

DYV7-01

DYV7-01 Vanguard

A One-Round Dungeons & Dragons® Living Greyhawk™ Dyvers Regional Adventure

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The threat of Blackthorn continues to grow and work for adventures is not hard to come by at prices that are most agreeable. For some reason, a desperate plea, from a small village has gotten your attention. A halfling leader seeks your aid in finding several missing children in the village. A one-round Dyvers Regional adventure set in the Free Lands of Dyvers, town of Banebridge, for characters level 1-15 (APLs 2-12). A stage of The *Gnarley Threat*.

Resources for this adventure [and the authors of those works] include *Dyv3-01 Feather, Feather, Where Is the Feather?* [Andy Morrical], and *Slavers* [Sean K. Reynolds and Chris Pramas].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters

appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Banebridge. All regional characters pay one Time Units per round; Out-of-region characters pay two Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

"Theg Narlot summons you! Turrosh Mak summons you! Let the Dragon awake!" These words have become part of dark dirges and frightful bardic tales. Months ago, adventurers exited the forest with news of a mountain rising in the Gnarley forest. These tales were thought fantastical, exaggerated, or blatant lies. Adventurers were called throughout the city of Dyvers and sent in search of confirmation to these tales.

Many of these adventures did not return, but those who did have confirmed the news: A mountain has risen in the Gnarley that resembles Mount Drachensgrab, a vague shape of a dragon's head. As if all this news were not enough, reports have confirmed that an orcish horde flooded out of this mountain in numbers only imagined in children's nightmares.

Now in the small town of Banebridge in the small light of a slivered moon...

Julie crept down the steps from her loft in her parent's house. Like many of the other halflings in Banebridge, they had a small house on the outskirts of town. Julie was sneaking out to meet her friends tonight. Looking around and moving silently, she easily stole away into fields. She didn't bring her dolls or her clothes, but she knew she'd never be back. She would disappear tonight, just as several of the other children.

Sprinting, she left the town behind her. Entering the tall grass of the plains surrounding town she quickly blended in, and would be hard to find. Suddenly a wolf stood up in front of her with a small rider upon its back.

"Quickfingers, you're late", hisses the rider in Goblin.

"I never thought those halflings would go to sleep; it's not my fault," replied Julie in Goblin.

"Sure, it's never your fault. Laki wants yer report; it better be good."

"It is," says Julie, "these halflings just let me wander all over town; they are so stupid."

"Climb up behind me, and let's get going."

Without another word, Julie leapt onto the back of the wolf, which turned silently and padded off into the darkness.

A month ago, Gnasher Barrock received preliminary reports about the village of Banebridge. As a vital stop on the Gnarley Road, Banebridge contains tactical and

economical information related to Dyvers. He recruited the five brightest goblins he could find and sent them to infiltrate Banebridge.

Laki Warfreund and his band observed Banebridge from afar at first. They spotted a group of five children who always played together on the outskirts of the city. The goblins found a suitable cave far away from the village and expanded the cave so it burrowed under Banebridge.

Using their disguise kits and magic, the five goblins took turns luring the individual children toward the cave, where the halflings were subdued. The goblins kept the children prisoner under Banebridge and learned how to better imitate them. The goblins entered halfling society, disguised as the five children.

On the 21st day of Fireseek, the goblins completed their reports. Laki sent two of the goblins to infiltrate Dyvers. The remaining three retreated to their base underground and prepared to return to Gnasher. Suddenly, Laki had a plan to kick the halflings as they left. They only need one week to execute their plan. They collected what they need and vanished on the 23rd of Fireseek.

When the PCs arrive on the 26th of Fireseek, Laki and his goblins had already gathered the materials necessary to place alchemist's fire traps under a few vulnerable buildings. After a couple of days, the goblins would be ready to light a few fires as they head into the Gnarley Forest to report back to Gnasher.

ADVENTURE SUMMARY

Note that each encounter can take anywhere from 30 minutes to 4 hours. Keep track of the elapsed time, as this can impact when PCs can hear Digger. Use your best estimate to include travel, searching, conversations, and miscellaneous lost time.

Introduction

The PCs are asked to go to Banebridge to help out the village of halflings.

Encounter 1: Missing Children

Mayor Venisera Darkleaf and Marshal Drif Sharpthorn explain that five children have been missing for 3 days and implore the PCs for help.

Encounter 2: Word About Town

PCs may take this opportunity to ask around about the children and/or strangers in town.

Encounter 3: Othello Meadowsoft

PCs may investigate the home of Othello Meadowsoft, whose widowed mother is stricken with grief. PCs may learn that Othello is older than he should be.

Encounter 4: Yonni Darkleaf

PCs may investigate the home of Yonni Darkleaf at the Leather Jack Tavern, which is run by his uncle. PCs may learn that Yonni has an unusual interest in caravans.

Encounter 5: Julie Goodwillow

PCs may investigate the home of Julie Goodwillow just outside of Banebridge. PCs may learn about her penchant for collecting metal scraps and torturing animals.

Encounter 6: Johan Fleetfoot

PCs may investigate the home of Johan Fleetfoot and the library, run by his great-grandfather. PCs may learn that Johan has done some unusual research.

Encounter 7: Wilfed Straighttree

PCs may investigate Chat's livery, where Wilfed spends much of his time helping his stepfather. PCs may learn from the animals that Wilfed is not who he claims to be.

Encounter 8: Hurbie Pine

PCs may talk with the sixth member of the group of children about the behavior and subsequent disappearance of his friends. PCs may learn that the missing children were near the Darkleaf Road.

Encounter 9: Filanda of Courwood

PCs have a small window of opportunity to talk with this traveling merchant. She imparts information about Yonni to the PCs.

Encounter 10: Yonkar

PCs can talk with this half-orc adventurer. He has honest respect for the halflings and offers to help search for the children.

Encounter 11: Harrod

PCs can talk with this bard. If they promise to cover up Harrod's thefts, he reveals some interesting clues about Yonni.

Encounter 12: Whip Goblinsbane

PCs can talk with this halfling ranger. He is simply a lackey looking for the support of House Dagby. He is able to sell one interesting clue about the location of the caltrops.

Encounter 13: Turnas's Smithy

The PCs may investigate the smithy and learn that several pieces of scrap metal have been removed.

Encounter 14: The Sleeping Sparrow Inn

Very little leads the PCs here, but they may find the trap under the inn.

Encounter 15: Prachett's Potions

The PCs may investigate Harrod's involvement with this shop. They may learn of Yonni's interest in the combustible arts.

Encounter 16: On the way to the Darkleaf Clan

The PCs do not learn much from the Darkleaf Clan itself, but they may find the caltrops on the road, which are devised to slow the Dogriders down when they attempt to stop the fire.

Encounter 17: The Well

The PCs may see or hear Inkthok sneaking to and from the well to build the trap. If the trap is not stopped, then the well is rigged to launch a bladder of alchemist's fire upward during the fire.

Encounter 18: Dagby Manor

The PCs may investigate the home of Lord Trass Dagby. They may learn from the dogs that something is digging underneath the house. They can also learn that Wilfed never talked with Lord Dagby.

Encounter 19: Venisera Darkleaf

The PCs may arrive to find Venisera's house guard murdered by Digger. This may prompt them to find one of the fire traps.

Encounter 20: The River

After enough searching, the PCs uncover the entrance to the goblins' warrens hidden in the riverbed 500 feet north of Banebridge.

Encounter 21: Into the Warrens

The PCs enter the warrens, which lead to traps and combat.

Encounter 22: The Dangers of Literacy

The PCs encounter the first trap. This trap is loud enough to alert the goblins if the PCs do not silence it.

Encounter 23: The Chasm

A chasm and an earth elemental stop the PCs from continuing down the tunnel. The PCs must contend with both before continuing on.

Encounter 24: Another Pitfall

Another trap has been left for intruders.

Encounter 25: The Nexus

The PCs find the headquarters of the goblins. The goblins try to escape with the paperwork detailing their plans of this area. The trigger for the fire traps is located here.

Encounter 26: Rescuing the Children

If the goblins have time to set the trap, the children are in danger of dying. The PCs must race against time to disarm the trap or free the children.

Encounter 27: The Escape

Should the goblins flee their headquarters, they separate upon reaching the surface and try to lose their pursuers.

Encounter 28: Fire!

This happens any time a fire trap detonates prematurely. The PCs can try to extinguish it.

Encounter 29: Extinguishing Banebridge

This happens as the fire traps all detonate simultaneously. Bucket brigades are formed. Depending on the PCs' actions, the well may explode and/or the Darkleaf Dogriders may show up to form another bucket brigade.

Conclusion

PCs receive their rewards, if any, for retrieving the goblins' documents and/or rescuing the children.

PREPARATION FOR PLAY

FOR THOSE WHO PLAYED DYV3-01 FEATHER, FEATHER, WHERE IS THE FEATHER?

While playing in *Dyv3-01 Feather, Feather, Where Is the Feather* is not crucial for this adventure, those PCs may recognize some of the NPCs. It has been several years, so the PCs and the NPCs might not remember each other. Knowledge of the NPCs won't help with the investigation, but the PCs may be more willing to rule out the following NPCs as suspects:

- Turnas
- Mayor Venisera Darkleaf
- Marshal Drif Sharpthorn
- Pilnoe Safehome
- Montor Fleetfoot
- Chat Birdcall
- Wilfed Straighttree

META-ORG BENEFITS

Meta-orgs: It is important to note if anyone in the party is of a Dyvers regional meta-org. In particular, you need to know about members in:

- International Halfling Society
- The Banebridge Town Project

Members of the International Halfling Society should feel some urgency regarding this scenario, as it involves the safe return of halfling children. Residents of Banebridge should naturally be concerned about their fellow citizens.

Banebridge Resident

A PC who lives in Banebridge (meaning he has a current cert from the Dyvers Town Project) receives some bonuses in this adventure. The bonuses occur as long as the PC acts in a heroic fashion, meaning that he has shown a real concern for the children, doesn't pick fights with the locals, and is generally a decent person. The Banebridge resident receives these bonuses:

- +2 circumstance bonus to Diplomacy when interacting with Banebridge residents (except where noted)
- +4 circumstance bonus to Gather Information when seeking information within Banebridge
- +2 circumstance bonus to Spot and Search while in the public areas of Banebridge to reflect his familiarity with the town (does not apply to private residences or other places where the PC would not normally have access).

International Halfling Society

Members of the International Halfling Society receive the following benefits:

- +1 circumstance bonus to Diplomacy when interacting with Banebridge residents (except where noted)
- +3 circumstance bonus to Gather Information when seeking information within Banebridge

These meta-org circumstance bonuses do not stack with each other.

FOR PCS WITH THE BELT OF HALFLING HEADS

Anyone who has the *belt of halfling heads* from *Dyv6-02 Into the Maw of the Dragon* needs to tell you if he intends to wear the belt into town. A PC wearing this item is not welcomed in Banebridge. While the halflings

do not chase him out, they do not interact with him either. The PC may not get a room nor may he learn about the children from the residents. Mayor Venisera Darkleaf would not trust the fates of the children to such a barbarian.

While such a PC cannot interact with the halflings, the other PCs can try. Just associating with the wearer of the *belt of halfling heads* earns the PC a –10 penalty to all interaction checks with those in the village (halfling or not).

WHAT ARE THE VILLAINS DOING?

While PCs are given clues that point them to the river, they may find out about the goblin plot through other means. Later in the adventure, the PCs might hear some of the digging under the town. Also, the PCs could have a chance to see Inkthok leaving the well.

