

URD2-03



# THREE DAYS FROM SUNSET

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
Duchy of Urnst Regional Adventure

Version 1

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Leukish is racked with civil disorder. The Honorable Chamber debates the final fate of a fallen house, but a witness to an important family line has gone missing. You have been given three days to find him and help grant a legacy to a poor family of noble lineage.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, Richard Baker, and Peter Adkison.

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

## PREPARATION

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

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

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

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

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

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

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

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

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

## SCORING

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

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

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

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

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

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

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

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

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

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

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

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

## ADVENTURE SUMMARY AND BACKGROUND

Several decades ago a halfling took control of the Old Wayside Inn. The halfling was a friend of a nearby miller, and both knew of a wizard that had built his tower not far away.

After a few years of operation, a group of smugglers led by a human, Urgander and a tiefling, Slizarr took control of the inn. Their success was due largely to the wizard not getting involved in what was going on and the miller selling out his friend. The rumor was put out that the halfling sold the inn and left for a life of adventure, when in reality he was wearing a ball and chain at the bottom of the Lukala River.

The miller who corroborated the smugglers story in exchange for a cut of the profits from the smuggling saw the murder. In despair he committed suicide within his mill. But things being undone as they were, he manifested as a ghost. In this form he saw the tiefling and

his cohort murder a bard, the love of Marvagan, their second in command.

This was kept secret from the victim's lover and he eventually became the innkeeper and leader of the smugglers, but always he was the pawn of the tiefling Slilzarr.

So the Old Wayside Inn has had a double roll for the last two decades. It has become both a den of smugglers, and a comfortable stop on the road to Leukish. Now the smugglers have been hired by several houses to kidnap a key witness, and soon the secrets that lie beneath the Old Wayside Inn may no longer be secrets.

In this adventure the characters are brought into the service of Balen Malor, a member of the Ducal Delegation to the Honorable Chamber. He imparts them with the task of finding the paladin Elec Stormdriven. The paladin is a witness in the deliberations of the Honorable Chamber over what to do with the former Teranor holdings. The players are given three days to find him.

The players set off down the road west of Leukish. Eventually they find the trail of the paladin near the Old Wayside Inn. In fact the innkeeper of the Old Wayside Inn is actually the head of a smugglers ring that operates out of a secret complex beneath the Inn.

He leads the characters on a wild goose chase to an old wizards tower and an abandoned mill. At the wizards tower the characters encounter an elemental that is more than it appears and should discover a journal hinting at certain truths about the Inn. At the abandoned mill they are ambushed. Operatives of the smuggling ring attack them and try to hold them in order to keep them from their mission. Afterwards they discover the ghost of the former miller. This ghost tells them the whole story of the Inn.

The characters return to the Inn to confront the Innkeeper. Telling him what they learned about the mill and his lost love, the characters are able to turn the innkeeper against the true evil of the smugglers. A tiefling, purporting to be a distant descendant of Lolth, is the real monster behind the operation. After defeating him, the characters find Elec and escort him to the city of Leukish.

Here the characters are able to see the Honorable Chamber in action in a formal meeting that harkens back to the days of the old Senate. In these proceedings the decision is made to hand the lands over to a forgotten line of Teranors. However the former Teranor seats on the Honorable Chamber remain empty.

## TIMEKEEPING

Keeping track of the time in this module is very important to its outcome. Should the heroes take more than 90 hours to find and return Elec, the Paladin of Labelas Enoreth, they essentially fail in their mission. Anything that takes hours to complete (such as travel) should be recorded. All other actions that take less than an hour can be tracked with the following rules of thumb if the judge does not want to take up game time counting rounds of combat, conversation time, etc. Each hour breaks into four segments. These can include searches

taking 20, fights, conversations with NPCs, and any other actions the judge feels free to include here. A worksheet is included at the end of this module. Each hour is detailed into four segments parts for easy timekeeping.

## A NOTE ON SUBDUAL DAMAGE

Much of this adventure uses subdual damage. The places to be aware of it, are the fight in the mill. However, also be aware that because time is short, the heroes may be pressing themselves to go a little faster in their traveling or may forego sleep. Should the heroes start to exhaust themselves (and their mounts) be aware of the rules found on *Player's Handbook* pages 134 and 143.

## INTRODUCTION

Three months ago the Honorable Chamber was convened, in Leukish, to discuss the fate of house Teranor's properties. The House was dissolved after strange doings less than a year ago (see URD1-06 *Last Dance at Heron House*).

Nothing has been decided in the past two months since the debates began. Problems began even with the first arrivals, old angers flared and tempers raged. As the meeting progressed the disturbances grew worse. Full riots broke out daily. In the past month alone, buildings have been burned down, carts and wagons vandalized, witnesses have been kidnapped and taverns destroyed by brawls. As the violence got worse the Ducal Guard and the City Watch have been arresting anyone involved in any way with the destruction of property or the slowing down of the proceedings.

*Dinner in the tavern was going well, until you realized that people were yelling and others were leaving. By the time you got to the doors the guard had arrived. After an unpleasant night in a cold jail cell you awaken to the sound of cells being opened and closed. Then yours opens. You and the other occupants are ushered out, the commander mentioning, "They'll do nicely." Your confiscated equipment is returned and you are escorted up some stairs and into a Spartan room. Sitting at an old desk, engrossed in a letter, is an older balding man. When one of your escorts coughs he looks up and welcomes you with a friendly gesture to be seated on the chairs. "Greetings, I am Balen Malor, assistant to the Ducal Delegation to the Honorable Chamber. We have a request to make, but first who are you?"*

At this point the characters should introduce themselves and describe what they look like. Once introductions are done Balen ignores anyone of lower than standard lifestyle. Continue below once introductions are made.

*"You have been chosen to perform a service for the Ducal Delegation and the Duke himself. As you are most likely aware, the Honorable Chamber was convened several months ago to discuss the distribution of the Teranor holdings. A new development has occurred in the proceedings, a long separated branch of the Teranor family has stepped forward and claimed the Teranor properties. The Teranors of the Green Bar, so called*

*for their friendship with the elves and their heraldic device, have only one witness to the validity of their claim, one Elec Stormdriven, a paladin of Labelas Enoreth. He was supposed to arrive two days ago; we suspect that he has been waylaid. We ask that you find him. You have three days from sunset to find him. Any questions?"*

The following extra information is available:

- He was last seen near 'The Crossing'
- The Final hearing is at dawn four days from today.
- He suggests starting at the Old Wayside Inn.
- The Inn is about an 8-hour ride from the city.
- Horses can be provided if necessary.
- A reward may be available, but he cannot say for sure at this time.
- Any information about noble house involvement would be appreciated.

## PREPARATIONS FOR DEPARTURE

The characters have, once they've left Balen's office, a total of 90 hours to find the paladin and return to the city. At this point, the characters need to discuss with the DM their preparations. There are six hours until sunset. The following preparation events consume 1 hour of time for an individual character, in addition to a base period of one hour.

- Retrieving possessions not on their person.
- Purchasing goods.
- Consulting temples.

The total preparation time is that of the slowest person.

## ADAPTING TO PLAYER ACTIONS

Players, being smart, tend to do unexpected things. To help you, some of them are outlined below with possible solutions. Players may sneak around and discover the complex, spellcasters may have spells that can reveal Elec's location or that Marvagan is hiding something. Elves and others can find the secret door in the basement. Should something of that nature happen, and the characters skip the Tower and Mill (encounters 3 and 4) use the following guidelines.

1) If characters find that Marvagan is lying to them, he pretends to give up, and offers to take them to the paladin. He then tells them that he was hired by several distinct houses to waylay the paladin. He then invites them down to the complex and promises to show them the paladin. He keeps conversation going as he enters, and this alerts Slizarr who is then ready for a fight. Responses differ based on APL.

For the encounter with Slizarr in this situation, skip ahead to Encounter 6 and follow the tactics that are appropriate for Slizarr being in the hall.

2) If the characters discover the complex, and then confront Marvagan before entering the complex, Marvagan fakes complete surprise, and then asks that he

be shown the complex. Right after, he arms himself with a sap (remember he is unarmored, the stat blocks do not adjust for that). From this point on the encounter is dealt with as above, except add Marvagan as a combatant on the side of Slizarr.

3) If the characters confront Marvagan after entering the complex and defeating Slizarr without the trip to the Mill or Tower, he gives himself up for real. He explains that he was hired separately by several noble houses to kidnap the paladin. He gives Lillia and Dwargin control over the Inn and then heads out with the characters to accept his fate at the hands of justice in Leukish.

## ENCOUNTER 1: ON THE ROAD

*Once your party is ready you take off along the road west to Seltaren, along which is the Crossing. To the north is the Lukala River flowing toward the Nyr Dyv. The sun sits low in the sky; its warm light makes the surrounding trees and fields appear to be on fire. Large oak and maple trees loom along the edge of the road hiding the sky from the weary traveler. The road to Seltaren is probably the busiest road in the Duchy. While traveling you pass all sorts of different folk going both ways on the road.*

At this point the players should refer to *Player's Handbook* pages 142-144, and determine how they quickly they plan to get to The Old Wayside Inn, which is 30 miles from Leukish. Should they decide to hustle for more than 1 hour, be sure to check for permanent damage to their mounts.

While traveling down the road the characters can speak to fellow travelers. Only one in three has useful information (roll 1d3 each time). Speaking with fellow travelers slows the characters by a total of 1 hour.

- 1) "Yeah, I saw him at the Inn. I had a long conversation with him over some ale just after I arrived. He left about three days ago I reckon. Looked like he was headin' to Leukish."
- 2) "Funny thing was that big horse I saw grazing in a field around an hour after I left the Inn."
- 3) "Yeah I saw something, looked like some one slipped up in the mud from the rainstorm a couple nights back, must'a been about 4 miles or so from the Inn. Hope whoever it was made it to the Inn okay."

The site where the paladin was abducted can be found 4 miles along the road to Leukish.

The area of the abduction is easy to spot (DC 10 + modifier, see below).

- +5 if the characters are traveling faster than a walk.
- +5 if the characters are passing it during the night, and it is not full moon.
- -5 if the characters have heard 'rumor' 3 above.

