favored Enemy (dwarf); AL NE; SV Fort +3, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +3, Handle Animal +3, Hide +7, Listen +4, Move Silently +7, Spot +4, Wilderness Lore +6; Ambidexterity*, Improved Initiative, Point Blank Shot, Track, Two-Weapon Fighting*.

Possessions: leather armor, long sword, short sword, longbow plus 20 arrows, 43 sp.

➤ **Draoi female human Drd3:** CR 3; Medium-size Humanoid (human); HD 3d8+3; hp 21; Init +6; Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13); Atks +2 melee (1d6, club), +4 ranged (1d4, sling); SQ Nature Sense, Woodland Stride, Trackless Step; AL NE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Heal +6, Inuit Direction +6, Knowledge (nature) +6, Listen +6, Spot +6, Wilderness Lore +8; *Feats:* Alertness, Improved Initiative, Track.

Spells (4/3/2; Spell DC = 13 + spell level): 0-lvl—*cure minor wounds, detect magic, flare* (x2); 1st-lvl—*entangle, faerie fire, pass without trace* (pre-cast); 2nd-lvl—*barkskin, tree shape* (pre-cast).

Possessions: masterwork hide armor, club, sling plus 20 bullets, 43 sp.

➤ **Animal Companion: Small Brown Bear (1):** CR 3; Medium-size Animal; HD 3d8+9; hp 19; Init +1; Spd 40 ft.; AC 13; Atks +6 melee (1d4+4, 2 claws), +1 melee (1d6+2, bite); SQ Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

Tier 2 (EL 5)

➤ **Rangrus, male human Rgr2:** CR 2; Medium-size Humanoid (human); HD 2d10+2; hp 18; Init +7; Spd 30

ft.; AC 15 (Touch 13, Flat-footed 12); Atks +0 melee (1d8/19-20, long sword), +0 melee (1d6/19-20, short sword), +5 ranged (1d8/x3, longbow); SQ Favored Enemy (dwarf); AL NE; SV Fort +4, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Hide +8, Listen +4, Move Silently +8, Spot +4, Wilderness Lore +6; Ambidexterity*, Improved Initiative, Point Blank Shot, Track, Two-Weapon Fighting*.

Possessions: leather armor, long sword, short sword, longbow plus 20 arrows, 43 sp.

➤ **Draoi female human Drd3:** CR 3; Medium-size Humanoid (human); HD 3d8+3; hp 21; Init +6; Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13); Atks +2 melee (1d6, club), +4 ranged (1d4, sling); SQ Nature Sense, Woodland Stride, Trackless Step; AL NE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Heal +6, Inuit Direction +6, Knowledge (Nature) +6, Listen +6, Spot +6, Wilderness Lore +8; Alertness, Improved Initiative, Track.

Spells (4/3/2; Spell DC = 13 + spell level): 0-lvl—*cure minor wounds, detect magic, flare* (x2); 1st-lvl—*entangle, faerie fire, pass without trace* (pre-cast); 2nd-lvl—*barkskin, tree shape* (pre-cast).

Equipment: masterwork hide armor, club, sling plus 20 bullets, 43 sp.

➤ **Animal Companion: Brown Bear (1):** CR 6; Large Animal; HD 6d8+24; hp 51; Init +1; Spd 40 ft.; AC 15; Atks +11 melee (1d8+8, 2 claws), +6 melee (2d8+4, bite); SA Improved Grab; SQ Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

Tier 3 (EL8)

➤ **Rangrus, male human Rgr6:** CR 6; Medium-size Humanoid (5 ft. 10 in. tall); HD 6d10+6; hp 46; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Atks +4/-1 melee (1d8/19-20, long sword), +4 melee (1d6/19-20, short sword) or +10 ranged (1d8/x3, longbow); SQ Favored Enemy (dwarf, humans); AL NE; SV Fort +6, Ref +5, Will +7; Str 10, Dex 16, Con 13, Int 14, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +8, Handle Animal +8, Hide +12, Listen +6, Move Silently +12, Spot +6, Wilderness Lore +8; Ambidexterity*, Improved Initiative, Point Blank Shot, Rapid Shot, Track, Two-Weapon Fighting*, Weapon Focus (longbow).