Day 1, noon (26th day of Fireseek): Goblins are sleeping and unaware of the PCs' arrival.

Day 1, sunset: Digger burrows under the library and plants the alchemist's fire.

Day 1, midnight: Digger burrows under Dagby Manor and plants the alchemist's fire.

Day 1, 2 bells after midnight: Inkthok sneaks invisibly to the well and works on the well trap. She is not invisible when she sneaks out, as she is hoarding the potion.

Day 2, sunrise (27th day of Fireseek): Goblins go to sleep.

Day 2, late afternoon: Digger burrows under Prachett's Potions and plants the alchemist's fire.

Day 2, sunset: Digger burrows under the mayor's house and plants the alchemist's fire. A house guard hears the noise and attempts to dig around. Digger either kills the guard or flees (if the PCs discover him too).

Day 2, midnight: Digger burrows under the Leather Jack Tavern and plants the alchemist's fire. Inkthok places caltrops on the road to the Darkleaf clan to slow down Dogrider reinforcements.

Day 2, 1 bell after midnight: Inkthok sneaks to the well and sets the well trap. She is not invisible as she is greedy and cocky.

Day 2, 2 bells after midnight: The goblins leave Banebridge, activating the trap that sets fire to several buildings simultaneously.

The Listen DC to hear the scraping noise of Digger is 17. This is modified by distance and any interposing walls, depending on where the PCs are. When in doubt, assume that the PCs are at least 30 feet away with at least one wall between them. The final Listen DC would be at

least DC 25. Each encounter has a reminder of when Digger plants the trap.

Any PC keeping watch outside has a chance of noticing Inkthok if he can beat the rogue's Hide or Move Silently checks. The distance modifier depends on where the PC is at in relation to the well. When she first enters the well, Inkthok is invisible, so she receives +20 to his Hide check. Any other time, she is visible unless she feels the need to quaff an *invisibility* potion.

THE VILLAINS

Three goblins star as the villains of this adventure, each with a separate role. If they succeed, then much of Banebridge burns down, as they ignite key buildings around the city and give Gnasher key information about the trade routes around the village. The goblins are described below.

Laki Warfreund

Laki is the ringleader. A skilled wizard, Laki creates the vials of alchemist's fire used in the burning of the village. Laki's familiar is a small earth elemental named Digger. Digger's role is to carve out a thin shaft through the earth to the trap site, where it places the alchemist's fire.

Inkthok Quickfingers

Inkthok is the trapsmith. A clever rogue, Inkthok devises the traps for Digger to transport. She is also responsible for a trap in the town well, which would hamper any attempt to start a bucket brigade. She is greedy and hates using up her potions.

Grakall

Grakall is the guard. While he is not as smart as Laki and Inkthok, Grakall knows enough to not get in the way of the traps. Grakall guards the children and stays awake while Laki and Inkthok sleep. As a skilled ranger, Grakall also covers their tracks and hides the entrance to the cave.

THE TRAP

The trap serves two purposes: It ensures that no one notices the goblins leaving, and it hurts the halflings:

The fire traps are vials of alchemist's fire that are rigged to explode upward when the trigger is activated. These vials are placed under key buildings by Digger, the earth elemental. The elemental hollows out a shaft about 2 inches wide and plants the vial in a small pocket of air under the building. The stone above the vial is only an eighth of an inch thick. Each vial is attached to a string that leads to the warrens. The strings are tied together in one large knot. When the goblins pull on the knot, the strings pull on the triggers, activating the vials. This

causes alchemist's fire to burst through the thin stone and ignite anything in a 5-foot radius (which includes straw in the stable, parchment in the library, etc.).

In addition to the fire traps, Inkthok has rigged a device in the well just above the water level. Just before the fire traps are activated, she attaches the well's rope to the device. When someone attempts to draw water from the well (most likely as part of a bucket brigade), the rope triggers the trap, which launches a bladder of alchemist's fire straight up into the winch. The impact causes a 20-foot radius around the well to be engulfed in flames.

Finally, knowing that the Darkleaf Dogriders would arrive to help with the fire, Inkthok litters the road to the Darkleaf clan with caltrops. The injuries to the dogs slow them down enough that they cannot arrive in time to effectively put out the fire.

TRACKING THE CHILDREN

The obvious question the PCs may have is: If Banebridge is renowned for its dogs, why can't the halflings find the children using hunting dogs? The answer is Grakall. A skilled ranger, Grakall serves the team by covering their tracks. He uses a healthy dose of catstink to confound the dogs in the area. Since the goblins wear the same shoes as halflings, it's impossible to track the children in a village where halflings and dogs run wild.

Still, it is possible to track the goblins. A character who has the Scent ability may be able to overcome catstink and the ravishes of time, needing a Survival check of 10 + 2/hour after midnight (as Inkthok goes out at midnight). Also, Grakall is not able to cover everything. There are two areas that can be tracked.

The first is the well. Inkthok walks from the river to the well in order to construct the trap in the well. At the river, Grakall is able to cover Inkthok's tracks and scent. At the well, Inkthok's scent is strong. A character or animal with Scent can follow the smell to the river, where it is confounded by catstink. Knowing that the river may hold the key could help the PCs narrow their search to that area (see Encounter 17: The Well). Conventional tracking is impossible, as Inkthok's tracks are not discernible from any of the search parties.

Another area is the region between the Darkleaf road and the river. Inkthok walks from the river to the road in order to add to the caltrop stash. Not only is her smell strong on the field (DC 10 + 2/hour after midnight), but also her tracks are more distinct, as halflings don't normally trod on that patch of ground. Again, the river area is doused in catstink, but it's an important clue for the PCs (see Encounter 16: On the way to the Darkleaf Clan).

TALKING WITH ANIMALS

Due to Banebridge's harmony with the meadow, there are a number of ways for PCs to use the *speak with animals* spell. Some animals can help the PCs as follows:

- **Darkleaf Dogriders:** The riding dogs of the Darkleaf clan are proud beasts, being pampered as the best riding dogs. They don't know any more than the halflings at Darkleaf clan.
- **Animals around the Darkleaf road:** There is a 50% chance that any given animal encountered in this area has encountered Inkthok, if nocturnal (only 5% if it's not). The animals leave the area whenever the pack of dogs travels along the road, though the dogs have never attacked them. If the animal has encountered Inkthok, it tells the PCs that someone has moved from and to the river frequently. As this area is not normally traveled, this may raise suspicions in the PCs.
- **Water creatures of the river:** There is a 30% chance that any given animal encountered at the river has encountered the goblins. If it has, it tells the PCs that some land creatures of two legs have entered a large hole in the ground along the river. The animal doesn't remember where exactly and cannot find the hidden entrance. This information gives PCs the knowledge to search the river (see Encounter 20: The River).
- **Burrowing animals:** There is a 40% chance that any given burrowing animal has encountered Digger. If it has, it tells the PC that there is a gigantic (in the mind of the burrowing animal) monster living in the ground. It moves around a lot and sometimes collapses burrows. The animal can locate one of Digger's tunnels and lead the PCs to the building attached to it. The concept terrifies the animal, so it only does this with a Diplomacy check of DC 25 (feeding it grants a +4 circumstance bonus).
- **Ponies at Chat's livery:** The ponies can tell the PCs about the noise under their feet earlier. See Encounter 7: Wilfed Straighttree.
- **Dagby's dogs:** On the first day, the dogs can only tell the PCs about the strange smell. On the second day, the dogs can tell the PCs about Digger. For more details, see Encounter 18: Dagby Manor.
- **Animals outside Banebridge:** For the most part, the animals in the area are unaffected, with the exception of Julie's experiments out east (see Encounter 5: Julie Goodwillow).

INTRODUCTION

Before beginning the adventure, talk with the players about the motivation of their characters. Provide a reason for the PCs' presence in Banebridge. If the PC is a mercenary, then the Dyvers Adventurers' Guild has a posting for adventurers to meet the mayor of Banebridge; if the PC is altruistic, then one of the Dyvers temples expresses concern for some innocent lives in Banebridge; or if the PC is just adventurous, he knows that he can find some good deals in the halfling village. As they arrive at Banebridge, give the PCs **Player's Handout #1**.

Whatever motivates the PCs, they arrive at Banebridge at noon on the 26th day of Fireseek, just after a new moon. Venisera Darkleaf, the mayor of Banebridge, greets them.

Crossing Flint Creek, you arrive in the village of Banebridge, just a short distance from the sprawling city of Dyvers. Normally, the village swarms with activity as halflings surge forward to offer trade to travelers. Instead, the road has a few tired halflings making their way to the Sleeping Sparrow Inn for lunch.

As you enter the town, a middle-aged halfling woman approaches you. While her clothing is of good quality, it is rumpled, and the bags under her eyes tell you that she has not slept much lately. She says, "Gentle travelers, I apologize for the lack of our usual hospitality. We have a problem and would beseech you to stay and lend us your eyes as we look for our kinsfolk."

As most of the PCs were probably sent here by one of the Dyvers temples or the DAG, they should be willing to listen to mayor Venisera Darkleaf. Refusing to talk with her does not necessarily end the adventure for the PCs, but it could make the investigation more difficult. PCs who refuse and simply leave the village cannot continue in this adventure.

For all subsequent encounters, consult **DM's Map #1**.

ENCOUNTER 1: MISSING CHILDREN

As the Sleeping Sparrow Inn is on the north end of the town, Venisera leads interested PCs to the common room and offers to buy them lunch. Joining her are Marshal Drif Sharpthorn and Pilnoe Safehome, owner of the Sleeping Sparrow Inn.

The woman drinks from her flagon and says, "I am Mayor Venisera Darkleaf. We appreciate your attention in this matter. Some of the children of Banebridge have gone missing. We've spent the last 3 days searching for them. Perhaps a fresh set of eyes can spot something that we've overlooked. Marshal Drif Sharpthorn has been working day and night."

She motions to a stocky halfling wearing a chain shirt. He says, "Aye, I've coordinated with other residents to sweep the village, but the wee ones don't seem to be here. I'm afraid foul play is at hand here, but I'll be thrice-damned if I can't find any proof of it."

Venisera says, "This is a big problem for us. Even one of my great-nephews is missing. We pray to Cyrrollalee that the children are unharmed. Could you help us out?"

Venisera and Drif are willing to share any of the information below:

- The missing children are:
 - Othello Meadowsoft: Son of the widow Hycinth Meadowsoft. He is 13 years old.
 - Yonni Darkleaf: Nephew of Larnard Darkleaf, who runs the Leather Jack Tavern on the south end of town. He is 12 years old.
 - Julie Goodwillow: Daughter of Pilfam and Gabby Goodwillow, who work a small farm just east of Banebridge. She is 13 years old.
 - Johan Fleetfoot: Great-grandson of the retired sage, Montor Fleetfoot. He is 11 years old.
 - Wilfed Straighttree: Stepson of Chat Birdcall, proprietor of the livery and who recently married Petunia Straighttree. He is 14 years old.
- The children vanished 3 days ago, on the 23rd day of Fireseek. At first, the parents just thought that they were just being typical children, but that soon changed to worry, as there were no sign of them.
- Drif's halfling dragnet includes a few acres around the village. He is afraid that the children were removed from the village and taken away. Many halflings suspect slavers.
- The children's homes show no sign of forced entry or struggle, but the PCs are free to investigate on their own.
- The town is willing to pay each PC 100 gold pieces for their help. The town's treasury does not have much more than that, but the PCs can haggle as high up as 200 gold pieces (no skill check needed).