*Ancient oaks, forming a cathedral like canopy above your heads, line this area of the road. Hedges also line both sides of the road. The cover continues for about a half mile at which point the trees only continue down the right side of the road. About a quarter*

*mile down the road, you come across a disturbed section of ground. The road here is covered in many confusing tracks, both equine and human. The past two days of travelers have muddled the already unclear traces of what was obviously some type of struggle. The canopy of trees seems to help prevent the road from drying as quickly here as elsewhere.*

A character with the Track feat may make a Wilderness Lore check:

DC 15 – A large group of people mounted on horses went west several days ago.

DC 20 – A single horse without rider, went south over the hedgerow.

DC 25 – A large group of riders ambushed a single rider who was heading toward Leukish. He was dismounted and taken west, while his horse ran off to the south.

If the characters would like to recover the missing horse it takes one hour during daylight. A character that makes either a successful Track check (DC 15) or a successful Animal Empathy check (DC 20) finds the horse in half the time. Doing this at night doubles the time required.

➤ **Enthal:** Heavy warhorse; hp 35; see *Monster Manual*.

Carrying: military saddle, bit and bridle, saddlebags, 50 ft. silk rope, and 10 days trail rations.

Searching the general area or ambush uncovers, in one of the hedgerows a well-worn leather hat with a broad brim (belonging to Elec). The time taken to discover the hat is dependent on the resulting search roll:

DC 10 –	Two hours
DC 15 –	1 1/2 hours
DC 20 –	1 hour
DC 20+ –	1/2 hour

## ENCOUNTER 2: THE OLD WAYSIDE INN

*As you make your way down the road your destination appears over the next rise. At first all you can see is a steep slate roof over the trees. However, moments later the full structure comes into view; a three story stone and wood building, with wisps of smoke trailing from its chimneys. It is obvious that in the recent years it has been added to, several wings are newer in design and freshly painted. Overall there are eight chimney's rising above the roof, mostly over the wings.*

*As you ride up to the front of the Old Wayside Inn, you enter a courtyard created by the arrangement of the Inn, the stables and the workshop. In the center of the courtyard there is an aged maple tree. It almost dwarfs the Inn's center block. The south side of the courtyard is dominated by the Inn itself, while the north side of the courtyard is the long stone building which houses the stables. The east side is the workshop, which was obviously added at the time of the expansion. Just behind the workshop is the outhouse, and next to the tree is an old stone*

*well with a crank and bucket. Two women are currently drawing water from the well. There is a two-story porch running along the north side of the Inn.*

The women at the well are Lillia, the head cook, and Yigre, her assistant and confidant. They are getting water to make beef soup from. Yigre is mute and Lillia gives information about anything except the smuggling, as she knows nothing about that. If asked about something that she knows nothing about, Lillia directs the characters toward Marvagan for answers. Lillia answers five questions before she excuses Yigre and herself as they must go work on the soup or it may not be ready on time.

Ogurt appears shortly after the characters, as he is on duty to watch for arriving guests. He waits politely if the characters talk to Lillia. Once the characters are done talking to Lillia, he introduces himself, bowing to any nobles, and asks to take their horses to the stables to be tended to. He does not object to any characters accompanying him. Any inquiries for information are met with a polite refusal, informing the characters that he only works in the stables and that they'd be better off speaking to Master Marvagan. He mentions to any elf characters that they'd best be careful around the Master, as he doesn't take kindly to their sort.

The staff recalls seeing a kind elf gentleman, but they have no idea where he may have come from, or where he may have gone.

*The inside of the Inn is as imposing as the exterior made it out to be. Seven large tables and chairs dominate the space between two massive fireplaces, the chimneys of which rise to the high angled roof thirty feet above you. The mantle of each fireplace is decorated with the tusks of some strange creature [actually an elephant if any party member is familiar with them]. The whole place is decorated as a hunting lodge and has memorabilia of various hunts decorating the walls. Two great silver chandeliers filled with candles hang by chains over the common space from the rafters above the tables. The back wall forms the bar, a large two-story affair dominated by the crests of many noble houses. It's obvious that a crest was recently removed. Near the middle of the bar stands a man with frazzled blond hair and what appears to be a lazy eye. Around his neck he wears a quartz pendant on a silver chain. In a low-pitched voice he greets you, "Greetings noble adventurers. What can I get you on this fine day?"*

Marvagan ignores any character with elf blood. He answers questions posed by them, but he gives the answer to the nearest non-elf character. If the party is comprised entirely of elves and half-elves, he motions for his staff to deal with them and leaves. Marvagan gesticulates wildly while talking, regardless of what he is holding, feel free to scare the characters by having him holding a knife and waving it around close to their faces. He gives the following information:

- He saw an elf wearing worn clothing.
- He didn't talk to the elf much.

- It's not unexpected that the elf is missing, "They tend to wander off, can't depend on them to be where they say they're gonna be."
- If the characters ask about hiding places for kidnappers he directs them to one of two places: 1) Old Abandoned Mill, 1/2 day NW. 2) Mages Tower, 1/2 day S.
- Mentions that the Mill is believed to be haunted. Gives directions to both: 1) Mill: Go west to the ford and then follow the stream north. 2) Tower: go due south following the elm trees.
- He asks for news of the big city.
- If asked his preference would be that the Green Teranors are granted their old family's holdings.

#### APL 4

☛ **Marvagan:** Male human Ftr1/Rog2/Exp2; hp 34; see Appendix I.

#### APL 6 AND HIGHER

☛ **Marvagan:** Male human Ftr1/Rog4/Exp2; hp 46; see Appendix I.

**Development:** The characters have three options at this point: 1) Search the Inn. 2) Look at the tower. 3) Search for the mill.

## ENCOUNTER 3: THE TOWER RUINS

*You travel south following the line of Elm trees. After several hours you can make out a small hill with what appears to be the remains of a tower on it. Over the years it has crumbled and appears to be abandoned.*

It takes about 2 hours on foot to get to the tower ruins, half that on horse back. A track check (DC 20) reveals that no one has passed this way in the past two weeks. A successful Knowledge (architecture and engineering) check (DC 15) reveals that the tower used to be either three or four stories tall; it is now one story tall.

*You make your way down the overgrown path to the broken door to the tower. To the left and right are fallow and overgrown fields. A gentle breeze stirs the leaves and grasses around you, it's almost as if something or someone were watching you. Before you looms the black entrance into the tower, inside you see dust particles floating in the light that streams in from above.*

#### A. ENTRY WAY

*The inside of the tower is crumbling mess of fallen, rotting timbers and smashed stonework. The staircase on the west side raises 15 ft. only to end in open air. The only other recognizable features are a large fireplace to your left and the door past it.*

There is nothing of value here.

#### B. THE WIZARDS ALCHEMY LAB

*This room is peculiar; in the center of the room is what appears to be a crudely carved statue of a humanoid, standing with its head bowed in sorrow. All around it lies destroyed tables, shelves and shredded, rotting books. There remain some bookshelves still standing, but none of them have any books left on them.*

The statue is actually an earth elemental, and was once the wizard Amarkal that owned this tower. He was researching a permanent stone skin potion and somehow turned himself into an elemental. At APL 8 or 10, the statue is much larger than a normal man (9 feet tall). Amarkal went berserk soon after his transformation and destroyed his lab. He spends long periods of time asleep and occasionally wakes and gets mad again, destroying more of his lab by smashing what little remains. He cannot communicate verbally but he can see and hear without trouble. The one thing that he has not destroyed is his journal, which is in the corner of the lab.

If the characters are not trying to be quiet he hears them and slowly moves toward them, miming for them to not be alarmed. He can no longer grasp anything but he shows them to his journal. After the characters learn his story he asks, through motions and crude signing, for the characters to put him out of his misery. He does this by pointing at the characters with his arm, then smashing something and then indicating himself. Any consenting attack on him counts as a Coup-de-Grace action. If the characters attack him without learning his story, he becomes angry and fights back to his full ability. He realizes that if they kill him that there is a chance his story is never told. Still, he welcomes death no matter how it comes to him.

His journal sits in the corner well tended and clear of rot or decay. When he dies his body crumbles to dust, but the amulet that was the core of the spell remains.

Searching the room without his consent results in battle, unless he has been subdued somehow. Searching the room (DC 20) takes 11 minutes and reveals a loose flagstone in the northwest corner of the room. Underneath can be found a small collection of potions.

**Treasure:** amulet of stone (see the adventure certificate for details), two potions of cure light wounds, one potion of cure moderate wounds.

#### APL 4 (EL 3)

☛ **Medium-size Earth Elemental:** hp 30; see *Monster Manual*.

#### APL 6 (EL 5)

☛ **Large Earth Elemental:** hp 68; see *Monster Manual*.

#### APL 8 (EL 7)

☛ **Huge Earth Elemental:** hp 152; see *Monster Manual*.

## APL 10 (EL 9)

➤ **Greater Earth Elemental:** hp 199; see *Monster Manual*.

## ENCOUNTER 4: THE HAUNTED MILL

*Following the directions you were given you easily find the mill. It rises into view as you round a bend in the river. Its arms, which once rose into the sky, now hang broken and limp. There are holes in the tower where the structure has become rotten. Below the wooden tower the stone base seems to withstand the test of time with much greater ability. The trees around the mill are dying as there is no more water being pumped to them and their blackened, dried branches reach out toward the yawning windows as if begging for a mere drop of water.*

The mill is about a 3-hour walk, or 1 1/2-hour ride from the Inn. The structure stands close to 50 ft. tall. A successful Track check (DC 15) or a successful Search check (DC 20) reveals that someone has been here in the last 24 hours. A group of smugglers, all masked, led by Ogrut are hiding inside the mill waiting to ambush the characters. Ogrut is also masked. They are armed with saps so that they can subdue the characters and hold them at the mill. The ghost of the gnome that built and ran the mill haunts it. The smugglers do not go where he is. The ghost is lonely, but scared, so does not go out into the room where the smugglers are hiding.

### A. WHEEL AND STONE

*The first thing you notice after entering this room is the 15 foot wide pool in the center that's filled with black stagnant water. In the pool are the remains of a pair of millstones. The north wall has handholds leading to the catwalks above, while there are canals leading to each wall. Over each canal is a small bridge; most look unstable. The other walls all have small windows that are letting in the light. Near the edge of the pool is a fire ring surrounded by several blankets.*

The smugglers are alert unless the characters have taken precautions of some type. Even if the characters came here first as opposed to the tower, the ambush still takes place as the smugglers used a boat, which is beached about a hundred feet upstream from the mill, to get here and in place quickly. A thorough and time-consuming search of the area (at least an hour) allows the characters to find the boat. It can also be spotted before they enter with a successful Spot check (DC 35). If the smugglers are not ready for the characters they are found talking around the campfire, unmasked. If the smugglers are ready they are at the positions marked with an X on the map. They try to make the best of their sneak attacks with their saps, attempting to subdue the characters.