Possessions: leather armor, long sword, short sword, longbow plus 20 arrows, 43 sp.

➤ **Draoi female human Drd6:** CR 6; Medium Humanoid (5 ft. 3 in. tall); HD 6d8+6; hp 39; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 hide armor); Atks +2 melee (1d6, club), +4 ranged (1d4, sling); SQ Nature Sense, Woodland Stride, Trackless Step, *wild shape* (2/day); AL NE; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Animal Empathy +8, Handle Animal +8, Heal +7, Inuit Direction +8, Knowledge (Nature) +8, Listen +7, Spot +7, Wilderness Lore +8; Alertness, Dodge, Improved Initiative, Track.

Spells (5/4/4/3): 0-lvl—*cure minor wounds, detect magic, flare (x2), guidance*; 1st-lvl—*entangle, faerie fire, pass without trace (pre-cast), summon nature's ally I*; 2nd-lvl—*barkskin, flame blade, summon nature's ally II, tree shape (pre-cast)*; 3rd-lvl—*poison, spike growth, summon nature's ally III*.

Equipment: *masterwork hide armor, club, sling plus 20 bullets, 43 sp.*

Animal Companion: Brown Bear (1): CR 6; Large Animal; HD 6d8+24; hp 51; Init +1 (Dex); Spd 40 ft.; AC 15; Atks +11 melee (1d8+8, 2 claws), +6 melee (2d8+4, bite); SA Improved Grab; SQ Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

The brown bear cannot be taken as an animal companion since he has been thoroughly trained to have a great amount of anger towards all humanoid creatures except for the druid and ranger.

The Rangrus, Draoi and brown bear will not surrender. If they are caught they will not talk rather dying then uttering a word of why the attack the PCs.

The Rangrus and Draoi have been long time travel companions who have been roaming about the area just trying to survive. When they encountered the doppelganger in disguise, he promised to fulfill some of their wishes so they gladly agreed to kill anyone who went looking for the dead body.

The PCs can take the equipment found here and sell it for 50% of book value.

CONCLUSION

Having found the body of Arguen, you now must decide what your next action is.

There are several options the PCs can take, including informing the local city guard of the deaths and informing the families of Beitus, Raudaz, and Arguen about what has occurred here.

If the PCs when seeking additional information from Arguen's wife, Gunnloda, (Encounter 8), they handled the questioning delicately and did not accuse her husband of killing the two human men, but show more of an interest in helping him return to tell her of Arguen's fate, she will weep for a bit, then collect herself and ask the PCs to take his silver dagger in thanks for what they have done.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter 4

Attempting to stop riot	25 xp
Preventing any harm to come to Noblish	25 xp

Encounter 5

Seeking information about Beitus	25 xp
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Encounter 7

Seeking information about Raudaz	25 xp
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Encounter 8

Seeking information about Arguen	25 xp
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Encounter 11

Defeating thugs	150 xp
Keeping Yral alive for questioning	25 xp

Encounter 12

Finding Arguen's body	50 xp
Defeating druid, ranger & bear	100 xp

Total experience for objectives	450 xp
Discretionary role-playing award	0-50 xp

Total possible experience	500 xp
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TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 8

- *mighty composite longbow* [+4] (Large, 3 lbs., Wood, 500 gp, Common)
- *12 masterwork arrows* [2 sets of 6] (Small, 1 lbs., Wood, 42 gp, Common) (**NOTE:** Any arrows used in combat should be marked off the certs.)
- 12 gp
- 85 sp
- 100 sp per PC