While the PCs are investigating the disappearances, Venisera tells the PCs that her cousin, Larnard, can put

them up for free at the Leather Jack Tavern. This raises protest from Pilnoe, who runs the Sleeping Sparrow Inn.

Pilnoe offers free room and board in the hopes that his inn becomes famous for serving heroes of the town. Venisera puts in a good word for the Leather Jack, but her family loyalty should be obvious.

All APLs: Coin 200 gp; Total 200 gp.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 2: Word About Town

Encounter 3: Othello Meadowsoft

Encounter 4: Yonni Darkleaf

Encounter 5: Julie Goodwillow

Encounter 6: Johan Fleetfoot

Encounter 7: Wilfed Straighttree

ENCOUNTER 2: WORD ABOUT TOWN

PCs who wish to learn more information from the townspeople may make Gather Information checks. Due to the size of Banebridge and the cooperation of the townspeople, each Gather Information check only takes 1d3 hours. Retries are possible; they just take more time.

Consult the tables below, depending on the subject matter.

About the Children

< 11	Currently, children are not permitted to play too far away from home due to the recent disappearances.
11-19	The five children are very close-knit. Hurbie Pine wasn't as close-knit with them, but he often hung around them.
20-23	Some believe that Hurbie and Julie would get married, but Julie and her friends stopped hanging around Hurbie recently.
24-27	There is speculation that Wilfed may soon be employed by House Dagby.
28-31	Yonni has been seen outside Prachett's Potions. A recent visitor named Harrod has been seen there, as well.
> 31	Julie has been seen near Turnas's Smithy quite a lot before she disappeared.

About Strangers

< 5	Banebridge regularly receives visitors as a stop on the Gnarley Road.
5-9	Filandra of Courwood routinely stops in Banebridge with her centaur partners. She runs Four Legs Are Better in Dyvers and makes stops here often.
10-14	Yonkar is a half-orc who came into town last night. He has drunk a lot at the Leather Jack Tavern and boasted of incredible deeds. He claims to have respect for halflings.
15-19	Harrod is a human bard who has taken up residence in the Leather Jack Tavern for the past week. While he entertains the halflings with epic poems, he spends most of his time working on his latest piece.
20-24	Whip Goblinsbane is a halfling adventurer who is staying at the Sleeping Sparrow Inn. He came into town 3 days ago. He is waiting for the return of Lord Trass Dagby, who is currently in Dyvers performing Gentry duties.
25-28	Filandra is due to arrive in Banebridge on the 26th of Fireseek (1st Day) just after sunset on her way back to Dyvers. She usually stays one night and then continues on.
29-31	Yonkar's love for halflings is a bit creepy. Half-orcs are generally treated with mistrust in Banebridge, but this does not deter Yonkar. During his drunken stupors, he simply thanks halflings for being wonderful folks.
32-34	Harrod is a friendly sort, but he spends a lot of time just browsing at the Pratchett's Potions. He's bought a few items, but he's been spending more time than usual for a shopper.
> 34	Whip is secretive about his motives for being in Banebridge.

Development: Based on what they learn here, the PCs may wish to investigate the following:

- Encounter 8: Hurbie Pine
- Encounter 9: Filandra of Courwood
- Encounter 10: Yonkar
- Encounter 11: Harrod
- Encounter 12: Whip Goblinsbane
- Encounter 13: Turnas's Smithy
- Encounter 15: Pratchett's Potions
- Encounter 18: Dagby Manor

ENCOUNTER 3: OTHELLO MEADOWSOFT

Hycinth Meadowsoft lives alone with Othello (until recently) in a burrow on the east edge of the town. Lately, she has been on the search teams, looking for the children. She is exhausted and grief-stricken when the PCs arrive. Read the following:

The Meadowsoft residence is a burrow off of the eastbound dirt path. Unlike other burrows, the chimney is cold and uninviting. As you approach, a disheveled looking halfling woman with brown hair cascading haphazardly around her shoulders immediately opens the door. Her sunken eyes carry a faint glimmer of hope, as she says, "Othello, honey, is that you?" Her face falls as she sees you. "Oh, I'm sorry," she mutters.

Hycinth is an emotional mess. She has lost her husband 3 months ago and is now in danger of losing her only child. In the past 3 days, she has only had about 4 hours of sleep. Play her as distracted and hallucinogenic. She still hears Othello's voice coming from his room and may alarm the PCs with such an announcement.

When she is lucid enough to talk with the PCs, she imparts the following:

- Othello is a 13-year-old boy with light brown hair and fair skin. His eyes are a deep brown.
- Othello has been a complacent child growing up. Since his father's death, he has become more unruly and rebellious.
- Hycinth's husband, Kinnith, has been missing for 3 months. He was hired by the Dyvers Adventurers' Guild to scout out Blackthorn and is presumed dead.
- Instead of confiding in his mother, Othello consoled himself with the presence of his friends. In the past 2 weeks, he has spent more and more time with them. On many occasions, he has defied his mother's wishes and stayed out past dark.
- Hycinth wasn't aware of Othello's absence until she was contacted by the parents of the other children. She thought he was being his usual unruly self.
- At night, Hycinth hears Othello entering the home, but when she investigates, he isn't there (a Sense Motive check of DC 12 reveals that her grief is making her behave erratically).

OTHELLO'S ROOM

DM's Note: Othello was replaced 2 weeks ago by Rumbreath, one of the goblin infiltrators that have been sent to Dyvers. This goblin plays no further role in the adventure, though Othello is kept prisoner under the village.

Hycinth allows the PCs to search Othello's room. A Search check of DC 20 turns up a dagger hidden under his bed. Another Search check of DC 26 shows the presence of coarse black hairs, as if someone used the dagger to shave. It is not usual for 13-year-old halflings to shave, and it is certainly not usual for a brown-haired halfling to shave thick black hairs.

ENCOUNTER 4: YONNI DARKLEAF

Larnard Darkleaf can almost always be found at the Leather Jack Tavern. He regrets being unable to search for his nephew, but he has a business to run. He gets most of his information from the other searchers who return to the Leather Jack to quench their thirsts. If the PCs approach during the day, he is busy cleaning the tavern. If the PCs approach during the evening, he is busy serving the patrons. Read the following, modifying it if the PCs arrive at night:

The Leather Jack Tavern is a simple two-story building. The common room is adorned with animal heads and pelts, looking more like a tanner's shop than a bar. Stairs lead up to the sleeping rooms. Larnard Darkleaf is a stout halfling, cleaning the mugs when you enter. He slaps the rag over his shoulder and says, "What can I do you folks for?"

Larnard is a business owner and tends to his business first. While he loves his clan, he has only agreed to have Yonni learn the business because he provided an extra set of hands. He treats the disappearance as a personal insult, since Yonni disappeared while under his care. Play him as someone who is defensive about his role as Yonni's ward.

Larnard takes enough time out of his work to impart the following to the PCs:

- Yonni is a short 12-year-old boy with dirty blonde hair. He has blue eyes and fair skin.
- Yonni's parents are Thistler and Iris of the Darkleaf clan. They sent Yonni to live with Larnard and learn the tavern business. He became an apprentice 3 months ago.

- Yonni wasn't exactly the brightest of lads, but he was a steady worker. Larnard worried that his friends were taking advantage of Yonni because he had access to ale. Still, a boy had to have some friends, and Yonni could have done worse.
- During the past 2 weeks, Yonni's work has improved. He was able to finish his chores in a third of the time. He'd stay and chat with the caravan drivers instead of asking for more work, which annoyed Larnard.
- Larnard discovered that Yonni was missing when he did not show up for the morning chores.

YONNI'S ROOM

DM's Note: Yonni was replaced by Laki Warfreund, the goblin wizard. Laki performed Yonni's work much faster than usual so he could learn more about caravan activity in the area.

Larnard stalls a bit if the PCs request to search Yonni's room. This is because Larnard is a bit embarrassed at the state of his apprentice's room. Yonni's room is actually a closet with a straw mat and some cleaning tools. Due to the spartan nature of the room, Laki did not do a lot of work in this room. Nothing of interest can be found here.

THE TRAP

On midnight of Day 2 (exactly one and a half days after the PCs arrive), Digger plants one of the alchemist's fire traps under the Leather Jack Tavern. If the PCs are in the tavern during that time, they have a chance to hear the noise. Fortunately for the PCs, the Leather Jack closes up its bar before midnight due to Larnard being understaffed, so they do not suffer a penalty to Listen checks due to noise.

If a PC happens to be in the wine cellar at midnight, then he can hear the digging noise with a Listen check of DC 17. PCs in the common room need to make a Listen check of DC 24 (accounting for distance and interposing materials). PCs staying upstairs need to make a Listen check of DC 31. Sleeping PCs receive -5 to the Listen check.

The trap can be found after midnight just like all other traps, but since the trap goes off 2 hours after it is placed, this is unlikely. A Search check of DC 30 reveals a hollow spot on the stone floor (characters with Stonecutting can make this check for passing over it, but not elves).

A PC can safely chisel away the stone above the flask of alchemist's fire with a Craft (stonemasonry) check of DC 20 or a Disable Device check of DC 22. Missing the DC results in the alchemist's fire being damaged by the attempt, exploding upward and igniting everything

within 5 feet (including the whiskey). See Encounter 28: Fire! for details on how to put out the fire.

ENCOUNTER 5: JULIE GOODWILLOW

Pilfam and Gabby Goodwillow live in a farmhouse just outside of Banebridge. During the day, Pilfam is out in the fields, searching for the children with the other halflings. Gabby stays at home and cares for her 10-year-old son, Neethin. As the PCs approach, read the following:

The farmhouse is unassuming, standing amidst fields of carrots, turnips, and potatoes. A lone tree stands nearby, a halfling boy dangling on a rope swing. At your approach, the boy leaps off the swing and runs to the house, yelling, "Mami! Mami! Strangers!"

Gabby and Pilfam are worried about Julie's disappearance. As a result of the disappearance, they keep a close eye on Neethin and are overly protective. Getting to talk with Neethin alone requires changing the Goodwillows' attitude to Helpful (they are initially Friendly, DC 20). Each failed Diplomacy attempt lowers their attitude by one step. If the Goodwillows become Unfriendly, they tell the PCs to leave. Play the Goodwillows as cautious.

As long as they are not Unfriendly, Gabby and Pilfam (if he's home) tell the PCs the following:

- Julie is a 13-year-old girl with black hair and dark eyes. Her parents have sometimes joked that she was delivered to them by some Rhennee.
- Julie has been moody the past 2 weeks. Gabby has hoped that Julie would not be blossoming so quickly, but it's not unheard of for 13-year-old halflings to become so moody.
- While Julie was a child, the Goodwillows were not too concerned about her hanging around with boys. Now that Julie is becoming a woman, the parents have been concerned. They are especially fearful that Julie may be crushing on Wilfed Straighttree, who is the oldest of her circle of friends.
- Julie has outgrown much of her girlish activities. Gabby is distressed that her only daughter would be a tomboy. She even came home covered in filth several times last week.
- The Goodwillows realized that Julie was missing when she did not show up for breakfast 3 days ago. This was very unusual, and they thought she snuck off to see Wilfed. When Pilfam called on Chat

Birdcall, he learned that both children were missing.