If the characters end up unconscious they wake up bound beside the smuggler's fire in the mill. If the smugglers notice them awake they are knocked unconscious again after a few minutes. If a character

makes a successful Escape Artist check against the smugglers Use Rope check, then refer to below. If no one escapes, they soon awake with the paladin tied up among them, it is now sunset the day before he must be at the Honorable Chamber. Their mounts are missing, but their gear is in the corner. If this occurs, the characters can still talk to the ghost and set things right at the Inn, but they fail in their mission to bring back the paladin.

If someone manages to escape then let them try to untie everyone else so they can escape and hopefully rescue the paladin before it is too late. This is around noon of the day before the day they must return with the paladin.

The millstone can hold up to 100 lbs. before it begins to slowly sink into the water. It takes the stone 1 round to fully sink to the bottom because of the rotted debris under it. The water in the canals and the pool is a little over 5 ft. deep. Anyone shorter than 5 ft 6in needs to make a successful Swim check (DC 10) to get out of the pool.

Should anyone try to walk across the bridge, it instantly collapses. The person or animal on it can make a Reflex save (DC 10) to jump the remaining distance; otherwise they end up in the canal beneath the bridge. Swim checks apply in the same manner as above.

## APL 4 (EL 6)

➤ **Ogrut:** Male half-orc Ftr3/Rog1; hp 35; see Appendix I.

➤ **Rhennee Smugglers (3):** Male human Rog2; hp 11; see Appendix I.

## APL 6 (EL 8)

➤ **Ogrut:** Male half-orc Ftr3/Rog3; hp 47; see Appendix I.

➤ **Rhennee Smugglers (3):** Male human Rog3; hp 19; see Appendix I.

## APL 8 (EL 10)

➤ **Ogrut:** Male half-orc Ftr4/Rog4; hp 61; see Appendix I.

➤ **Rhennee Smugglers (3):** Male human Rog5; hp 29; see Appendix I.

## APL 10 (EL 12)

➤ **Ogrut:** Male half-orc Ftr4/Rog7; hp 80; see Appendix I.

➤ **Rhennee Smugglers (3):** Male human Rog6; hp 35; see Appendix I.

## B. THE OFFICE

*Opening the door on the west wall leads you into what appears to have once been an office. Immediately you notice the skeleton hanging from the ceiling in the center of room. One arm is missing and the clothes have rotted away. The missing arm of the skeleton rests on the floor, its fingers rigid against the*



*flagstones. A desk apparently untouched by time on the north side of the room has a piece of yellowed parchment resting on it. The chair at the desk seems to be intact. Another larger chair, covered in cobwebs, sits in the far southwest corner of the room just beneath the window. The room seems to be much cooler than the other rooms.*

A ghost occupies this room. Should the characters touch the hanging skeleton, the arm, the desk or anything on the desk, they cause the ghost to manifest. He appears in the chair covered by cobwebs. If anyone sits in the cobweb covered chair before the ghost manifests, they feel suddenly cold and the ghost attempts to use his malevolence ability and speak through the person sitting in the chair.

The parchment on the desk is the written confession of Snarri Giznilben. Give the group Player Handout 2 when they look at the paper.

Once the ghost manifests or has taken over the body of a living person, he attempts to respectfully greet the characters. The ghost appears to once have been a gnome called Snarri Giznilben. Snarri states that, had he known visitors were coming he would have cleaned up the place a little. If allowed to continue he carries on conversation with the characters, asking about the world at large and what has transpired since his untimely demise. If the news is good he laughs, if it is foreboding he looks worried for only a moment, but in general he keeps high spirits. Eventually he asks about the Old Wayside Inn. When he mentions this the smile on his face vanishes and he gets a far off look in his eyes, as if remembering something. Then he regards the skeleton hanging from the ceiling, and his expression becomes one showing extreme emotional pain. His mind seems to wander and he says:

*"I did not know it would come to that. I thought that since Marvagan was a part of it, the whole thing would turn out just fine in the end. Marvagan was a good man; he just got mixed up with that Urgander and Slizarr. They're the ones. They told me he wouldn't be killed. My greed got the better of me, and for that I am sorry, so very, very sorry."*

After this the gnome's ghost looks around at the characters. He snuffles and wipes the tears from his face. He apologizes for drifting off and for discussing such unsavory subjects in front of such important company. If the characters ask however, the gnome tells all, after a bit of encouragement. The details of the initial events can be found in his written confession, but the story continues after his suicide.

Events soon occurred that made him realize his mistake. Urgander and Slizarr came several months after with the pretense of giving him his share but with the intention of killing him. The gnome discovered this when he heard the two talking after they discovered his body. He tells them that he heard one of them say "The gnome has gone and done the job for us." A few months later he was witness to the murder of the girl Alianna, Marvagan's love. He saw it through his window. It was

then that he realized that he could not leave the mill. That was also when he realized that his suicide had hurt more than it had helped. He tells the characters that the murderers left the body out to the west of his old house somewhere under a grove of the trees. This location is southwest of the mill.

After revealing his story he tells the characters he is sorry for all the things he has done wrong but he cannot leave until they are made right. He tells them that he believes Marvagan will do the right thing if presented with proof of the truth about Bertus and Alianna. He states that if he had only gone to the authorities things would have turned out better. He then looks at the characters and asks them to help him make things right by hunting down the murderers. He offers his written confession for the characters to use as proof. Also he states that if the characters can find a personal item of Alianna, they may be able to further sway Marvagan to their side.

Should the characters search for the body they find it. A successful Search check (DC 21) allows them to find the skeletal remains of the woman after about five minutes of searching. Failure means that it takes close to an hour to find the body. While the body was left open to the air, the intervening years have rained leaves on the body and slowly buried her. The only thing of value that can be found is her silver spider ring. Everything else has decayed and fallen away to useless refuse.

**Treasure:** Silver spider ring (Value 10 gp).

### C. THE STOREROOM

*This room is obviously an abandoned storeroom. There are old molding bags of flour and grain stacked in the corners. In places the grain has taken root and there are wispy stands of wheat growing in the light from the windows. There is also an old broken wheelbarrow.*

There is nothing of value in this room.

### D. THE HOUSE OF THE GNOME

*You stumble across the remains of a building. Poking out of the grass are the foundations of walls and some partially burnt timbers. Near the collapsed chimney you find an old rusted cauldron, long since worthless.*

## ENCOUNTER 5: A MEETING WITH MARVAGAN

When the characters return to the Inn they can find Marvagan in the kitchen no matter what hour of day it is. He greets them with a friendly smile and kind words.

Should the characters have defeated the smugglers at the mill, he starts on his plan to trap the characters below the Inn. However, if the characters bring forth accusations about the death's or disappearances of Bertus and Alianna he stops and tells them that Bertus left to go adventuring and Alianna left him years ago, he figures

that she found “something better” in Greyhawk. They can prove their accusations with Snarri’s confession and Alianna’s ring. Marvagan asks to keep the ring.

If they do not have these items and they do not have the story, then refer to the section “Adapting to Player Actions” for further instructions.

If they do tell him the truth and have the proof to back it up, he begins to shake with rage and storm upstairs to don his armor. He returns armed and armored, and confesses his involvement in the smuggling ring. He also tells them that he was hired to keep the paladin from reaching Leukish, at the request of several well-heeled noble houses.

Here the characters have the option of taking a rest. If they have the time, they may want to prepare for their foray into the complex. Marvagan lets them stay in a room until they are ready. Be sure to remember that Marvagan is now wearing armor.

When all is ready, he leads the characters down into the complex in pursuit of Slizarr.

## ENCOUNTER 6: INTO THE COMPLEX

You must first determine where Slizarr is. To do so roll a 1d6 and consult the following chart:

1. Office
2. Kitchen
3. Hallway
4. Hallway
5. Dining Room
6. Office

If he is in the kitchen or dining room he is found taking his meal. If he is found in the office he is looking over some paperwork and counting money. If he turns up in the hallway, he immediately hides as he sees the door start to open. If this encounter was reached without going to encounters 3, 4, or 5, then Ogrut and the Smugglers are out on business.

In normal encounter sequence Slizarr knows what the situation is. He knows that Ogrut and the other smugglers are late returning from their ambush and that only Marvagan uses the cellar door while Ogrut uses the tunnel from the stables. He is alert due the lateness of Ogrut’s return. He is able to tell by sight if Marvagan has been told the truth. If so Marvagan becomes the first target for his hand crossbow.

**Tactics:** When he attacks with the hand crossbow take note that it is poisoned with drow sleeping poison. After he is sure that he has hit one person, he then targets another. If he is able to, he casts *true strike* before he attacks with the hand crossbow.

At APL 4 Slizarr always keeps one first level spell in reserve for his getaway. At APL 6 and above he reserves a second level spell as well. He attempts to put people to sleep, both with his crossbow and spells. He makes full

use of the *invisibility* spell and the *hold person* spell. At higher APLs, he casts *haste* as his first combat action, remember this gives him an immediate extra partial action as well as +4 *haste* bonus to his AC.

If things start to go badly for him, Slizarr tries to escape using the passage to the river. He makes full use of his abilities, including using magic items like his *dust of tracelessness*. Keep in mind that Slizarr is not one to throw his life away so carelessly. He knows when he is beaten and runs away if things even show a chance of going wrong. He avoids direct combat, and if one character proves truly difficult for him, he runs away. He is both evil and spineless.

The paladin is in one of the cells at the end of the hallway. Should the characters find him and let him out before they defeat Slizarr, the paladin is without arms and armor. He is at full hit points however. His gear is being kept in one of the storage rooms and is represented by the triangle on the map. He can fight but without his gear he may get hurt. If asked he chooses to fight.

