

Adaptable Worksheet for *Snake in the Grass*

05/15/2001

General Notes: This worksheet will allow you to play the module *Snake in the Grass* as a Geoff regional tournament. The changes have been kept to a minimum to reduce workload on the DM, but are necessary for the appropriate flavor. Note that the Triad reserves the right to edit, amend, or extend this worksheet at anytime. Please contact the Triad to make sure you are in possession of the latest version. All questions regarding this worksheet can be addressed to Brian Lamprecht (blampy@mb2.betterbox.net) and they will be answered in as timely a manner as possible.

The changes will be presented in the following format: **Encounter x**, Page y, Column a, Paragraph b. It may be best to make notes in the margin of the adventure or use any other method to help you best remember the changes.

Adventure Summary and Background (replaces the same on page 3):

This version of the scenario has been adapted for play in the Geoff Region. The villain in this scenario, Malendril, is a spy for the Scarlet Brotherhood. Malendril has spent several years infiltrating the power structure of Hochoch, becoming an important figure on the Town Council of Hochoch. He has been using his position to keep Hochoch in a weakened condition so that more of the Brotherhood can have time to infiltrate the political structure of the Grand Duchy. Towards this end, Councilor Malendril has been leaking information to orc and goblin raiders operating out of the dimwood forest. He has been giving them information about vital caravans and information relating when and where military patrols will be when these caravans are due to arrive.

A minor government official, Relmar, has recently found out that Malendril is a spy. Relmar is the halfling scribe to Siwan merch Llyneth, the Council Elder. Being of weak moral character and having amassed quite a gambling debt with the Midnight Ravens, Relmar attempted to blackmail Malendril. Instead of paying Relmar off, Malendril just captured and tortured him to find out the extent of the Relmar's knowledge. Relmar has the foresight to leave behind a note containing the information about Malendril's spying where his housekeeper would find it if he didn't return safely home by morning. However, he quickly broke under torture and revealed its location, whereupon Malendril easily retrieved it and destroyed the evidence. In the meantime, he confined the unfortunate Relmar to a basement cell.

Being the resourceful halfling, Relmar managed to escape. Now terrified of the man who gleefully tortured him, Relmar went to ground in a hidey-hole in the poor quarter of the city rather than daring to publicly accuse Malendril. This all happened three days ago.

Malendril now needs to find and dispose of Relmar, before he tells anyone what he knows. Malendril has used his contacts to put out word that Relmar is a traitor and that he's the one responsible for leaking information to the bandits. His quarry is now a wanted man, but Malendril needs to be certain that those who find Relmar in order to "bring him to justice" will not find and disclose the truth about Malendril himself. In order to further destroy Relmar's reputation and poison minds against him, Malendril

decided to frame him for a brutal murder. He kidnapped Relmar's girlfriend, took her to Relmar's house, and tortured her to death there. This bloody outrage has ensured that Relmar has no friends left, and nobody who will be willing to give him the benefit of the doubt if he claims to be innocent of treason.

To complicate matters for Relmar, when he reached the poor quarter he ran into some of the Midnight Ravens. When they demanded their money and threatened his life he spilled his guts about Malendril and begged them to spare him. The Midnight Ravens are now holding Relmar prisoner while attempting to blackmail Malendril. Yesterday, Malendril was told to send some money to a certain man at a certain tavern in order to save his reputation. As the adventure opens, he has decided to dupe some adventurers into going to do his dirty work for him.

Module Changes:

Change every reference of Relmar's Secretary to Relmar's girlfriend.

Change every reference to Lord Malendril to Councilor Malendril.

Change every reference of Relmar's Race to halfling.

Change every reference of the Bobcat's to the Midnight Ravens.

Player Introduction:

Pg 4: Column 1: Paragraph 9:

..separately on the main road leading to the city Hochoch..

Encounter 1:

Pg 5: Column 1: Paragraph 3:

..the road is 10 feet wide and the land is hilly but clear..

Pg 5: Tiering Information:

Keep the stats the same for each tier, change the race to orcs.

Pg 6: Column 1: Paragraph 2:

Corsten is a half-orc that goes around to different bandit camps to disseminate the information.

Pg 6: Column 1: Paragraph 2:

He has a permit to be carrying alcohol to Hochoch.

Pg 6: Column 2: Paragraph 1:

The patrol is a mixed group of Army of Liberation and Army of Retribution soldiers. Soldiers of neither group will tolerate unwarranted hostility or comment towards the other. Jerrina and Wellerin will quickly come to the others aid if negative comments from the PC's warrant it.

Jerrina is a member of the Army of Retribution.

Wellerin is a member of the Army of Liberation and a priest of Heironeous.

Encounter 5:

Pg 12: Column 1: Paragraph 3

This is not actually the headquarters of the Midnight Ravens, rather it is house run to profit from drinking and gambling. Radaban is the leader of this group, but is blackmailing Malendril unbeknownst to the higher ups in the Midnight Ravens in an attempt to gain favor in the organization with his success.

Encounter 8:

Pg 22: Column 1: Paragraph 7:

Since Malendril is a Councilor it will be difficult for the PC's to convince anyone of his wrong doing without any solid evidence. It is doubtful that the PC's would be able to get in to see any of the council members and notify them. Any guards or military that are notified will warn the PC's that the charges they are making are quite serious and could get the PC's into trouble if they cannot be proven. If the PC's can provide reasonable evidence at this point, then Siwan merch Llyneth will be notified and will call for the detainment of Malendril until clerical spells can be used to ascertain the truth about Malendril involvement with the bandit raids. If they cannot provide adequate evidence then they will be turned away.