Furthermore, if the Goodwillows are Helpful, then the PCs can talk privately with Neethin. He doesn't volunteer information in front of his parents because he doesn't want them to know he broke some of their rules. If he is persuaded to speak to the PCs out of earshot of his parents, he imparts the following additional information:

- Some night last week, he snuck out of bed because he heard a noise. He saw Julie going out into the woods. He followed her and saw her stop a few times to look at dead animals. One animal wasn't dead, but it couldn't move. She poked it with a stick several times, and it squealed in pain. Neethin became frightened and ran back to the house.
- Julie used to be friends with a halfling named Hurbie, but she stopped talking with him. Neethin thinks they were going to get married, and he knew that his parents would be unhappy with that. Hurbie asked Neethin why she stopped talking to him, but Neethin didn't know.
- One day, Neethin was being nosy and found some dirty jacks hidden in Julie's room. He tried to play with them, but he cut himself on one when he grabbed it. Neethin doesn't want his parents to know that he snuck into his sister's room. If the PCs agree to keep quiet about his infraction, he shows them some of the scrap metal. This negates the need for the DC 34 Search check.

JULIE'S ROOM

DM's Note: Julie was replaced by Inkthok Quickfingers, the trapsmith. Some of Inkthok's progress can be found here, including caltrops made out of scrap metal she took from the blacksmith.

Julie's room is filled with various dolls and lacy doilies. Despite her tomboy ways, Julie still collected girly accoutrements given to her by her mother. As the PCs search the room, have them make three separate Search checks.

Check 1: A DC 18 Search check finds that some dolls hidden in the back have various slash marks and beheadings. A Sense Motive check of DC 12 reveals that Julie has some psychopathic tendencies as she marred her dolls.

Check 2: A DC 26 Search check finds black smudges under one of the rugs. A Profession (blacksmith) check of DC 5, a Knowledge (architecture and engineering) check of DC 12, or a Knowledge (dungeoneering) check of DC 20 determines the black smudges to be soot, such as that found in a blacksmith's shop.

Check 3: A DC 34 Search check finds a couple of caltrops fashioned out of scrap metal. A Profession (blacksmith) check of DC 8 or a Knowledge (architecture and engineering) check of DC 20 lets the PC know that such scrap metal is plentiful in a blacksmith's shop. **This check is not necessary if Neethin shows the scraps to the PCs.**

JULIE'S HOBBY

PCs investigating the small woods outside of the farm can find Inkthok's handiwork. A DC 35 Search check or a DC 25 Survival check discovers the traps (PCs receive a +10 circumstance bonus if they come here as a result of Neethin's testimony). There are four traps crafted out of wood and twine. A DC 16 Craft (trapmaking) check or a DC 12 Disable Device check lets the PC know that the person who crafted these traps is very skilled at stopping animals. The traps all hold some manner of dead animal. One of the animals was tortured before it died.

PCs with the Track feat can isolate the footprints that belong to Julie. While it's still impossible to find her tracks within town, PCs who study her tracks out here receive a +2 competence bonus to Search and Survival when examining her tracks.

A *Speak with animals* spell allows the PCs to learn the attitude of the woodland animals. In general, they do not approach the farm, as the two-legged animals chase them away. They were cautious when one of the two-legged animals recently came into their woods. She left some food behind, which interested some of the animals. Those animals that went after the food suddenly died, except for one. She yelled for help, but the other animals were too afraid to get close to the food. After a couple of darknasses, the two-legged animal came back and hurt the animal a lot before she died. Another two-legged animal was nearby when this happened, but he ran away.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 8: Hurbie Pine

Encounter 13: Turnas's Smithy

ENCOUNTER 6: JOHAN FLEETFOOT

Montor Fleetfoot is a retired sage who watches over the library donated by adventurers. The library is right next to his home, which is convenient for him. Montor is especially good with lore about Halfling Dogriders, especially since he is an accomplished Dogrider himself. He is a prominent and respected member of the Banebridge citizenship. Montor is usually found at the library during the day and at his home at night.

Assuming the PCs approach the library (modify it if they approach him at home), read the following:

The library of Banebridge is too new to be remotely called musty. Scrolls and books line the shelves. An old halfling man hobbles forward on a cane. "Strangers, eh? Knowledge is free to all, strangers." He looks at one of the largest shelves. "Perhaps you'd like to learn a bit more about the Dogrider Brigade," he says with a youthful twinkle in his eye.

When Montor learns that the PCs are investigating his great-grandson's disappearance, his mood becomes more somber. As a venerable halfling, Montor has become accustomed to people dying, but he hates to think of his beloved Johan suffering a similar fate. Play Montor as sagacious and practical, but worried about Johan.

Montor tells the PCs the following:

- Johan is a scrawny 11-year-old boy with reddish-brown hair. His eyes are green with a hint of gold flecks.
- Johan came to be in Montor's care when his parents were killed in a shipwreck 3 years ago. Johan was saved by an elf. Since Montor's children have passed away of old age, he is the only kin left to care for Johan.
- Johan dreamed of being a Dogrider. Montor regularly took him to the Darkleaf clan to watch the maneuvers. In the past 2 weeks, Johan has refused to be escorted by Montor. He simply outgrew the need to be with his great-grandfather all the time.
- Montor taught Johan a lot, but the recently donated library has helped Johan immensely. He loved to put the books back on the shelves, which helped Montor out since his back hurts more and more lately.
- Johan was such a quiet boy that Montor wasn't really aware that he went missing. During supper 3 days ago, Chat Birdcall stopped by to ask about Johan. That was when he realized the boy was gone.

Montor knows Goblin and is willing to translate anything the PCs bring to him.

JOHAN'S ROOM

DM's Note: Snagglewart, one of the goblin infiltrators that were sent to Dyvers, replaced Johan 2 weeks ago. This goblin plays no further role in the adventure, though Johan is kept prisoner under the village.

Johan's room is bare. It has a writing desk and a bed. Splashed ink and gouges in the wood show that the desk

has obviously been used several times. No documents can be found here, but a DC 22 Search check reveals various numbers and symbols lightly scrawled on the desk. A DC 12 Decipher Script check shows that the numbers refer to books and their locations in the library.

THE LIBRARY

A DC 30 Search check lets the PCs know which books were recently looked at; this takes 3 hours. Comparing the books to the checkout log reveals that no one in the village has read these books recently. If the PCs make the Decipher Script check in Johan's room, then the Search check automatically succeeds and only takes 20 minutes.

The books that has gained recent attention are:

- *Dogrider Defeats*
- *The History of Guilds in Dyvers*
- *How to Start a Business in Dyvers*
- *Anatomy of Dogs*
- *Tales of the Gnarley Road*
- *The Role of Alchemist's Fire in Warfare*
- *Weights and Measures in Caravans*
- *Waste Disposal of Dyvers*
- *The Rise of Turrosh Mak*

It is obvious that these books are not typical reading fare for an 11-year-old halfling.

Regardless of the Decipher Script check in Johan's room, the PCs can happen across a document hidden in the library with a DC 25 + APL Search check. Snagglewart has been storing some of the letters he drafted with the intent of sending them with Laki to Gnasher Barrock. The problem is that in his haste to leave the town, Snagglewart missed one document, which is still hidden behind a bookshelf. Give the PCs **Player's Handout #3**. This document is required for the PCs to qualify for the AR award, **Invitation of House Navoy**. If the PCs do not find this document, they cannot be eligible for the favor.

THE TRAP

At sunset of Day 1 (the same day that the PCs arrive), Digger plants one of the alchemist's fire traps under the library. If the PCs are in the library during that time, they have a chance to hear the noise. Montor retires to his home before sunset, so if the PCs are talking with Montor during this time, it is likely in his house instead of the library.

If a PC happens to be in the library at sunset, then he can hear the digging noise with a DC 17 Listen check. PCs in Montor's room can hear the digging with a DC 27 Listen check due to the wooden walls. PCs receive a –8

penalty due to distance and another –5 due to being distracted by talking with Montor.

The trap can be found after sunset just like all other traps. A DC 30 Search check reveals a hollow spot on the stone floor (characters with Stonecutting can make this check for passing over it, but not elves).

A PC can safely chisel away the stone above the flask of alchemist's fire with a DC 20 Craft (stonemasonry) check or a DC 22 Disable Device check. Missing the DC results in the alchemist's fire being damaged by the attempt, exploding upward and igniting everything within 5 feet (including the bookshelves). See Encounter 28: Fire! for details on how to put out the fire.

Based on what they learn here, the PCs may wish to investigate the following:

Encounter 16: On the way to the Darkleaf Clan

ENCOUNTER 7: WILFED STRAIGHTTREE

Chat Birdcall owns the livery. He spends most of his time here with his middle stepchild, Norton Straighttree. He is distressed about the disappearance of Wilfed, but he is busy expanding the livery before the spring colts are born. He became the stepfather of Wilfed, Norton, and their sister, Jasperine, when he married the widow Petunia Straighttree 3 years ago. As the PCs approach the livery, read the following:

You hear the sounds of hammering before you even see the livery. A young halfling stands on a ladder, nailing shingles into place. A halfling boy holds the ladder still. A number of ponies stand in stalls, annoyed at the loud noises. As you approach, the man says, "Heads up, Norton!" as he sticks his hammer in his belt and slides down the ladder. He walks up to you and sticks his hand out, saying, "Chat Birdcall at your service. What are you folks interested in?"

When Chat learns that the PCs are interested in the disappearance of the children, he thanks the gods that such kind-hearted strangers have offered to help. He keeps an eye on Norton but allows him to paint the boards while he talks with the party. Play Chat as a mostly carefree halfling, though he is troubled by the loss of his stepson.

Chat and Norton can tell the PCs the following:

- Wilfed is a 14-year-old boy with dark brown hair. His eyes are brown, and his skin is tan from working and playing with the ponies.

- Wilfed is the oldest and biggest of his three stepchildren. He has served as the man of the house when their father died 6 years ago while hunting (killed by a bear).
- Chat courted Petunia 4 years ago, and she agreed to marry him 3 months later. Chat is a very proud stepfather and gets along with the three children.
- Chat has been teaching Wilfed how to run the livery business. He took to it naturally.
- Lately, Wilfed has not updated the books. He also treats the ponies a little differently. Though he fed the ponies, he neglected their grooming. This began about 2 weeks ago.
- It's not uncommon for Chat or Wilfed or both to spend the night in the loft of the livery instead of riding back to the Straighttree house. On the afternoon of the 22nd of Fireseek, Chat returned home, leaving Wilfed to sleep at the livery. On the morning of the 23rd day of Fireseek, Chat rode into town and found Wilfed missing. The stable had not been cleaning the previous evening, so he thinks Wilfed disappeared before nightfall.
- Pilfam Goodwillow showed up the morning of the disappearance and accused Wilfed of seducing away Julie Goodwillow. While the two were good friends, Chat does not think Wilfed intended any impropriety with Julie.
- Norton is not allowed to stay alone at the livery now.
- Chat is waiting for Trass Dagby to return to town so he can tell him that one of his dogs got loose. It scratched at the stable walls last night (22nd of Fireseek) and spooked the animals.
- Norton and Jasperine don't play with Wilfed's crowd, Othello Meadowsoft, Julie Goodwillow, Johan Fleetfoot, and Yonni Darkleaf, but they noticed that the five children often played on the road west of the livery, out of sight of the village. While children are notorious for chasing away younger siblings, Wilfed's been more aggressive about keeping Norton and Jasperine away.
- For a while, Chat has talked with Lord Trass Dagby's people about possible employment for Wilfed when he becomes an adult. Before Lord Trass headed to Dyvers last week, Wilfed had the opportunity to meet with him. Wilfed didn't tell Chat the result of the meeting, saying that he wanted to surprise his parents.