### INN SUPPLY CELLAR

*This room is crowded with assorted crates, barrels, bags of foodstuff, cooking utensils, linens, and all sorts of things that one might need to run an Inn. These have all been stacked neatly into the northwest corner of the room. The staff keeps this room clean and free of clutter. In the southwest corner is what you assume is an office. In the northeast corner of the room is a larger door. A slight stench seems to linger there. The smell seems familiar, but blended with the smells of the kitchen above it is hard to place.*

There is enough room for a normal sized human to get between the wall and the supplies stored in the corner. There is a strong locked wooden door in the northeast corner; the lock is somewhat crude (DC 10). Opening the door lets in the smell from the privies, and it should now be clear to the characters what the familiar smell was and what lies at the end of the hall. The office in this room is a legitimate office. Should the characters search it they find locked iron boxes containing the inn’s funds and lots of ledgers showing the costs of the inn’s day-to-day operations. Please note; stealing from the inn should be met with the same reaction as stealing from another player. Should the characters try to get into the chests, Marvagan appears on some order of business, likely checking a shipping record. The secret door behind the supplies can be found with a search check (DC 20).

If the characters are in the cellar longer than 15 minutes, Marvagan appears. Should they have found the secret door or have left it open, then refer to the section on ‘Adapting to Player Actions’.

The rooms and passages are 12 feet tall with solid masonry and good quality wooden doors. There are lit torches every 20 feet.

### A. OFFICE

*A large writing table in the southwest corner dominates this 20ft. square room with a well worn chair sitting in front of it.*

*All about the room are cobwebs. Desks and drawers line the walls, and paper seems to be crammed into any available space. However, the ledger on the writing table is not cluttered, and seems to be the only recently referenced book in the room.*

A successful Search check (DC 25) reveals the false back on the left hand drawer of the desk. At APL 6 and above the false back contains a pouch filled with dust of tracelessness (2 pinches). The ledger on the desk contains records of the smuggling operations. There are links to several noble houses, the same ones that recruited Marvagan and Slilzarr to kidnap Elec.

**Treasure (APL 6 and above):** dust of tracelessness (two pinches).

## **B. KITCHEN**

*The fireplace on the south wall dominates this large room. Warm embers heat a pot of simmering soup. The remainder of the room has various basic food supplies scattered about. On the west wall are several large buckets of dirty water. There is a large oaken table in the center of the room.*

Any dwarf realizes that this fireplace is connected to the one above it in the main inn. Anyone else can make a Knowledge (architecture and engineering) check (DC 15) or a Wisdom check (DC 20) to realize the same information.

## **C. EATING AREA/LOUNGE**

*You have entered a somewhat typical dining area. There are two long tables surrounded by crude benches. The walls have rich tapestries on them to hold back the cold. On the south side of the room run a series of pegs, obvious for cloaks, as there remains one old tattered cloak on the furthest peg.*

There is nothing here of note. The cloak is a normal cloak and is serviceable if washed.

## **D. BARRACKS**

*Eight pairs of beds and chests occupy this room. There is a door to the east and one to the south. There are no other notable features.*

Searching the chests uncovers nothing of value and takes one hour of time.

## **E, AND F. STOREROOMS**

*This small room is obviously a storeroom due to the large number of barrels and crates, which are fit into its small space. Undoubtedly these goods were stolen and are being held before being re-sold. You can only wonder at what treasures might be hidden in these chests and crates.*

Searching the crates uncovers nothing out of the ordinary. After an hour of searching they can find 25 gp/APL worth of common trade goods. Room F contains the paladin's equipment as listed below:

## **G, H, AND I. HOLDING CELLS**

*These are small, unfurnished rooms with thick steel doors. The doors contain a small barred window at human head height.*

These are iron doors with average locks (DC 25). Elec, the Paladin of Labelas Enoreth is in cell I.

🐉 **Elec Stormdriven:** Male elf Pal4; hp 26; see Appendix I.

### **APL 4 (EL 7)**

🐉 **Slilzarr:** Male tiefling Sor5/Rog2; hp 31; see Appendix I.

### **APL 6 (EL 9)**

🐉 **Slilzarr:** Male tiefling Sor6/Rog3; hp 49; see Appendix I.

### **APL 8 (EL 11)**

🐉 **Slilzarr:** Male tiefling Sor7/Rog4; hp 60; see Appendix I.

### **APL 10 (EL 13)**

🐉 **Slilzarr:** Male tiefling Sor8/Rog5; hp 71; see Appendix I.

Slilzarr is the mastermind of the smuggling ring, and an accomplished master of deceit and deception. He claims to be of distant elven heritage, a descendant of the goddess Lolth herself on his mother's side. Slilzarr arranged to have Elec "taken care of" after Marvagan was hired to kidnap him. Slilzarr is quite careful to never be identified by the nobles who contract with Marvagan, they only know of him as a "mysterious stranger in gray".

## **CONCLUSION**

*Having arrived in Leukish you are escorted with all speed to the castle. As you pass through the town it is obvious that the city is being broken by the unrest. Once you reach the castle you are escorted deep inside, through dimly lit corridors, to the chambers of Balen Malor. He greets you as you enter, and you notice the scribe behind him.*

### **CASE A. RETURN SUCCESSFUL**

*It is wonderful that you have brought Elec Stormdriven back to us in time and safe. Please, be seated and know you have done the right thing. Please tell me what you found.*

The scribe writes down their account. Balen looks concerned and worried, and relieved depending on what part of the scenario they are covering. If the characters brought Marvagan in for justice, Balen takes him into custody. If the characters tell of Marvagan's change of heart, Balen tells them that he will push for a pardon, to allow Marvagan to maintain his ownership of the Inn.

Otherwise Marvagan is arrested when a number of soldiers are dispatched to take note of the events that happened around the Inn, and to clean up any other members of the smuggler ring that may still be in the area. Also, Balen states that considering the circumstances of Marvagan's crime, he suggests that a contingent of soldiers or guards remain at the Old Wayside Inn for the time being.

## **CASE B. TOO LATE**

*Well, thank you for trying, but I'm afraid you are too late the Honorable Chamber is already in session. It is good to know that Elec Stormdriven is sound of body but nonetheless the chances of the Green Herons are slim at best. Please tell me what you found.*

See above for details.

## **THE LEDGER**

Balen is very interested in the ledger if it is recovered or if the characters tell of Marvagan's testimony. He mentions that the matter will be looked into, but nothing much will come of it because of the houses that are involved. He lets the characters know that the ledger will be kept in a safe location inside the keep. Should a character decide to lay charges against one or more of the houses that hired the smugglers that character must make a successful Diplomacy check (DC 30) in order to convince Balen to lay the charges. If the check is successful Balen does so in the character's name, however it takes a week of the character's time (1TU). The charges are heard and the houses found guilty, the punishment amounts to a 500 sp fine for each house found guilty. Characters involved in laying charges against a house get a minor enmity with that house.

## **THE SITTING**

Successful characters are invited to sit as observers at the sitting of the Honorable Chamber on the matter of the Teranor Incident. This is the last day so they witness the final arguments and voting. Unsuccessful characters must wait outside for the verdict.

Deliberation takes a full day. If the mission was a success then testimony from Elec Stormdriven sways the chamber and a slim majority votes to give the Teranor lands to the Green Herons. The characters earn the favor of the Green Bar Teranors. Otherwise, the lands are split among the other houses in a 3 to 1 vote. Proceed with the following if the characters were successful:

*As dawn breaks you find yourself outside the great Government Hall. As you follow Balen Malor inside you take in the magnificence of this building. The building is close to 300 feet across at its widest. Stretching up nearly half that height it is awe striking. Taking the form of a hexagon capped with a large gilt dome. Each side is covered with large stained glass windows depicting the early rulers of the Duchy and the founding members of House Maure. On all edges are broad steps leading*

*up to a colonnade that runs around the circumference of the building. Each pillar stands 70 feet tall and is finely carved with intricate scrollwork. The central doors are immense standing 40 feet tall and embossed with the histories and legends of House Maure.*

*The room is dominated by a large carved marble basin filled with rainwater, collected from the roof. There are six alcoves, one at each junction of the walls, holding the tools necessary for governing the Duchy. Above the alcoves are depictions of old Suel legends, many forgotten. The stained glass windows are above the depictions. The stained glass windows have the three early dukes of the duchy to the east while the founders of House Maure are to the west. Only later in the day does the irony of the setting strike you, the dukes are lit by the rising sun, while the light of the old Maure fades like the light of a sunset. The meeting chamber is the central chamber, and it is obvious that all who attend are expected to stand, as there are no chairs. As the first dawn light streams in the chamber is called to order.*

*As the proceedings are called to order you watch as the great bronze doors are closed and barred. As the room grows quiet the speaker, and elderly Suel man, steps forward and calls for the Urn. From the south alcove a great urn of fired clay is brought forth and placed at the south side of the chamber. The speaker looks about him and then speaks, "Each member of the honorable chamber has been given a tile upon which he has put his name or the name of his delegate. These tiles will be placed in the Urn as is the custom and procedure of this Chamber. From this Urn names will be drawn until the light of day touches only the dome. At that point the current speaker will be the last speaker. Each speaker will have a six quanut water clock for this proceeding."*

*While the speaker declares the methods of the proceedings, servants have been filling two water clocks from the pool in the center of the chamber. The speaker then uses his staff to mix the tiles in the urn before drawing one. Once the clocks are ready he calls out:*

*"The honorable delegate from the House Grek has been chosen, speak your arguments." The stopper of one of the water clocks is removed and the proceedings begin.*

*You notice that Elec Stormdriven has been seated between the pool and the urn. On their turns the delegates each question the elf. He is questioned about his genealogy, the history of the Green Herons, his faith. He is also asked questions whose sole purpose is to prove or disprove his credibility. Intermixed amid the questioning are arguments related to the dispersion of the Teranor properties. Balen Malor, who is standing next to you, points out a group of solemn and humble looking men and women on the other side of the room. They are focused intently on the proceedings.*

*During the entire day of proceedings there are always two scribes present recording what was said and how it was said. Due to the length of the day these people are rotated each time and new speaker is summoned. The ducal delegation is the last to speak and finally the sunlight no longer touches the walls and the meeting draws to an end.*

*The speaker steps forward once more, looking tired, and calls for the marks. Each member of the chamber is handed two discs, one white the other black, both are made of wood. The white disks come from a bronze urn and the black discs from a wooden urn. Once every member has a pair of disks they walk*

past the bronze urn, placing one or the other inside. White if they favor the Green Herons, black if they do not. Once all members have voted the Speaker takes the bronze urn and the results are counted. You can hear the tiles clicking in the silence as he counts them. Originally the black pile is higher, but then the whites draw ahead, not by much but enough to win.