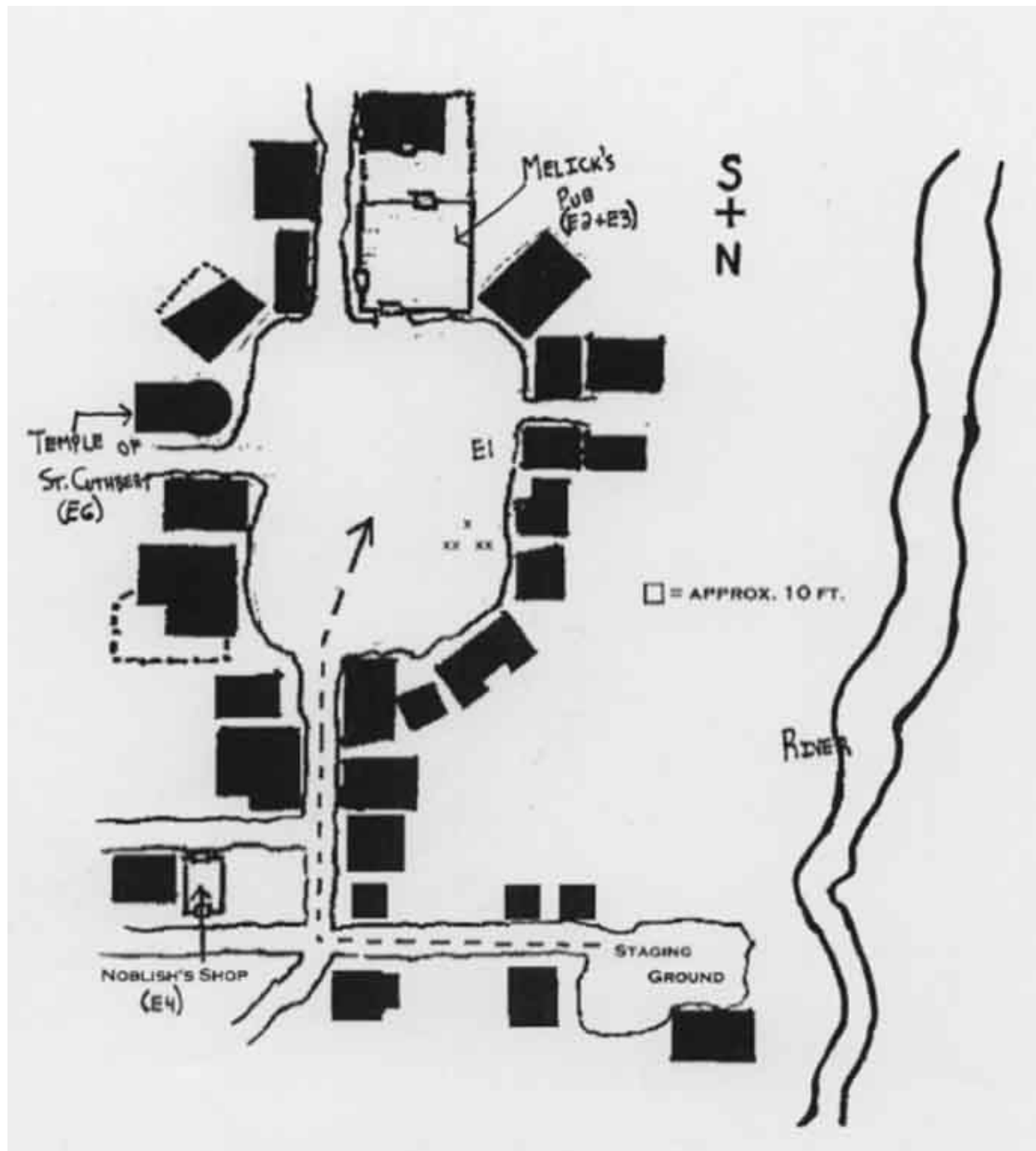
Encounter 13

- *masterwork hide armor* (Value 15 gp)
- 86 sp

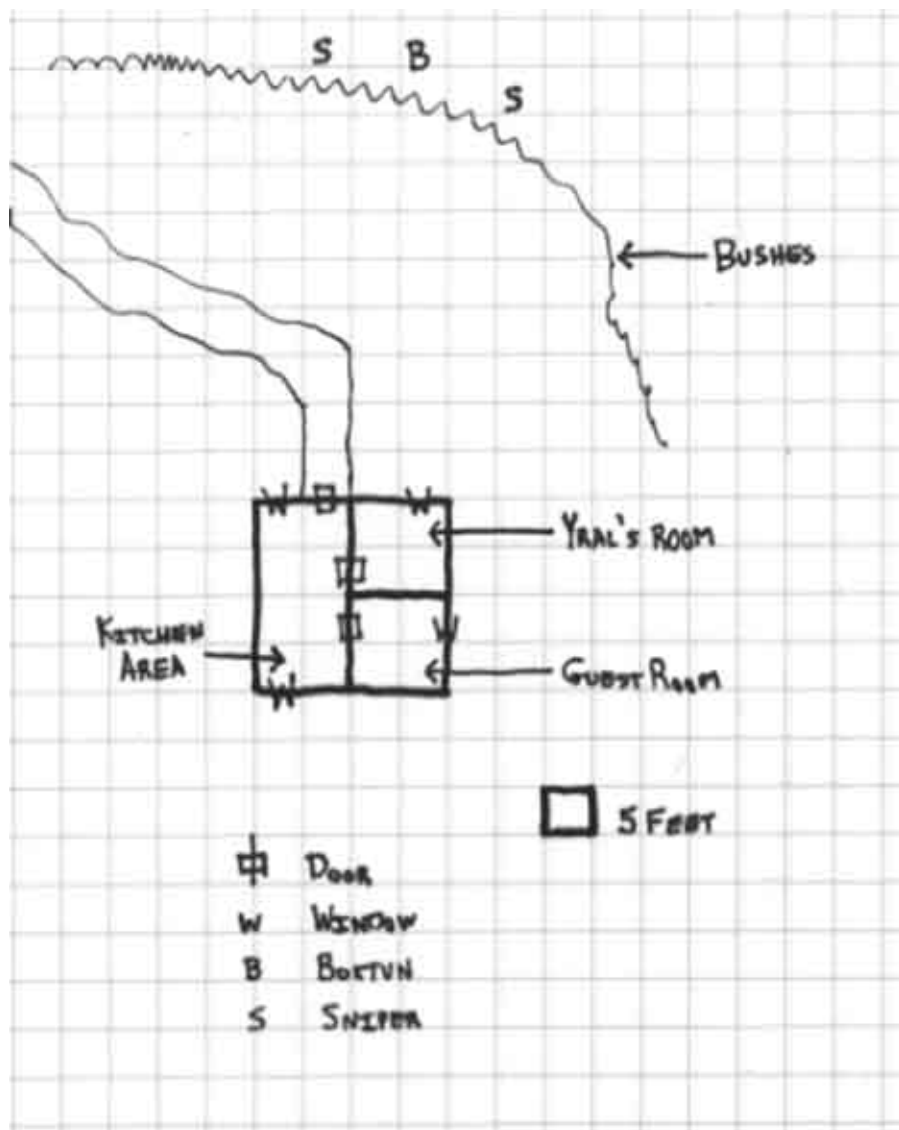
Conclusion

- *silver dagger* (Tiny, 1 lbs., silver, 10 gp, Common) This dagger was given to you by Gunnloda for finding what happened to her husband Arguen and clearing his name.