Petunia and Jasperine can tell the PCs the same as above if they visit the Straighttrees at their home, but they do not get to hear the trap being set at the livery, since their home is half a mile away.

WILFED'S ROOM

DM's Note: Wilfed has been replaced by Grakall, the goblin guard. He knows how to treat animals, but he considers grooming a waste of time.

Wilfed's room at the Straighttree house has three beds—one for each child. Wilfed spent very little time in the room, since doing so meant extended exposure to Norton and Jasperine. Nothing can be found in this room.

THE LOFT

Once Grakall replaced Wilfed, he spent most of his nights in the loft. There is no real privacy in the loft, so he didn't store anything here.

WILFED'S TREATMENT OF THE ANIMALS

A *speak with animals* spell lets the caster know that the animals detected a change in Wilfed 2 weeks ago. He smells different now. The Wilfed of the past 2 weeks is not the same as a halfling. One of the halfling children that came by often (Yonni) is also not a halfling. The new Wilfed was not as nice as the old Wilfed. The new Wilfed seems to have considered them unworthy of pampering and feeds them just enough to keep them alive. Many times, Wilfed came back to the stables smelling of the river.

The animals can clarify Chat's story about the noise they heard last night. The scratching was not from outside but from underneath. They were certain that some animal was going to claw its way through the ground and attack them. After a while, the noise stopped, and they calmed down.

THE TRAP

An alchemist's fire trap was placed the night before the PCs arrive. The trap can be found like all the other traps. A DC 30 Search check reveals a hollow spot on the stone floor (characters with Stonecutting can make this check for passing over it, but not elves).

A PC can safely chisel away the stone above the flask of alchemist's fire with a DC 20 Craft (stonemasonry) check or a DC 22 Disable Device check. Missing the DC results in the alchemist's fire being damaged by the attempt, exploding upward and igniting everything within 5 feet (including the piles of hay). See Encounter 28: Fire! for details on how to put out the fire.

Development: Based on what they learned here, they may wish to investigate the following:

Encounter 18: Dagby Manor

Encounter 20: The River

ENCOUNTER 8: HURBIE PINE

Hurbie is a 12-year-old halfling boy who lives on the eastern side of Banebridge. The PCs may have learned that Hurbie has been a close friend of Julie Goodwillow. Since he has been excluded from playing with Julie, Yonni, and the rest, he plays mostly by himself. Assuming the PCs approach his burrow during the day, read the following:

The Pine burrow sits off of one of the eastern roads and looks much like any other halfling burrow. From behind the burrow, a panicked voice screams out, "You leave her alone, demon!"

Hurbie is pretending to be an eldritch knight in the "backyard." Anyone circling around the burrow sees him shaking a stick at a mastiff that simply sits there with its head tilted. The mastiff has two flaps of leather tied to its collar, resembling bat wings. Hurbie is holding onto a puppy with a princess hat on its head. Any commotion by the PCs brings Hurbie's mother and older brother out of the burrow immediately.

When questioned, Hurbie relays the following:

- He has been a friend with the others for a couple of years. They used to play a lot in the fields east of Banebridge.
- Other kids used to tease Julie and him that they would get married some day. He still likes to say that, but Julie stopped finding that funny 2 months ago.
- Hurbie has been confused by the attitudes of the other children in the past month. At first, he would see Yonni alone in the fields, and he would say mean things to Hurbie, calling him an imaginative loser and fat. When Hurbie saw him in the town later, Yonni acted like they were still chums.
- About 2 weeks ago, the other children stopped visiting Hurbie. This hurt his feelings, and he has followed them a couple of times to see what they were doing.
- The children started playing more on the west side of Banebridge, between Darkleaf Road and Flint Creek. They usually hid in the bushes just out of sight of the road to the Darkleaf clan and drew dirty pictures in the ground. Hurbie knew they were dirty, because the kids laughed a lot.
- Othello spoke in a weird language once. Hurbie only caught a couple of words, but they were not Halfling. Yonni told him to shut up, and Wilfed punched Othello hard in the face. He didn't seem to be bleeding, though. Hurbie can repeat a couple of

the words for the benefit of PCs who understand Goblin. The words are, "dig under," "smooth the mud," and "caravan routes."

- Still upset about his abandonment, Hurbie asked Julie's younger brother, Neethin, about her change of heart. Neethin said he didn't know, but Hurbie could see that Neethin was scared about something. He wouldn't talk about it.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 16: On the way to the Darkleaf Clan

ENCOUNTER 9: FILANDA OF COURWOOD

Filanda is an elven merchant who owns Four Legs Are Better, a caravan company that employs centaurs. Business goes well for her, because the centaurs double as guards and transportation. She arrives at the Leather Jack Tavern on the evening of the 26th and leaves town on the morning of the 27th to return to Dyvers. She is not interested in staying any longer than she has to.

She is aloof when talking with the PCs, but she doesn't wish for the halfling children to be harmed. She tells them the following:

- While she stops at the Leather Jack Tavern often, she doesn't spend much time in Banebridge. She stays just long enough to get rest for her and the centaurs.
- She was last here on the 19th day of Fireseek. The Yonni lad swept the floor around her and asked her various questions about caravans.
- To Filanda's surprise, Yonni knew a lot about caravans. The questions struck her as being particularly mature for a halfling his age.
- During the night, Yonni went outside to dump the mop water. The centaurs startled him, and he uttered some curse words she didn't know (a PC who speaks Goblin can decipher the curse as, "By Maglubiyet's fertile loins!" [DC 20 Knowledge (religion) check reveals Maglubiyet is the god of goblins]).
- Filanda is confused by Yonni's surprise at seeing the centaurs. He has always loved to talk with the centaurs when she stopped in town. It seems that he didn't expect to see the centaurs and resented their presence.
- If questioned, one of the centaurs tells the PCs that Yonni ran north toward Flint Creek. He did not cross the bridge, following the river west instead.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 20: The River

ENCOUNTER 10: YONKAR

Yonkar is an adventurer who likes to drink and talk. After a long, exciting adventure, he is returning to Dyvers.

Yonkar is a tall half-orc with a greatsword on his back. Depending on when the PCs meet him, he is either drinking, passed out, or sleeping it off, all within the Leather Jack Tavern. He shares the following with the PCs (often punctuated with tales of how he killed ropers, ankhegs, ogres, and owlbears):

- Yonkar traveled southeast to some ruins off the Wooly Bay, along with Vip and Trung, a halfling and a human, respectively.
- After looting the ruins, the three adventurers traveled north toward Safeton and Narwell. The orcs of the Pomarj rampaged through the lands, and the adventurers had to travel carefully. They spent several months in hiding, as they made their way north.
- Just when they thought they were safe, Vip hissed at the others to hide and dove under a bush. A group of gnolls attacked Yonkar and Trung from an ambush. Trung died quickly, and Yonkar fell just as fast.
- The gnolls kept Yonkar as a slave. He woke up in chains. The gnolls were carrying him toward the Pomarj.
- One day, while the gnolls slept, Vip snuck into the camp and unlocked Yonkar's chains. They grabbed weapons and killed a few gnolls before they could fully awaken. The remaining gnolls put up a vicious fight.
- One gnoll planted a falchion into Vip's chest. Yonkar was angered and charged the gnoll, seeing nothing but red. The next thing Yonkar knew, all of the gnolls lay dead.
- Yonkar wept over Vip's death ("but don't tell no one that Yonkar cried!") and buried the halfling. He promised to be nice to all halflings.
- Yonkar doesn't know anything about the disappearances; halflings here don't talk much to him. He showed up last night (the 25th of Fireseek) and drank to the health of the halfling folk. The marshal asked him several strange questions and warned him to not leave town. So, Yonkar stays here and drinks more with the money he got from the ruins. Each drink is for Vip to find peace.

If Yonkar learns that the halflings are in trouble, he offers to help. He isn't smart like Vip was, but he can do what he can. Read or paraphrase the following when this happens:

The half-orc looks up from his ale suddenly and sputters, "What?" He stands up suddenly and secures his greatsword. "I'll find the wee children. I swear on the fists of the Brawler that they will be safely in their mummies' arms!"

If the PCs befriend Yonkar and aren't abusive toward him, Yonkar gladly helps out where he can. He isn't very skilled, and he isn't that bright. He offers to look for the children since he is good with the outdoors. PCs may try to use him for other tasks, but he would just fail. Even if the PCs find the entrance to the warrens and bring Yonkar along as support, he would simply blunder headlong into the combat and die quickly.

If the PCs take Yonkar up on searching for the children, he does succeed. He finds the warren on the evening of Day 2 (the 27th) and enters. The elemental kills the half-orc and dumps his body in the chasm.

Fortunately for the PCs, Yonkar told Larnard Darkleaf that he is looking for the children north along the river that evening. If the PCs ask about Yonkar (or look like they've been hanging around Yonkar), then Larnard tells the PCs where Yonkar went.

Grakall has not covered the tracks in the muddy riverbank, since the attack is happening that night. PCs can follow Yonkar's tracks into the warren with a DC 10 Survival check.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 20: The River

ENCOUNTER 11: HARROD

Harrod is a bard who has developed an addiction during his days of travel. He has come to rely on the euphoria brought about through *cure light wounds* spells. His addiction has cut into his personal funds, and he has taken to thievery to support his habit when his own castings run out.

Harrod comes across as a happy-go-lucky human who dresses in nice clothing of blues and yellows. He freely shares the following information with PCs:

- Harrod enjoys orating for halflings. They love a good story, and Harrod is full of those.
- He is working on an epic story about the One-Day War. He intends to portray House Pengallen as a

nefarious villain and House Leardyn as an unfortunate dupe. At the request of the halflings, he is working in the Darkleaf Dogriders into the story for their role in the war.

- Harrod came to town a week ago from Maraven. He is tired of the sea air and wants to enjoy the fresh air of Banebridge (a DC 20 Sense Motive check reveals that he is here for other reasons).

Due to his recent illegal activity, Harrod does not freely share the following except under intimidation:

- Harrod is addicted to the euphoria caused by *cure light wounds* spells. He has run low on money, and stole a few potions from the apothecary over the course of a week.
- He came to Banebridge because he heard about the quality of Prachett's Potions. Harrod also figured that with Banebridge being such a small town, they wouldn't notice him stealing a few potions.
- He last stole a potion from the apothecary 3 days ago (the 23rd of Fireseek). He swears (honestly) that he stole nothing else from Prachett.
- On the 23rd of Fireseek, he saw Yonni hiding outside of the apothecary. He knew for certain that Yonni saw him steal the potion, so he flipped him two gold pieces to keep quiet about it. Yonni simply smiled and pocketed the gold coins.

If the PCs promise not to turn Harrod in for stealing from the apothecary, then he tells them that Yonni's boots were very muddy. This is odd because the ground was dry on the 23rd. That is the best information he can give, and he hopes it's enough to convince the PCs to cut him a break.

If the PCs do not realize that Harrod is hiding something (or do not press the issue), then Harrod is arrested for shoplifting on Day 2 (Encounter 15: Prachett's Potions).

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 15: Prachett's Potions

Encounter 20: The River

ENCOUNTER 12: WHIP GOBLINSBANE

Whip is an 18-year-old halfling ranger who has followed in the footsteps of Trass Dagby. He called himself Goblinsbane in imitation of his idol, who adopted that name before he became a member of the Gentry. He is inexperienced, eager, and crass.