"It has been decided in the age old fashion of the Suel people that the holdings of the disgraced House Teranor shall go to their sundered family, the Green Bar Teranors." With that the doors are flung open by the guards and the room erupts into chaos. All around are different emotions, laughter and joy as well as anger and fury.

You are approached by one of the people that were pointed out to you as Green Bar Teranors.

"My name is Aldon Teranor, of the Green Herons. Elec has told me of what you have done. Let it be known that we do not forget those who wrong us, nor do we forget those who do us a service. If there is ever anything that we may do in return do not hesitate to call upon the Green Herons. Our name may be soiled but our spirits are not, and we will again be able to say our name with pride. Again I thank you. Goodbye my friends." Elec also thanks you and bids you good fortune as he also leaves. Balen then turns to you and says, "It would seem your work for the Duke is finished. Apparently you have made some powerful friends, in more places than one I would gather. Let us hope that they stay friends and do not come to any trouble. Farewell and good fortune."

## The End

# EXPERIENCE POINT SUMMARY

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

## Encounter 3: The Tower Ruins

Defeat the elemental or learn Amarkal's story and release him.

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

## Encounter 4: The Haunted Mill

Defeat Osgrut and the smugglers.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

## Encounter 6: Into the Complex

Defeat Slilzarr.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

## Conclusion

Rescue Elec and return him to the Honorable Chamber on time.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

## Total Possible Experience

APL 4	600 XP
APL 6	840 XP
APL 8	1080 XP
APL 10	1320 XP

# TREASURE SUMMARY

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

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

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

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

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

## TREASURE KEY:

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

### Encounter 3: The Tower Ruins

Search and find the cache of potions. Slay the earth elemental to receive the amulet.

APL 4: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 5 gp per potion per character); *potion of cure moderate wounds* (Value 30 gp per character); *Amulet of Stone* (2 charges) (Value 84 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 5 gp per potion per character); *potion of cure moderate wounds* (Value 30 gp per character); *Amulet of Stone* (2 charges) (Value 84 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 5 gp per potion per character); *potion of cure moderate wounds* (Value 30 gp per character); *Amulet of Stone* (2 charges) (Value 84 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 5 gp per potion per character); *potion of cure moderate wounds* (Value 30 gp per character); *Amulet of Stone* (2 charges) (Value 84 gp per character).

### Encounter 4: The Haunted Mill

Defeat Ogrut and the smugglers and strip them of their gear.

APL 4: L: 59 gp; C: 0 gp; M: 0

APL 6: L: 147 gp; C: 0 gp; M: *dust of tracelessness* (1 pinch) (Value 25 gp per character)

APL 8: L: 188 gp; C: 0 gp; M: *dust of tracelessness* (1 pinch) (Value 25 gp per character); +1 *chain shirt* (Value 125 gp per character); +1 *long sword* (Value 232 gp per character)

APL 10: L: 278 gp; C: 0 gp; M: *dust of tracelessness* (1 pinch) (Value 25 gp per character); +1 *chain shirt* (Value 125 gp per character); +1 *frost long sword* (Value 832 gp per character)

### Encounter 6: Into the Complex

Defeat Slilzarr and strip him of his gear. APL 6+ Find the secret compartment with the dust of tracelessness.

APL 4: L: 86 gp; C: 0 gp; M: *wand of sleep* (30 charges) (Value 45 gp per character)

APL 6: L: 86 gp; C: 0 gp; M: *wand of sleep* (30 charges) (Value 45 gp per character); *cloak of elvenkind* (Value 200 gp per character); *dust of tracelessness* (1 pinch – on Slilzarr) (Value 25 gp per character); *dust of tracelessness* (2 pinches – secret compartment) (Value 25 gp per pinch per character)

APL 8: L: 86 gp; C: 0 gp; M: *wand of sleep* (30 charges) (Value 45 gp per character); *cloak of elvenkind* (Value 200 gp per character); *dust of tracelessness* (1 pinch – on Slilzarr) (Value 25 gp per character); *dust of tracelessness* (2 pinches – secret compartment) (Value 25 gp per pinch per character); *wand of magic missile* (9<sup>th</sup> – 10 charges) (Value 135 gp per character)

APL 10: L: 86 gp; C: 0 gp; M: *wand of sleep* (30 charges) (Value 45 gp per character); *cloak of elvenkind* (Value 200 gp per character); *dust of tracelessness* (1 pinch – on Slilzarr)

(Value 25 gp per character); *dust of tracelessness* (2 pinches – secret compartment) (Value 25 gp per pinch per character); *wand of magic missile* (9<sup>th</sup> – 10 charges) (Value 135 gp per character)

### Adapting to Player's Actions

If, for whatever reason, the characters end up fighting Marvagan, and they defeat him and strip him of his gear they may receive the following amount for the loot.

APL 4: L: 74 gp; C: 0 gp; M: 0

APL 6: L: 74 gp; C: 0 gp; M: 0

APL 8: L: 74 gp; C: 0 gp; M: 0

APL 10: L: 74 gp; C: 0 gp; M: 0

### Total Possible Treasure

APL 4: 388 gp

APL 6: 776 gp

APL 8: 1309 gp

APL 10: 1999 gp

### Amulet of Stone

Found in the heart of an earth elemental, this amulet can turn the wearer's skin as hard as granite. Unfortunately, it may stay the way forever. The amulet currently has two charges of *stoneskin* (a newly crafted amulet has five), and may be used as a spell trigger item by any character that has *stoneskin* on their class spell list. Each time it is activated, there is a 25% chance that it malfunctions, turning the wearer to stone (Fortitude save, DC 16 to resist). If the save succeeds, the amulet shatters otherwise it remains functional (with one less charge) if the wearer is returned to flesh.

Caster Level: 7<sup>th</sup>; Prerequisites: Craft Wondrous Item, *stoneskin*, Alchemy 10 ranks; Market Price: 2100 gp (420 gp per charge); Weight 1/2 lb.; Frequency Adventure.

### Favor of the Green Bar Teranors

By your actions, the lands of House Teranor have been restored to a distant branch possessed of honor and virtue. The new house Teranor will meet your expenses during a single Duchy of Urnst adventure (Regional or Adaptable) of your choice, providing you with Luxury lifestyle for the duration of the adventure. This offsets costs for the first time unit of the adventure only. Additional time units are at the player's expense. Accepting their aid, expends the favor, otherwise, the favor expires two years after the date it was earned. Note the use of the favor in the Play Notes for the adventure it is used in, and have your *Dungeon Master* initial and void this favor entry when it is used.

### Minor Enmity of the Noble Houses of Urnst

By presenting evidence against them, you have earned the wrath of many of the houses of the Duchy of Urnst. They seek to make life difficult for you. For your next six adventures set in the Duchy of Urnst (Regional or Adaptable), your purchase limit for buying items is cut in half, and opportunities that would normally be available are closed to you. You may circumvent these problems for a single adventure by spending a favor from a Duchy of

Urnst noble house or by spending an additional time unit tracking down sellers. After the sixth adventure, this penalty is no longer in effect, have your game master initial and void this entry. Note each adventure that qualifies against the limit in the Play Notes section of the appropriate adventure certificate. The purchasing penalty is considered in effect for purchases made after *Three Days from Sunset*, but this adventure does not count against the six-module period. It is also in effect for interactives set in the Duchy of Urnst, but interactives do not count as adventures for purposes of ending the effect.

## APPENDIX I: NPCS

### ENCOUNTER 2: THE OLD WAYSIDE INN

#### APL 4

➤ **Marvagan:** Male human Ftr1/Rog2/Exp2; CR 4; Medium-size humanoid (human); HD 1d10+4d6+10; hp 34; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +6 melee (1d8+2/19-20, long sword); SA Sneak attack; SQ Evasion; AL CG; SV Fort +4, Ref +4, Will +6; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Appraise +3, Climb +5, Decipher Script +3, Diplomacy +4, Forgery +3, Gather Information +2, Handle Animal +3, Innuendo +4, Knowledge (local) +2, Knowledge (nobility and royalty) +2, Listen +7, Profession (innkeeper) +7, Ride +4, Spot +3, Swim +5; Alertness, Blind-Fight, Dodge, Iron Will.

*Possessions:* masterwork large steel shield, masterwork chain shirt, masterwork long sword, sap.

*Note:* His arms and armor are in his room in storage. Alter the stats according to his actions.

#### APL 6 and higher

➤ **Marvagan:** Male human Ftr1/Rog4/Exp2; CR 6; Medium-size humanoid (human); HD 1d10+6d6+14; hp 46; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +8 melee (1d8+2/19-20, long sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +5, Ref +5, Will +7; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Appraise +4, Climb +6, Decipher Script +4, Diplomacy +5, Forgery +4, Gather Information +4, Handle Animal +4, Innuendo +5, Knowledge (local) +3, Knowledge (nobility and royalty) +3, Listen +8, Profession (innkeeper) +8, Ride +5, Spot +4, Swim +6; Alertness, Blind-Fight, Combat Reflexes, Dodge, Iron Will.

*Possessions:* masterwork large steel shield, masterwork chain shirt, masterwork long sword, sap.

*Note:* His arms and armor are in his room in storage. Alter the stats according to his actions.

### ENCOUNTER 4: THE HAUNTED MILL

#### APL 4 (EL 6)

➤ **Ogrut:** Male half-orc Ftr3/Rog1; CR 4; Medium-size humanoid (orc); HD 3d10+1d6+11; hp 35; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13), Atk +7 melee (1d6+3 subdual, sap) or +6 melee (1d8+3/19-20, long sword); SA Sneak attack; SQ Darkvision 60 ft.; AL CN; SV Fort +5, Ref +4, Will +2; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 7.

*Skills and Feats:* Handle Animal +2, Hide +5, Listen +5, Move Silently +5, Profession (stablehand) +5, Ride +5, Spot +5, Swim +9, Use Rope +5; Alertness, Combat Reflexes, Improved Initiative, Toughness.

*Possessions:* masterwork sap, masterwork studded leather, long sword, backpack, bedroll, flint and steel, 4 weeks of trail rations, waterskin.

➤ **Rhennee Smugglers (3):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 11; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13), Atk +2 melee (1d6+1 subdual, sap) or +2 melee (1d6+1/19-20, short sword); SA Sneak attack; SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Balance +6, Escape Artist +6, Forgery +7, Hide +6, Listen +5, Move Silently +6, Open Lock +7, Search +7, Spot +5, Tumble +6, Use Rope +7; Combat Reflexes, Dodge.