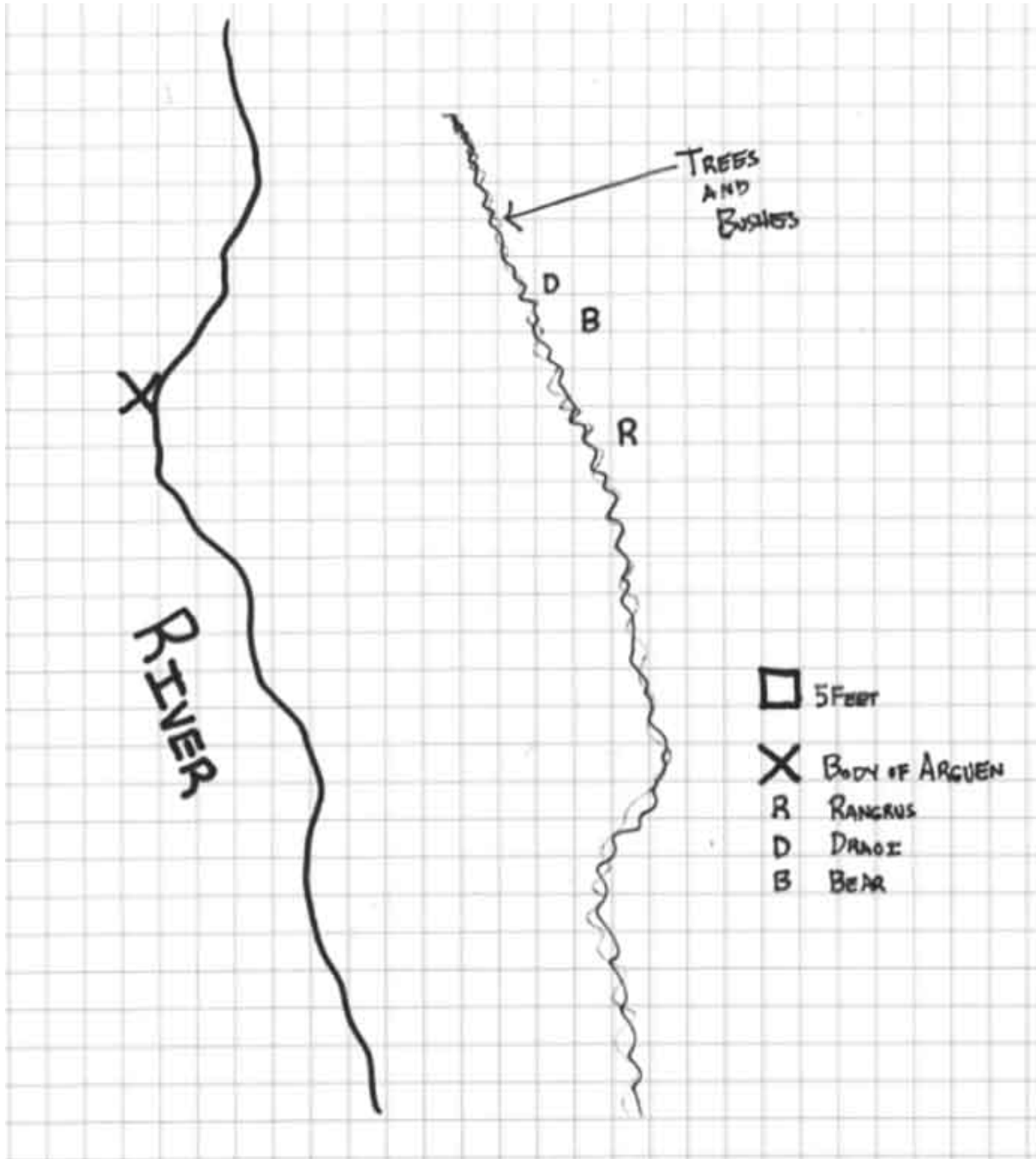
DM AID #1 (MAP OF GREUTAM'S TOWN SQUARE)



DM AID #2 (MAP OF YRAL'S HOME AND SURROUND AREA)



DM AID #3 (MAP OF RIVER AND SURROUNDING AREA)



STORY SUMMARY

FOR USE AT WEEKEND IN THE PRINCIPALITY OF ULEK #1.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

1. Did the PCs stop the riot? YES NO
If so, how?

2. Did the PCs keep Yral alive? YES NO

3. Did the PCs find the body of Arguen? YES NO

4. Did the PCs learn about the presence of the doppelganger? YES NO

5. Which PC received the mighty composite longbow?
Real Name: PC Name: RPGA #:

_____ _____ _____

6. Which PC received the masterwork hide armor?
Real Name: PC Name: RPGA #:

_____ _____ _____

7. Which PC received the silver dagger?
Real Name: PC Name: RPGA #:

_____ _____ _____