Whip should come across as an eager beaver who is too gung ho to be considered a suspect (or may be suspected of putting on an act). He wants to win Trass's patronage. He keeps this a secret for as long as he can, because he does not want people to blab about his intent, as obvious as it may be.

Whip has unfortunately arrived in town the same day that the children disappeared, so he may be considered a suspect. He protests this in an exaggerated manner, which does not help his case any. He can only give the PCs his word that he is not involved with the missing children.

Whip does have one bit of useful information that he's willing to sell to the PCs. If the PCs can expend one influence point with House Dagby, the Gentry Council, the Alliance, or the International Halfling Society with the intent of convincing Trass to sponsor Whip Goblinsbane, he'll tell the PCs that he saw some activity on the Darkleaf road west of Banebridge. A handful of small humanoids were rummaging in the bushes a half mile west of the livery.

Whip volunteers this information only if he has a chance to be sponsored by House Dagby. A DC 30 Bluff check convinces Whip that the PC intends to expend influence that he doesn't have (or is unwilling to spend). A DC 18 Intimidate check gets him to spill the beans.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 16: On the way to the Darkleaf Clan

Encounter 18: Dagby Manor

ENCOUNTER 13: TURNAS'S SMITHY

Turnas is one of the few dwarves in Banebridge, and he runs the smithy. During the day, he is found working in a coat of soot and sweat. During the night, he sleeps in his house down the road. If questioned about the missing children, he gives the PCs some lip for interrogating upright citizens. Turnas is doubly annoyed, as he has been once falsely accused of the murder of a retired Griffon rider in *Dyv 3-01 Feather, Feather, Where is the Feather*.

If Turnas is asked about Julie coming to the smithy, he recalls a couple of moments where she sat by the bridge, watching him work. Sometimes, she looked northward along the river. He has shrugged it off, not really caring much for children. As long as the girl stayed out of his way, he didn't care what she watched.

If the PCs want to check his scrap barrel, he grumbles but relents. As they look through 3 months of scrap, Turnas notices that a lot of his scrap is missing. He

curses "those thieving halflings." If asked about the possibility of those pieces being made into caltrops, Turnas admits that such devices could be crafted.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 20: The River

ENCOUNTER 14: THE SLEEPING SPARROW INN

Pilnoe Safehome runs the Sleeping Sparrow Inn on the north end of town. There are very few questions answered here other than the NPCs listed. PCs who examine the wine cellar could possibly discover one of the traps.

THE TRAP

An alchemist's fire trap was placed the evening before the PCs arrive. The trap can be found like all the other traps. A DC 30 Search check reveals a hollow spot on the stone floor of the wine cellar (characters with Stonecutting can make this check for passing over it, but not elves).

A PC can safely chisel away the stone above the flask of alchemist's fire with a DC 20 Craft (stonemasonry) check or a DC 22 Disable Device check. Missing the DC results in the alchemist's fire being damaged by the attempt, exploding upward and igniting everything within 5 feet (including the barrels of ale). See Encounter 28: Fire! for details on how to put out the fire.

ENCOUNTER 15: PRACHETT'S POTIONS

Prachett Hucklewood is the town's apothecary. He advertises potions, but he sells all manner of alchemical items and spell components. He buys his potions from the temple of Yondalla. Prachett has lost a few *potions of cure light wounds* to Harrod's thieving, but has he lost even more to Laki. Assuming the PCs visit his shop during the day, read the following:

The smell of incense slams into you as you enter the apothecary. Shelves hold a variety of items, such as pitch, mummy dust, and smokesticks. A pudgy, balding halfling walks into the display room, wiping his orange-stained hands on his apron. His smile splits his face in two as he says, "Ah, adventurers! What exciting forays into the unknown are you undertaking, and how can my shop help you in your most dangerous of endeavors?"

Prachett is a salesman, and as long as he thinks the PCs are looking to spend money, he flatters them shamelessly. Once he learns that the PCs are looking for the missing children, he becomes more serious. He's willing to help out for the good of the town. He imparts the following:

- Young Yonni has been interested in some of the wonders of the alchemical world. Last week, Prachett saw Yonni gazing in wonderment at the items offered by the shop. Prachett invited him in to see how a smokestick works and gave him a pea-sized glob of tanglefoot to play with.
- The human, Harrod, has been hanging around the shop quite a bit. At first, Prachett thought Harrod was just curious, but he always bought small stuff that didn't really go together. He thinks Harrod visits the shop for less-than-honest reasons.
- When Prachett has done his inventory on the morning of the 26th of Fireseek, he has found that he is missing a few *potions of cure light wounds*, a hefty batch of bat guano, and a large jar of sulfur powder. If asked, he tells the PCs that the last two items can be used as ingredients for flash pellets, twindertwigs, alchemist's fire, and smokesticks. He last did inventory 10 days ago, so he knows the thefts are recent.
- Prachett is sure that he saw Yonni outside the shop the last time Harrod came to visit. After counting his inventory, Prachett has considered reporting the theft to Drif, but he doesn't have any distinct proof.

THE THEFT

Unaware that he's been discovered, Harrod attempts to steal another potion from Prachett at noon of Day 2. Prachett is onto Harrod and watches him carefully, but as a skilled merchant, he fools Harrod into thinking he's ignorant. Any PCs in the shop who try to be inconspicuous must beat Harrod's Sense Motive check of +5. If Harrod suspects the PCs, then he aborts his plan and buys an ounce of newt eye without stealing anything.

Harrod attempts to pocket a *potion of cure light wounds* with a Sleight of Hand check of +9. Prachett sees this but does not confront the human. Instead, he runs to marshal Drif after Harrod leaves, unless the PCs interfere. If confronted by the PCs, Harrod breaks down and admits that he stole potions because they made him feel good.

Without PC intervention, Harrod does steal a potion and is arrested on the afternoon of Day 2. His room at the inn has five empty vials hidden in his travel pack. There is no evidence of the other alchemical supplies.

THE TRAP

In late afternoon of Day 2 (the day after the PCs' arrival), Digger plants one of the alchemist's fire traps under the Prachett's Potion. If the PCs are in the apothecary during that time, they have a chance to hear the noise if he makes a DC 17 Listen check.

The trap can be found at this time just like all other traps. A DC 30 Search check reveals a hollow spot on the stone floor (characters with Stonecutting can make this check for passing over it, but not elves).

A PC can safely chisel away the stone above the flask of alchemist's fire with a DC 20 Craft (stonemasonry) check or a DC 22 Disable Device check. Missing the DC results in the alchemist's fire being damaged by the attempt, exploding upward and igniting everything within 5 feet (including the more volatile alchemical substances). See Encounter 28: Fire! for details on how to put out the fire.

Development: Based on what they learn here, the PCs may wish to investigate the following:
Encounter 11: Harrod

ENCOUNTER 16: ON THE WAY TO THE DARKLEAF CLAN

The Darkleaf clan won't be of much help to the PCs. Their members in Banebridge know more about the situation than they do. Still, Jonas Darkleaf wishes the PCs well and hopes that they can find the missing children. Convey to the PCs the extent of the Darkleaf burrows and the kennels where the most magnificent dogs of the Free Lands can be found. Several dogs are trained so well, they run freely around the compound.

The trip to and from the clan is of the most interest to the PCs. As they travel down the road, allow them Spot checks (in either direction). Any PC beating DC 25 + APL (as the goblins are more adept at hiding at higher APLs) sees a piece of fabric sticking out of a bush. This bush is about half a mile west of the Banebridge livery. PCs who actively search this part of the road can find the hidden pack with a DC 10 + APL Search check.

The pack contains several shards of scrap metal taken from Turnas's smithy. Each shard is sharpened and bent to form makeshift caltrops. A crude note, written in Halfling, is in the bag on top of the caltrops. It reads, "Ha, ha, stupid dogs! How you gonna save the day with bloody paws?"

Without Grakall's camouflage ability, Inkthok's tracks are easier to find here. A character with the Track feat can follow Inkthok's tracks with a DC 16 Survival check. Alternatively, the PCs can convince the Darkleaf

clan or Chat Birdcall to loan them a hunting dog (Scent DC 10 + 2/hour past midnight). Both methods lead the PCs to the warren entrance.

Development: Based on what they learn here, the PCs may wish to investigate the following:
Encounter 20: The River

ENCOUNTER 17: THE WELL

There is nothing surprising about the well at first glance. It has a low stone wall to prevent children and animals from falling in, and it has a roof to protect the winch from which a bucket hangs. Inside the well is a nasty surprise.

Any PC who can see clearly into the well can attempt a DC 28 Spot check to notice something strange against the wall about 30 feet down. There is not enough light for anyone else (even with low-light vision) to see the device without shining a lantern down. A PC who enters the well can see it without making a check.

THE TRAP

Inkthok has rigged a device that would launch a bladder of alchemist's fire 50 feet in the air. It is set up on a floatation device. When triggered, the bladder launches and collides with the roof above, causing a massive explosion and spraying alchemist's fire in a 20-foot radius. The trap activates when the pin is pulled. Before the night of the attack, the device is hidden in a depression on the side of the well. Just before the attack, Inkthok prepares the trap so it is floating on the water. The rope is tied to the pin so that someone attempting to draw water activates the trap.

The trap can be disabled by making a Disable Device roll against Inkthok's Craft (trapmaking) check. Succeeding by 5 or more means that the device is disabled to the point where it looks usable but really isn't. Failing by 10 or more (instead of the usual 5) activates the trap. See Encounter 28: Fire! to resolve this.

CAUGHT IN THE ACT

While the PCs are in the village, Inkthok visits the well twice. On the first night, Inkthok drinks a *potion of invisibility* and sneaks to the well. PCs staying at the Leather Jack have a chance to hear her sneaking to the well (with penalties based on interposing materials and distance; if you're not sure of the details, go with a DC 25 Listen check). While in the well, Inkthok makes a mistake, which results in a metal clamp striking metal. This is much more audible, requiring a Listen check of DC 5. Inkthok makes the noise just once, and she keeps quiet the rest of the time. If she hears movement above,

she drinks another *potion of invisibility* and sneaks out of the well. If she feels nobody is the wiser, she climbs out while visible; she doesn't relish the thought of drinking 150 gold pieces.

On the second night, after Inkthok traps the road to Darkleaf clan, she returns to the well. This time, she feels more confident and doesn't bother turning invisible unless there is a guard posted on the well. She positions the trap and arms it. She sneaks out the well, just as visible as before.

BACK DOOR

The well happens to be drawing from the same source of water that feeds the goblins' hideout (Encounter 25: The Nexus, Room #6). The connection is a small underwater tunnel that is 8 inches wide, which is impossible for most PCs to travel through. If a PC is able to wriggle his way into the room, he may be able to backtrack out of the nexus and/or rescue the children, though Laki and Grakall spend all of their time down here (with Inkthok during most of the time).

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 20: The River

Encounter 25: The Nexus

ENCOUNTER 18: DAGBY MANOR

Lord Trass Dagby spends a lot of time in Banebridge, but he is in Dyvers the entire week performing his Gentry duties. His house and the school for dog riding are on the west edge of Banebridge. The school is closed until Trass returns. When Whip Goblinsbane is bored with hanging out at the inn, he is often found here, waiting for Trass's return.