*Possessions:* sap, studded leather, shortsword, bedroll, 4 weeks of trail rations, waterskin.

#### APL 6 (EL 8)

➤ **Ogrut:** Male half-orc Ftr3/Rog3; CR 6; Medium-size humanoid (orc); HD 3d10+3d6+15; hp 47; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13), Atk +9 melee (1d6+3 subdual, sap) or +9 melee (1d8+3/19-20, long sword); SA Sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +6, Ref +5, Will +3; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 7.

*Skills and Feats:* Handle Animal +4, Hide +7, Listen +7, Move Silently +7, Profession (stablehand) +7, Ride +7, Spot +7, Swim +9, Use Rope +7; Alertness, Combat Reflexes, Improved Initiative, Power Attack, Toughness.

*Possessions:* masterwork sap, masterwork studded leather, masterwork long sword, backpack, bedroll, flint and steel, 4 weeks of trail rations, waterskin, *dust of tracelessness* (1 pinch).

➤ **Rhennee Smugglers (3):** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+6; hp 19; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13), Atk +3 melee (1d6+1 subdual, sap) or +3 melee (1d6+1/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Balance +9, Escape Artist +9, Forgery +9, Hide +9, Listen +7, Move Silently +9, Open Lock +9, Search +9, Spot +7, Tumble +9, Use Rope +9; Combat Reflexes, Dodge, Toughness.

*Possessions:* sap, masterwork studded leather, shortsword, bedroll, 4 weeks of trail rations, waterskin.

#### APL 8 (EL 10)

➤ **Ogrut:** Male half-orc Ftr4/Rog4; CR 8; Medium-size humanoid (orc); HD 4d10+4d6+19; hp 61; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13), Atk +12/+7 melee (1d6+3 subdual, sap) or +11/+6 melee (1d8+4/19-20, +1 long sword); SA Sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +7, Ref +6, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 7.



*Skills and Feats:* Handle Animal +5, Hide +8, Listen +8, Move Silently +8, Profession (stablehand) +8, Ride +8, Spot +8, Swim +11, Use Rope +8; Alertness, Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (sap).

*Possessions:* masterwork sap, +1 chain shirt, +1 long sword, backpack, bedroll, flint and steel, 4 weeks of trail rations, waterskin, *dust of tracelessness* (1 pinch).

➤ **Rhennee Smugglers (3):** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+8; hp 29; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13), Atk +4 melee (1d6+1 subdual, sap) or +5 melee (1d6+1/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Balance +12, Escape Artist +12, Forgery +11, Hide +12, Listen +9, Move Silently +12, Open Lock +12, Search +11, Spot +9, Tumble +12, Use Rope +12; Combat Reflexes, Dodge, Toughness.

*Possessions:* sap, masterwork studded leather, masterwork shortsword, bedroll, 4 weeks of trail rations, waterskin.

#### APL 10 (EL 12)

➤ **Ogrut:** Male half-orc Ftr4/Rog7; CR 11; Medium-size humanoid (orc); HD 4d10+7d6+25; hp 80; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13), Atk +14/+9 melee (1d6+5 subdual, sap) or +13/+8 melee (1d8+1d6+4/19-20, +1 frost long sword); SA Sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +8, Ref +7, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

*Skills and Feats:* Handle Animal +8, Hide +11, Listen +11, Move Silently +11, Profession (stablehand) +11, Ride +11, Spot +11, Swim +11, Use Rope +11; Alertness, Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (sap), Weapon Specialization (sap).

*Possessions:* masterwork sap, +1 chain shirt, +1 frost long sword, backpack, bedroll, flint and steel, 4 weeks of trail rations, waterskin, *dust of tracelessness* (1 pinch).

➤ **Rhennee Smugglers (3):** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+9; hp 35; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13), Atk +6 melee (1d6+1 subdual, sap) or +6 melee (1d6+1/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Balance +13, Escape Artist +13, Forgery +12, Hide +13, Listen +10, Move Silently +13, Open Lock +13, Search +12, Spot +10, Tumble +13, Use Rope +13; Combat Reflexes, Dodge, Mobility, Toughness.

*Possessions:* masterwork sap, masterwork studded leather, masterwork shortsword, bedroll, 4 weeks of trail rations, waterskin.

➤ **Snarri Giznilben:** Male gnome Exp4 (ghost); CR 5; Small undead; HD 4d12; hp 26; Init +0; Spd Fly 30 ft. (perfect); AC 14 (touch 14, flat-footed 13); Atk +4 melee (1d4, corrupting touch); SA Manifestation, corrupting touch, frightful moan, malevolence; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day (DC 12), undead, rejuvenation, turn resistance +4; AL NG; SV Fort +3, Ref +1, Will +5; Str 12, Dex 11, Con -, Int 15, Wis 13, Cha 16.

*Skills and Feats:* Appraise +9, Craft (blacksmithing) +9, Craft (carpentry) +9, Craft (leatherworking) +9, Craft (locksmithing) +9, Craft (stoneworking) +9, Hide +9, Listen +11, Open Locks +7, Profession (Miller) +8, Search +10, Spot +9; Alertness, Great Fortitude.

**SA:** Saves are DC 15 unless noted otherwise.

**Manifestation (Su):** All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the ghost's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's Charisma modifier). A creature that successfully saves is immune to that ghost's malevolence for one day.

**SQ:** A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

## ENCOUNTER 6: INTO THE COMPLEX

➤ **Elec Stormdriven:** Male elf Pal4; CR 4; Medium-size humanoid (elf); HD 4d10; hp 26; Init +0; Spd 30 ft.; AC 10 (flat-footed 10, touch 10); Atk +6 melee (1d3+2 subdual, unarmed strike); SA Smite evil; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease, turn undead; AL LG; SV Fort +6, Ref +3, Will +5; Str 14, Dex 10, Con 10, Int 10, Wis 15, Cha 15.

**Skills and Feats:** Diplomacy +5, Handle Animal +6, Heal +5, Listen +4, Ride +4, Search +2, Spot +4; Mounted Combat, Weapon Focus (heavy mace).

**Spells Prepared** (1; base DC = 12 + spell level): 1<sup>st</sup> – *bless weapon*.

**Possessions:** full plate armor, masterwork large steel shield, masterwork mighty composite longbow (+2), 20 arrows, masterwork heavy mace, 4 *potions of cure light wounds*, 2 *scrolls of magic weapon*, belt pouch, backpack, 10 weeks of trail rations, waterskin, 50 feet of silk rope, heavy warhorse, military saddle, bit and bridle, saddlebags.

**Note:** When found, Elec is missing all his equipment save his clothes.

### APL 4 (EL 7)

➤ **Slizarr:** Male tiefling Sor5/Rog2; CR 7; Medium-size outsider; HD 5d4+2d6+7; hp 31; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d6/18-20, rapier) or +9 ranged (1d4 plus posion/19-20, hand crossbow); SA Sneak attack, may cast *darkness* once per day as a 7<sup>th</sup> level sorcerer; SQ Fire, cold, and electricity resistance 5, evasion; AL NE; SV Fort +2, Ref +7, Will +5; Str 11, Dex 16; Con 13; Int 12, Wis 12, Cha 16.

**Skills and Feats:** Alchemy +8, Bluff +5, Concentration +6, Hide +10, Knowledge (arcana) +8, Listen +6, Move Silently +10, Spellcraft +6, Spot +6; Alertness, Exotic Weapon Proficiency (hand crossbow), Run.

**Spells Known** (6/7/5; base DC = 13 + spell level): 0 – *dancing lights*, *daze*, *ghost sound*, *light*, *mage hand*, *read magic*; 1<sup>st</sup> – *expeditious retreat*, *obscuring mist*, *sleep*, *true strike*; 2<sup>nd</sup> – *invisibility*, *web*.

**Drow Poison:** Fortitude save (DC 17) or fall unconscious. After one minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Possessions:** masterwork hand crossbow, 20 masterwork bolts coated with drow poison (good for 1 day after application); masterwork rapier, *wand of sleep* (30 charges).

### APL 6 (EL 9)

➤ **Slizarr:** Male tiefling Sor6/Rog3; CR 9; Medium-size outsider; HD 6d4+3d6+18; hp 49; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 melee (1d6/18-20, rapier) or +10 ranged (1d4 plus posion/19-20, hand crossbow); SA Sneak attack, may cast *darkness* once per day as a 9<sup>th</sup> level sorcerer; SQ Fire, cold, and electricity resistance 5, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +8, Will +7; Str 11, Dex 16; Con 14; Int 12, Wis 12, Cha 16.

**Skills and Feats:** Alchemy +8, Bluff +5, Concentration +9, Hide +13, Knowledge (arcana) +8, Listen +7, Move Silently +13, Spellcraft +7, Spot +7, Tumble +4; Alertness, Combat Casting, Exotic Weapon Proficiency (hand crossbow), Run.

**Spells Known** (6/7/6/4; base DC = 13 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*; 1<sup>st</sup> – *expeditious retreat*, *obscuring mist*, *sleep*, *true strike*; 2<sup>nd</sup> – *invisibility*, *web*; 3<sup>rd</sup> – *hold person*.

**Drow Poison:** Fortitude save (DC 17) or fall unconscious. After one minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Possessions:** masterwork hand crossbow, 20 masterwork bolts coated with drow poison (good for 1 day after application); masterwork rapier, *wand of sleep* (30 charges), *cloak of elvenkind*, *dust of tracelessness* (1 pinch).

### APL 8 (EL 11)

➤ **Slizarr:** Male tiefling Sor7/Rog4; CR 11; Medium-size outsider; HD 7d4+4d6+22; hp 60; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +7/+2 melee (1d6/18-20, rapier) or +11 ranged (1d4 plus posion/19-20, hand crossbow); SA Sneak attack, may cast *darkness* once per day as a 9<sup>th</sup> level sorcerer; SQ Fire, cold, and electricity resistance 5, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +9, Will +7; Str 11, Dex 16; Con 14; Int 12, Wis 12, Cha 16.

**Skills and Feats:** Alchemy +8, Bluff +5, Concentration +11, Hide +16, Knowledge (arcana) +8, Listen +7, Move Silently +16, Spellcraft +8, Spot +7, Tumble +7; Alertness, Combat Casting, Exotic Weapon Proficiency (hand crossbow), Run.

**Spells Known** (6/7/7/5; base DC = 13 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*; 1<sup>st</sup> – *expeditious retreat*, *mage armor*,

obscuring mist, sleep, true strike; 2<sup>nd</sup> – invisibility, mirror image, web; 3<sup>rd</sup> – haste, hold person.

Drow Poison: Fortitude save (DC 17) or fall unconscious. After one minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: masterwork hand crossbow, 20 masterwork bolts coated with drow poison (good for 1 day after application); masterwork rapier, *wand of magic missiles* (9<sup>th</sup>) (10 charges), *wand of sleep* (30 charges), *cloak of elvenkind*, *dust of tracelessness* (1 pinch).

Note: Mage armor is precast at this APL. Not figured into the above stats.

### APL 10 (EL 13)

☛ **Slilzarr**: Male tiefling Sor8/Rog5; CR 13; Medium-size outsider; HD 8d4+5d6+26; hp 71; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +11/+6 melee (1d6/18-20, rapier) or +12 ranged (1d4 plus poison/19-20, hand crossbow); SA Sneak attack, may cast *darkness* once per day as a 9<sup>th</sup> level sorcerer; SQ Fire, cold, and electricity resistance 5, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +9, Will +8; Str 11, Dex 16; Con 14; Int 12, Wis 12, Cha 17.

Skills and Feats: Alchemy +8, Bluff +5, Concentration +14, Hide +19, Knowledge (arcana) +8, Listen +7, Move Silently +19, Spellcraft +8, Spot +7, Tumble +10; Alertness, Combat Casting, Exotic Weapon Proficiency (hand crossbow), Run, Weapon Finesse (rapier).

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, light, mage hand, ray of frost, read magic; 1<sup>st</sup> – expeditious retreat, mage armor, obscuring mist, sleep, true strike; 2<sup>nd</sup> – invisibility, mirror image, web; 3<sup>rd</sup> – haste, hold person; 4<sup>th</sup> – stoneskin.

Drow Poison: Fortitude save (DC 17) or fall unconscious. After one minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: masterwork hand crossbow, 20 masterwork bolts coated with drow poison (good for 1 day after application); masterwork rapier, *wand of magic missiles* (9<sup>th</sup>) (10 charges), *wand of sleep* (30 charges), *cloak of elvenkind*, *dust of tracelessness* (1 pinch).

Note: Mage armor and stoneskin are precast at this APL. Not figured into the above stats.

## APPENDIX 2: THE WAYSIDE INN

The Old Wayside Inn is a large enough operation to be considered a Thorp. When it is fully occupied it reaches the size of a small hamlet:

The Old Wayside Inn (Thorp):

Conventional; AL LG; 42 gp limit; Assets 112 gp; Population 42; Integrated (human 19, halfling 11, elf 0, dwarf 6, gnome 4, half-elf 3, half-orc 1)

Authority Figure: Marvagan (Innkeeper, owner).

Important Characters: Ogrut, male half-orc Ftr3 (Head stable hand); Dwargin, male dwarf Exp 6 (Head of the workshop); Lillia, female human Com5 (server and head cook).

Others: Hired guards (1 War1, 2 War2, 1 War3, 3 Ftr1)

The population listed here are those people employed by the Inn in its legitimate business. The exceptions in this case are Ogrut and Marvagan. These two are the only people both involved in the smuggling operation that are also involved with the day to day operation of the Inn. The employees, for the most part, should be considered LG or NG.

Marvagan does not hire elves to work at the Inn because he does not want the elves to notice the secret entrance to the complex below the Inn. All in all he feels that having an elf work for him is too risky. He makes sure that all the half-elves work in the workshop, well away from the stables and the Inn. He hides this by simply pretending to be mildly prejudiced to full blooded elves.

To help protect the smuggling operation, Marvagan operates the Inn as a real Inn. And, in fact he sort of enjoys it. He realizes that hiring honest good working folk is safer than hiring fellow rogues, as honest people are less likely to ask questions and snoop around.

At night the courtyard is well lit and fairly active. People occasionally arrive and depart at all hours of the day. However Ogrut closes the doors to the stable a little after midnight as per Inn policy. It is in these hours that the smugglers move cargos around. No light is needed, as it is usually Ogrut and Slizarr that do most of the work. Ogrut takes horses into the stables during this time but does not permit anyone else inside until he opens the doors in accordance to Inn policy at sunrise. His logic for the in policy



if asked is that it makes it more difficult for thieves to take the horses. During the day the courtyard is a busy place. Part gathering area and market; there are 1d10+10 people of all sorts present in the courtyard. At night this number drops to 1d10-1, with a result of 0 indicating that there is no one in the courtyard.

There is always a patrol of guards either in the Inn, or in the courtyard. At night there are 2 guards and in the day there are 4. When determining the number of people in the courtyard, always subtract the guards first. Any guards not in the courtyard are in the common room in the Inn.

### The Stables:

The stables appear to be fairly mundane. However, there is a large trapdoor (10 ft. by 10 ft.) about at the center of the stables in the floor. It is concealed by dirt. This is the way that the smugglers get the goods in and out of the complex. There is usually an ample supply of horses here also.

### The Workshop:

The men in the workshop are considerate and accommodating. Due to their rather busy schedule, however, they take 3 days to get work done on any task the characters might provide them with. The workshop itself is just that, a busy place almost consistently occupied by the work staff that live above the shop when they are not working.

### The Well:

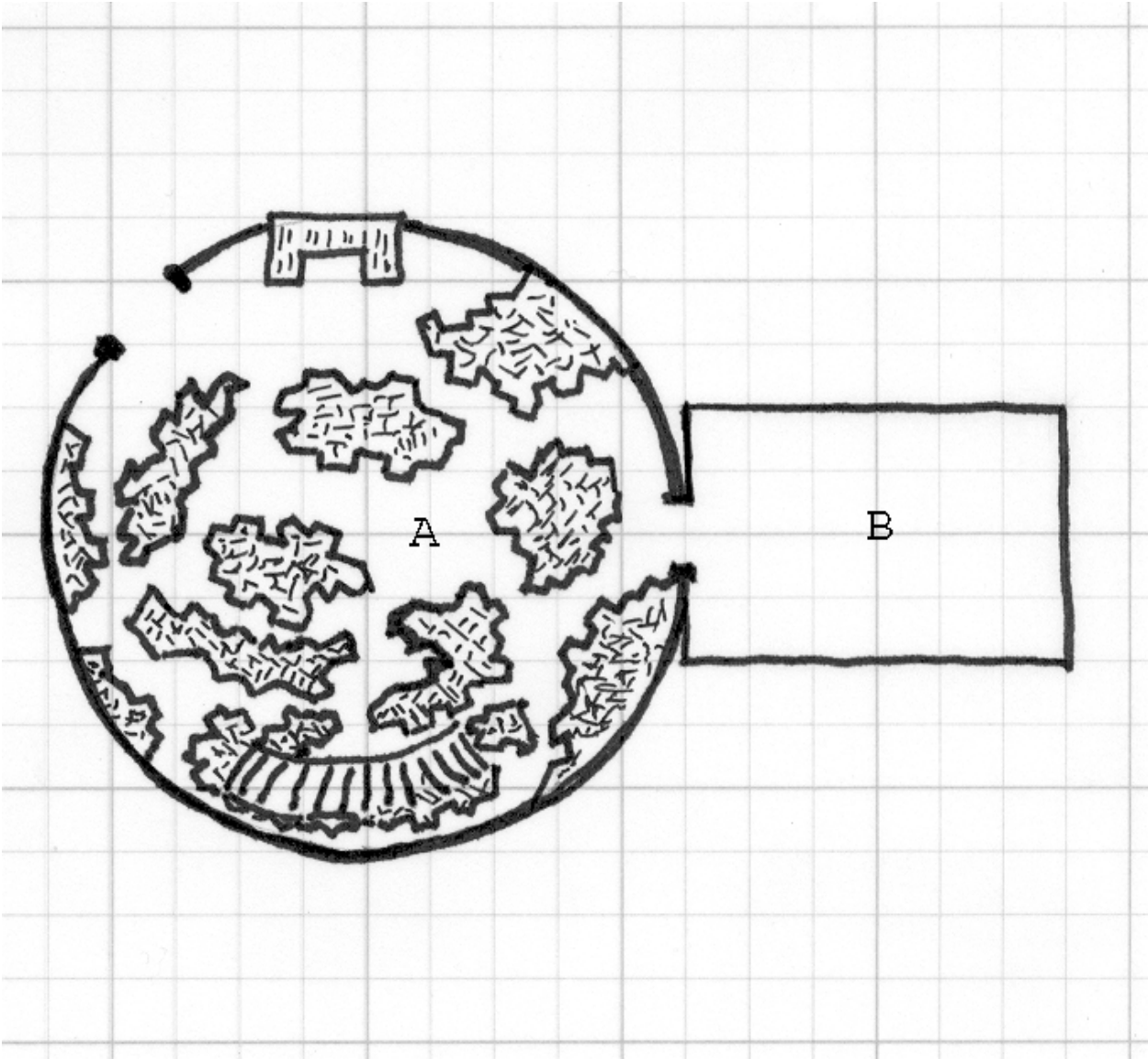
The well is a completely normal working well. It is the primary source of water for the whole Inn. Each evening some of those that work at the Inn appear with empty barrels and fill them with water for the evening and next day's activity. When that is not happening the well gets constant use from the Workshop and Stable staff as well as assorted travelers watering themselves and their beasts.

With this in mind the characters should recognize that this is another location that is almost always occupied by someone. Should a character decide to climb down it looking for clues all they will find are some slimy walls and a lot of water (not to mention strange looks from the people in the courtyard). Someone dropping the bucket and rope down can pull a well explorer up quite easily.