As the PCs arrive, read the following:

Despite the sobriquet, Dagby Manor is a modest house. Off to the side of the house, a pen holds eight puppies that are almost riding-sized. A human dumps a bucket of ground meat into a food dish, which whips the puppies into a cacophony of yips. The human puts down the bucket and walks to the gate, forgetful of his bloody apron. He says in a thick Rhennee accent, "Ya like dags, d'ya? These lil kneebiters a'ready paid fer, but I fink I can hook ya up wif a new buncha dags."

The human is Victor, and he is Trass's attendant. He watches over the house and the school while Trass is on business. He is annoyed at Whip and tells him to shove

off on a regular basis. "If ya don' wanna dag, fen yer wastin' m'time. Shove aff!" He answers PCs' questions as best as he can:

- "Name's Victo' 'n I work fer Trass. I been a slave 'ears back, an' Trass bat me wif gold, bless his hat. I be doin' fis work fer free, I would, but 'e don' see it fat way. I get good gold."
- "Real shame 'bout 'em kids. Don' know nuffin' 'bout 'em."
- "Tha boy, Wilfed, 'e was s'posed to tak to Trass las' week, but 'e din't wanna tak to Trass. Migh'y weird turnin' dan Gentry."
- (After midnight of Day 1) "Dunno why the dags were bakking last night. Somefin' musta spooked 'em. I dunno what; I don' tak t'dags."

The meat Victor feeds the dogs is simply a mixture of lamb and goat. It is not halfling children.

THE TRAP

At midnight of Day 1 (the same day that the PCs arrive), Digger plants one of the alchemist's fire traps under Dagby Manor. If the PCs are inside the house during that time, they can hear the noise with a DC 17 Listen check of. PCs out in the yard or the dog pen can hear the digging with a DC 22 Listen check due to the barking dogs. PCs receive a –2 penalty due to distance (or more if they're not right at the house).

The trap can be found after midnight just like all other traps. A DC 30 Search check reveals a hollow spot on the stone floor (characters with Stonecutting can make this check for passing over it, but not elves). Victor doesn't just let anyone into Trass's house, but a DC 15 Diplomacy or Bluff check convinces him that the PC is a buddy of Trass. Victor doesn't hear very well and is unaware of a digging noise.

A PC can safely chisel away the stone above the flask of alchemist's fire with a DC 20 Craft (stonemasonry) check or a DC 22 Disable Device check. Missing the DC results in the alchemist's fire being damaged by the attempt, exploding upward and igniting everything within 5 feet (including Trass's firewood). See Encounter 28: Fire! for details on how to put out the fire.

DAG TAKKER

A *speak with animals* spell allows a PC to speak with the puppies. Aside from expressing a desire to play and run in the fields, the dogs can tell the PCs that they know the smell of halflings, humans, and dwarves. Some halflings smell different from other halflings, which excited the puppies, but they weren't allowed to go see them. They looked like halflings, though. Lately, it started to stink,

and the dogs couldn't smell any of the people any more. Now, the air has cleared up, and they can smell the halflings but not the halflings who don't smell like halflings (Grakall used catstink to thwart attempts to sniff them out).

If the PC talks to the dogs after midnight, they are excited about the new enemy they have. It made noises under the ground, which was scary. The puppies were daring each other to attack whatever it was, and one of them (Butch) even dug at the ground to get at it. When it fled toward the house, Butch barked victoriously and marked that patch of ground as his territory. PCs who are aware of Butch's actions and choose to dig into the ground (at Butch's protest) find the tunnel left by Digger 4 feet down. The string attached to the alchemist's fire is taut, so pulling on it triggers the trap in Dagby Manor. Cutting the string disables the trap.

Development: Based on what they learn here, the PCs may wish to investigate the following:

Encounter 12: Whip Goblinsbane

ENCOUNTER 19: VENISERA DARKLEAF

Initially, there is nothing more that Venisera can share with the PCs that hasn't been covered in Encounter 1: Missing Children. At sunset of Day 2, Digger arouses some suspicion. As Digger plants the alchemist's fire, Venisera's house guard, Lyle, hears the noise. Lyle enters the basement and uses his pick to dig at the floor to find out what lurks below. Laki is worried that Lyle would discover or trigger the trap, so he orders Digger to kill Lyle. After Lyle pounds the pick into the ground a few times, Digger rises out of the floor behind him and kills the halfling.

The noise frightens the butler, who calls out for Lyle. When he receives no reply, he runs into town and tells Venisera and Drif. Drif examines the scene and sends for the PCs. Assuming the PCs are in town, the butler locates them and summons them to Venisera's house.

As the PCs enter the basement, describe the following:

The basement is fitting for halflings, with only a 4-foot-high ceiling. Crumpled on the floor is a halfling guard. Next to his outstretched hand is his weapon of choice, a light pick. Judging from the gouge marks in the floor, the pick was used for digging and not for fighting.

Examination of the body shows that Lyle was killed by blunt trauma to the back of the head. Experience can

tell the PCs that Lyle was digging with his pick when something hit him in the back of the head. A DC 15 Search check reveals dust and grit in the wound, as if he were pummeled with a heavy rock. Naturally, the murder weapon is not found.

Vensiera has no idea why Lyle would dig in the basement. The butler explains that Lyle heard a commotion, so he went to investigate. The butler then heard Lyle digging with the pick and then a thump. The butler called out for Lyle but didn't hear anything, so he fled.

A PC examining the scene can make a DC 26 Knowledge (arcana) check of to conjecture that an earth elemental is fully capable of entering and leaving the basement without a trace and inflict the kind of wound that killed Lyle. If the PCs discover the dust and grit in the wound, they receive a +10 bonus to the Knowledge roll.

As unlikely as it may be, if the PCs are in the mayor's house at the time Digger makes noise, Lyle still heads into the basement to investigate. If the PCs are also in the basement, Laki does not order Digger to kill Lyle. Laki is not confident that Digger could survive the assault. If the PCs do not stop him, Lyle eventually breaks through the floor and sets off the alchemist's fire.

SPEAKING WITH THE CORPSE

A *Speak with dead* spell does not yield much, as Lyle was killed in surprise. He answers questions as best he can, telling the PCs that he heard something digging underneath the floor. It sounded very close, so he tried to unearth it and see if it would be a threat. As he swung the pick, he heard something that sounded like a large stone door sliding across the floor behind him. Then, he died.

THE TRAP

At sunset of Day 2 (the evening after the day that the PCs arrive), Digger plants one of the alchemist's fire traps under Mayor Venisera's house. If the PCs are in the basement during that time, they can hear the noise with a DC 17 Listen check. PCs in the living room (which is where Mayor Venisera would be) can hear the noise with a DC 24 Listen check. They receive -5 to Listen if they are talking with the mayor.

Lyle does hear the noise and excuses himself. The PCs can tell that he is concerned about something, which may urge them to follow.

Due to Lyle's efforts, a Search check is not necessary to locate the trap. A PC can safely chisel away the stone above the flask of alchemist's fire with a DC 20 Craft (stonemasonry) check or a DC 22 Disable Device check. Missing the DC results in the alchemist's fire being

damaged by the attempt, exploding upward and igniting everything within 5 feet (including Venisera's granary). See Encounter 28: Fire! for details on how to put out the fire.

ENCOUNTER 20: THE RIVER

The warren entrance is about 500 feet north of Banebridge, hidden in the riverbank. Grakall uses his Survival skill to hide the entrance and the goblins' tracks. This, combined with the large area to cover, has hampered the halflings' search for the children.

PCs can contribute to the search effort by making a Search check per hour. Find out which of the four directions they are searching. They can only succeed if they search northward, but make the PCs roll for each hour of searching. The DC is equal to Grakall's Survival check (he takes 20 on his checks). Each additional hour the PCs spend in the north area lowers the Search DC by 1. PCs who specifically search the river due to clues learned in town receive a +10 competence bonus to their Search checks.

Theoretically, a PC could take 20 on the Search check, but let the player know that this requires 20 hours of searching, with sleeping being required somewhere in the middle. This means an average PC would spend 28 hours searching. The Search DC is reduced by 20 because of the 20 hours spent searching (assuming they are searching north). It is a boring way to find the warrens, but it would prevent the fire traps from going off, if the PCs begin searching early enough.

YONKAR'S FOLLY

If the PCs have befriended Yonkar and told him about the missing children, he volunteers to help. He searches the surrounding lands for the halflings and reports in to Larnard Darkleaf (which annoys the tavern owner). On the evening of the Day 2, Yonkar tells Larnard that he is investigating the river north of town. When it is completely dark, Larnard expresses his concern about Yonkar's absence. The PCs can search the river and find Yonkar's oversized footprints with a DC 10 Survival check.

In Yonkar's enthusiasm, he has found the entrance to the warren, ripped off the camouflage, and strode on in. He has bypassed the *explosive runes* (since he can't read anyway) and encountered the earth elemental. It killed Yonkar, and the goblins are more cautious now that one person found their hideout.

Development: Based on what they learn here, the PCs may wish to investigate the following:
Encounter 21: Into the Warrens

ENCOUNTER 21: INTO THE WARRENS

The tunnel continues for 400 feet before opening up into the chamber with the chasm (Encounter 23: The Chasm). Twenty feet before the chamber are the *explosive runes* (Encounter 22: The Dangers of Literacy).

Unless stated specifically, treat the ceilings of the warrens as being 6 feet high and the tunnels only 5 feet wide. The river has the only entrance to the warrens, but the goblins have an escape route that opens up 300 feet southwest of Banebridge. If the goblins are able to open up this tunnel, they can escape.

The goblins begin their escape if they hear the activation of the trap in Encounter 22: The Dangers of Literacy, hear the battle at Encounter 23: The Chasm, or see the activation of the trap in Encounter 24: Another Pitfall. As soon as the goblins hasten to escape, read the following to the players so they have an idea of the urgency of the following encounters:

A clatter from down the tunnel reaches your ears. Someone shouts urgent commands in Goblin, and you hear hurried footsteps. A child whimpers in the darkness, and a terse Goblin command silences the cries.

If the goblins are alerted to the PCs' presence, they begin the evacuation process. The traps that threaten the children are set, important papers are grabbed, and the goblins run down the escape tunnel. Unless the PCs interfere, the goblins perform the following actions:

Round	Actions
1	Digger places the <i>everburning torch</i> behind Julie's cave (Room #5 on the map). Grakall sets the real torch by the lake (Room #6 on the map). Laki places an obstacle, such as <i>grease, fog cloud</i> , etc.
2-7	Goblins grab papers and stuff them in their traveling pouches (if Inkthok is not here, then Laki grabs her papers and flings them into Julie's cave to be burned).
8	Goblins activate the fire traps and run down the tunnel (Room #7 on the map).

If the PCs arrive before the goblins can finish grabbing papers, then the goblins fight to the death. Otherwise, they head for the exit with the incriminating documents.

For subsequent encounters, refer to **DM's Map #2**.

ENCOUNTER 22: THE DANGERS OF LITERACY

After the PCs travel for about 400 feet, read or paraphrase the following:

While much of the tunnels are natural, quite a bit has been dug recently. After 400 feet of the claustrophobic passageway, the tunnel turns sharply. A crude sign has been posted on the wall before the corner. It is at the perfect height for a halfling or a gnome, while taller races would have to stoop to read it.

The trap is located at #1 on **DM's Map #2**. At APL 2, it is simply a swinging block trap with no sign. At other APLs, there is a sign hanging on the wall. In Common, it reads, "Halflings are predictably nosy." Reading this triggers the *explosive runes* trap. Laki placed this sign here, hoping that intruders would be curious enough to read the sign without searching for traps.