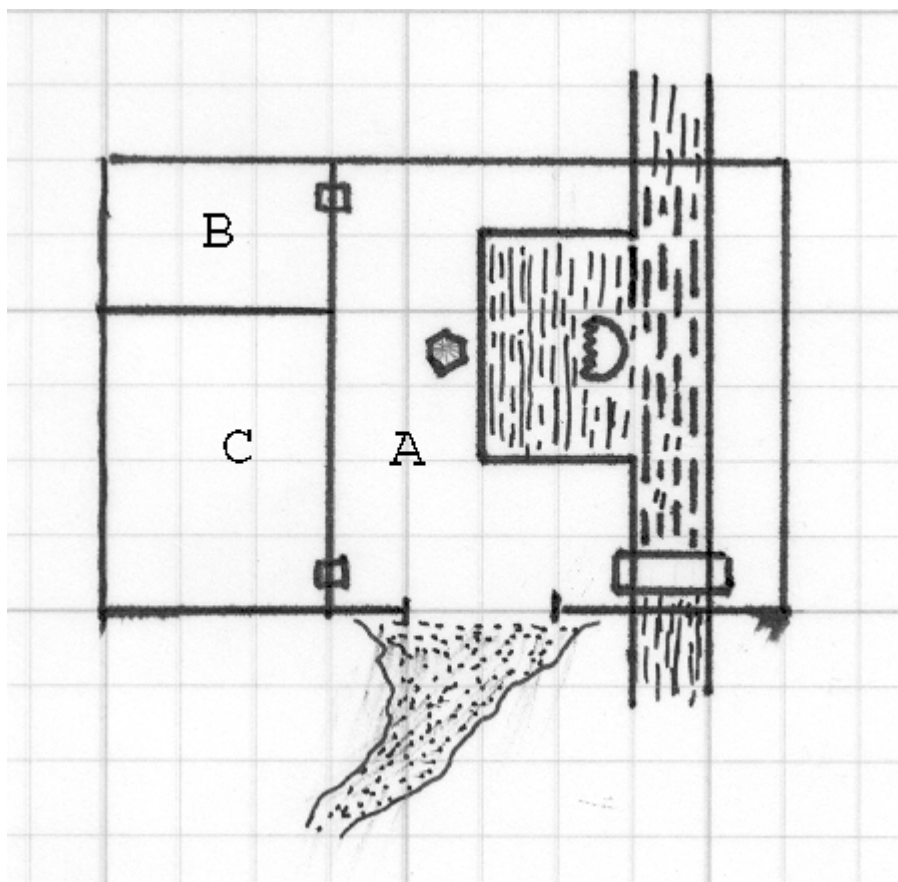
### **The Inn:**

The Wayside Inn is divided into three sections. The central section, largely made of stone, (walls and floor) is dominated by the common room. Behind the central section is the kitchen. The Inn has two wings, largely made of wood, that are connected to the commons. Both are of equal size and shape. Both have the same number of rooms. The privies are in the downstairs portion of the north wing. The bath areas are in the downstairs portion of the south wing. The second floors of the wings are where several common rooms are. These are crammed with cots. The basement is a large storage area about half the size of the commons in both dimensions. This is accessed through the kitchen, which is attended almost all hours of the day. Meals are served at mealtimes, but usually a stew sits waiting for any late or early travelers that arrive in their own time. The bar in the commons is manned at all hours. The Inn employs its own security force of 7 fighting men. These generally keep the peace, control crowds, and watch out for thieves. Most of the Inn staff (including the security group as Marvagan calls them) lives above the kitchen area. Below the Inn are the basement and a tunnel to the area below the privies. This is daily covered with salt and water to reduce the smell. Also incenses are burned in the privies themselves to keep away the smell. Marvagan uses a wizard that passes through every now and then to keep the pit from overflowing. Also below the Inn, concealed by a secret door behind the stored foodstuff is the smugglers complex.

MAP 1: ENCOUNTER 3

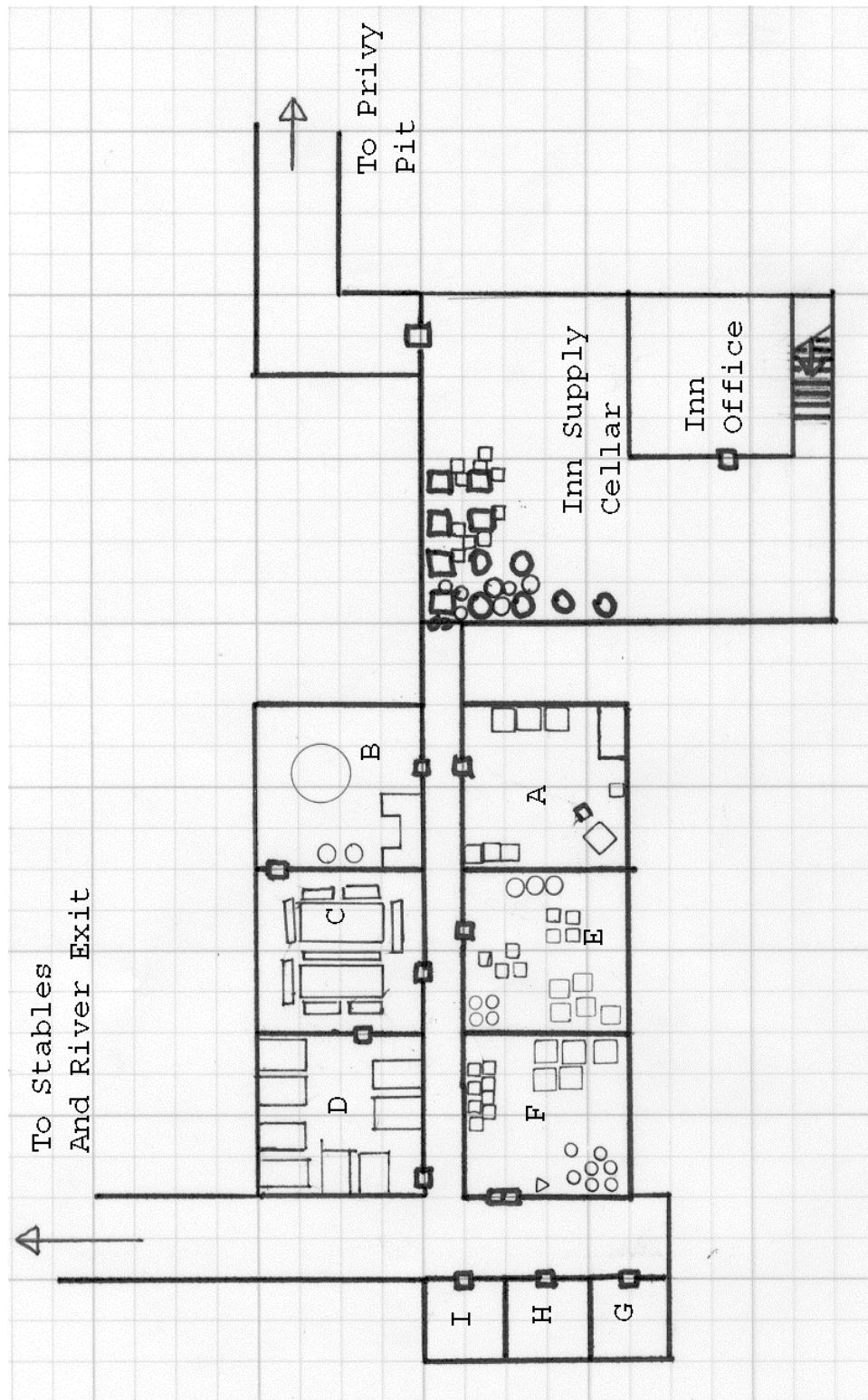


## MAP 2: ENCOUNTER 4





## MAP 3: ENCOUNTER 6





## PLAYER HANDOUT 1

### **Excerpts from the Journal of Amarkal:**

I think I have found a way to make the *stoneskin* spell, or any spell for that matter, permanent. It seems that the secret to this is to use alchemical methods rather than direct magical incantations. It still baffles me as why, but I feel I understand enough to get it to work. Will have to check in with the Old Wayside Inn tomorrow.

Curious events have turned at the Inn. When I made my visit there, it seemed that the former owner left for adventure in the city of Greyhawk. It seems a little odd to me. He never seemed like the type to seek adventure. But, then again I am sure many would have said the same about me in my youth, before I had my adventures. Still, it seems that he is not the sort to go looking for it. Oh well, it is a small matter. The new owner, Urgander, seems a little stern. Not a happy fellow at all. I feel that he might be up to no good. But then why would that young man Marvagan associate with him? Surely he seems like an upright fellow. Heh, I must be getting on in years. Thinking that every gruff innkeep has something to hide. Marvagan has quite a future ahead of him, and he seems to have quite a future with that bard that is always popping around the inn, I cant seem to remember her name. Alas, I grow distracted. These things are not of my concern, and are far from the relevance of my studies. Still, sometimes my mind wanders and I remember defeating ne'er-do-wells with fondness. I must confess that sometimes I wish there was some evil presence nearby to vanquish. It might make me feel young again. Heh, there I go again wasting precious sheets in my logbook. Alas! I have a few more years left in me, might as well make the best of them!

My tests of the potion on the animals seem to be a great success! The squirrels and rabbits took to a small dose and it worked fine. I am preparing a dose large enough for me that should be ready by morning. Wish me luck.

I look forward to today and the rest of my long years. I will be trying the potion. Though, perhaps I should have some reservation on doing this to myself, what I learned in my days traveling is that you should not have others do what you would not do yourself. Was that it? My memory grows hazy. Not to worry, I shall fix that after these experiments are completed.

## **PLAYER HANDOUT 2**

### **The Confession of Snarri Giznilben**

This has been carefully written on a piece of parchment.

My name is Snarri Giznilben, and this is a confession to the crimes I have committed. Some time ago two men, smugglers, approached me. Their names are Urgander and Slilzarr. It was to them that I sold out my friend, Bertus Highfellow, for a cut in their smuggling business. My job for this cut was to assure anyone asking about foul play that the deal was legitimate and tell them that Bertus had gone to seek fame and fortune in Greyhawk. I was under the belief that they would convince him to go elsewhere. However, my friend proved more stubborn than I and did not hand over his rights and deed to the Inn. Two nights ago, I went to the Inn to say my farewells, but people had told me that he had sold the Inn early and left the previous day. The new owners were going with him a part of the way. Missing my friend I sadly began heading back to my home, when I spied on the water of the river a boat. In the boat were Slilzarr and Urgander. I then saw the form of my friend slide beneath the waters with a heavy weight and chain clamped to his leg. I shall never forget the laughter they made as they paddled the boat to shore. Knowing that I could do nothing for him I remained hidden and then returned home. I accept responsibility for the death of my friend and so my life is now forfeit. Farewell.

Snarri Giznilben

## ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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