APL 2 (EL 1)

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 melee (2d6, stone block); Search DC 20; Disable Device DC 20.

APL 4 (EL 4)

Explosive Runes Trap: CR 4; magic device; spell trigger; no reset; spell effect (*explosive runes*, 6th-level wizard, 6d6 force, see text for save effect, DC 16); Search DC 28; Disable Device DC 28.

APL 6 (EL 4)

Explosive Runes Trap: CR 4; magic device; spell trigger; no reset; spell effect (*explosive runes*, 7th-level wizard, 6d6 force, see text for save effect, DC 16); Search DC 28; Disable Device DC 28.

APL 8 (EL 4)

Explosive Runes Trap: CR 4; magic device; spell trigger; no reset; spell effect (*explosive runes*, 9th-level wizard, 6d6 force, see text for save effect, DC 16); Search DC 28; Disable Device DC 28.

APL 10 (EL 4)

Explosive Runes Trap: CR 4; magic device; spell trigger; no reset; spell effect (*explosive runes*, 11th-level wizard, 6d6 force, see text for save effect, DC 16); Search DC 28; Disable Device DC 28.

APL 12 (EL 4)

Explosive Runes Trap: CR 4; magic device; spell trigger; no reset; spell effect (*explosive runes*, 13th-level wizard, 6d6 force, see text for save effect, DC 16); Search DC 28; Disable Device DC 28.

If the trap is triggered, it is loud enough to be heard down the tunnels. The earth elemental in Encounter 23: The Chasm grabs the rope ladder and pulls it out of the ground. Note that if Yonkar went searching for the children, the *explosive runes* trap did not activate since he can't read. The swinging block trap at APL 2 has been reset since then (if Inkthok is still viable).

ENCOUNTER 23: THE CHASM

This cave is split by a large chasm. It is 10 feet across and plunges 50 feet into the earth. A makeshift rope bridge crosses the chasm, but the pitons securing each end can only support 100 pounds. A DC 12 Knowledge (architecture and engineering) lets the PC know this. Anyone exerting more than 100 pounds onto the bridge collapses it. A DC 13 Reflex save allows the PC to jump back onto the stone instead of plummet 50 feet.

The tunnel beyond the bridge is guarded by an earth elemental (located at #2 on **DM's Map #2**). It blocks the tunnel with very specific orders:

- If it hears a loud noise coming from the entrance, yank the rope bridge out of the wall.
- Prevent any nongoblins from entering the tunnel.

If PCs are sneaky enough to not make noise in the tunnel, modify the description. Read the following:

The tunnel opens up into a large chamber. Most of the chamber lies at the bottom of a 50-foot drop. On the other side of the 10-foot-wide chasm is another tunnel. Blocking the tunnel is a man-shaped pile of rocks. In front of it lie the crumpled remains of a rope ladder. The thing's "head" swivels toward you and watches.

When the PCs arrive, odds are likely that the bridge is destroyed. The elemental does not leave the tunnel, so as to prevent people from running past it. It does glide into the earth if it is being attacked solely at range. If someone does make it past the elemental, it earth glides through the rock in an attempt to head him off. Note that the ceiling is still 8 feet high, so the elemental at higher APLs spends the combat part in and part out of the rock. For simplicity's sake, the elemental does not

have cover or concealment (unless it retreats into the wall to avoid ranged attacks).

PCs who are in the chasm (due to breaking the bridge, failing a Jump check, or being slammed by the elemental's Awesome Blow feat) may make a DC 15 Climb check to climb out of the ravine. Movement is only quarter speed unless the PC improves his climb speed.

If Yonkar (Encounter 10: Yonkar) went searching for the children and found them before the PCs, then the bridge is already ripped out of the supports. Yonkar's dead body is in the chasm.

APL 2 (EL 1, +2 for environment and time limit)

Small Earth Elemental: hp 18; *Monster Manual* 97.

APL 4 (EL 3, +2 for environment and time limit)

Medium Earth Elemental: hp 40; *Monster Manual* 97.

APL 6 (EL 5, +2 for environment and time limit)

Large Earth Elemental: hp 86; *Monster Manual* 97.

APL 8 (EL 7, +2 for environment and time limit)

Huge Earth Elemental: hp 180; *Monster Manual* 97.

APL 10 (EL 9, +2 for environment and time limit)

Greater Huge Earth Elemental: hp 220; *Monster Manual* 97.

APL 12 (EL 11, +2 for environment and time limit)

Elder Huge Earth Elemental: hp 270; *Monster Manual* 97.

ENCOUNTER 24: ANOTHER PITFALL

At the space marked #3 on **DM's Map #2**, there is another trap waiting for the PCs. If the PCs are able to sneak past the first trap and the earth elemental and do not give off any light, they may see the goblins preparing in the next room.

APL 2 (EL 3)

Burning Hands Trap: CR 3; magic device; proximity trigger; automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 4 (EL 3)

Burning Hands Trap: CR 3; magic device; proximity trigger; automatic reset; spell effect (*burning*

hands, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 6 (EL 4)

Lightning Bolt Trap: CR 4; magic device; proximity trigger; automatic reset; spell effect (*lightning bolt*, 7th-level wizard, 7d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 6)

Lightning Bolt Trap: CR 5; magic device; proximity trigger; automatic reset; spell effect (*lightning bolt*, 9th-level wizard, 9d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Swinging Pendulum Trap: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

Note: The pendulum swings the same round that the *lightning bolt* activates. It continues swinging every 2 rounds.

APL 10 (EL 8)

Lightning Bolt Trap: CR 6; magic device; proximity trigger; automatic reset; spell effect (*lightning bolt*, 11th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.

APL 12 (EL 10)

Evard's Black Tentacles Trap: CR 5; magic device; proximity trigger; automatic reset; spell effect (*Evard's black tentacles*, 13th-level wizard, 1d6+4, bludgeoning, grapple check +21); Search DC 29; Disable Device DC 29.

Note: This trap centers the *Evard's black tentacles* 15 feet behind, so it gets the tunnel and a very small portion of room #4.

Wall of Fire Trap: CR 5; magic device; proximity trigger; automatic reset; spell effect (*wall of fire*, 13th-level wizard, 2d4 or 1d4/round fire for 13 rounds), Search DC 31; Disable Device DC 31.

Note: The *wall of fire* fills the entire tunnel but does not extend into room #4. It faces northward, which could burn people hiding around the corner.

Acid Fog Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*acid fog*, 13th-level

wizard, 2d6/round acid for 13 rounds), Search DC 31; Disable Device DC 31.

Note: This trap centers the *acid fog* 15 feet behind, so it gets the tunnel and a very small portion of room #4.

Chain Lightning Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*chain lightning*, 13th-level wizard, 13d6 electricity to target nearest center of trigger area plus 6d6 electricity to each of up to 13 secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Note: This trap hits the person who set it off at #3 on the map. It affects all secondary targets within 30 feet, including Julie in the cage and possibly any goblins who happen to be within 30 feet. If the goblins suspect that intruders are coming, they stay as far from the trap as possible. They do have to get close to it in order to escape.

ENCOUNTER 25: THE NEXUS

Room #4 on **DM's Map #2** is the headquarters of the goblins. The ceiling is 20 feet below Banebridge. Depending on when and how the PCs arrive at this room, the goblins are either gone, in the process of removing papers, or caught with their pants down. Adjust the following text to account for Darkvision and any changes, such as *fog cloud* or the presence of goblins:

The tunnel opens up into a chamber 10 feet high. Dangling from the ceiling is a pulley with several lengths of twine braided together. Above the pulley, the twines branch out and thread into narrow holes in the ceiling. Two battered desks sit across the chamber, their drawers ripped out. Children's whimpers can be heard to your left.

All of the fire traps are connected in the center of this room. When the triggers are yanked at once, all of the flasks of alchemist's fire explode open, setting fire to their respective buildings. See Encounter 29: Extinguishing Banebridge when this happens.

If the PCs do not alert the goblins to their presence (or arrive within 10 rounds), then the goblins fight to the death in this room. They do not want to suffer Gnasher Barrack's wrath by returning without their reconnaissance.

Even if the goblins escape, they leave behind some valuables they can't carry. PCs can loot the cave.

SLOWING THE PCS DOWN

If the goblins are aware of the PCs' presence, they try to escape (see Encounter 21: Into the Warrens for the timeline). Laki tries any number of tricks to slow down

the PCs, though he relies mostly on endangering the children, since that is the reason for the intrusion. Laki doesn't really care if he kills the children, but he wants to delay their deaths so the PCs stop to save the children. Dead hostages don't deter pursuers. Sample tactics include (depending on what Laki has memorized for the APL):

- Casting *fog cloud*, *web*, *Evard's black tentacles*, *transmute rock to mud*, or *acid fog* into Room #4 or the escape tunnel.
- Casting *grease* on the entrance to Room #4.
- Casting *cloudkill* at location #7. This forces the PCs to weigh the lives of the children against capturing the goblins as the *cloudkill* rolls toward the cages (the children have Constitution scores of 10).
- *If the PCs arrive while the goblins are still in Room #4:* Digger holds onto the twine connected to the vials of alchemist's fire. Laki warns the PCs to stay back while they gather the documents. He tells Digger to pull the strings if the PCs take a step toward the goblins. Naturally, Laki empathically orders Digger to pull the strings and retreat once the goblins are outside. Hello? Evil?

APL 2 (EL 6, -1 for spell selection)

Laki Warfreund: male goblin wizard 5; hp 21; Appendix 1.

Digger: small earth elemental familiar, hp 11; Appendix 1.

Inkthok Quickfingers: female goblin rogue 1; hp 7; Appendix 1.

Grakall: male goblin ranger 2; hp 15; Appendix 1.

APL 4 (EL 6)

Laki Warfreund: male goblin wizard 5; hp 21; Appendix 1.

Digger: small earth elemental familiar, hp 11; Appendix 1.

Inkthok Quickfingers: female goblin rogue 1; hp 7; Appendix 1.

Grakall: male goblin ranger 2; hp 15; Appendix 1.

APL 6 (EL 9)

Laki Warfreund: male goblin wizard 7; hp 29; Appendix 1.

Digger: small earth elemental familiar, hp 14; Appendix 1.

Inkthok Quickfingers: female goblin rogue 5; hp 27; Appendix 1.

Grakall: male goblin ranger 5; hp 35; Appendix 1.

APL 8 (EL 11)

Laki Warfreund: male goblin wizard 9; hp 46; Appendix 1.

Digger: small earth elemental familiar, hp 23; Appendix 1.

Inkthok Quickfingers: female goblin rogue 7; hp 37; Appendix 1.

Grakall: male goblin ranger 7; hp 49; Appendix 1.

APL 10 (EL 13)

Laki Warfreund: male goblin wizard 11; hp 56; Appendix 1.

Digger: small earth elemental familiar, hp 28; Appendix 1.

Inkthok Quickfingers: female goblin rogue 9; hp 47; Appendix 1.

Grakall: male goblin ranger 9; hp 70; Appendix 1.

APL 12 (EL 15)

Laki Warfreund: male goblin wizard 13; hp 66; Appendix 1.

Digger: small earth elemental familiar, hp 33; Appendix 1.

Inkthok Quickfingers: female goblin rogue 11; hp 68; Appendix 1.

Grakall: male goblin ranger 11; hp 95; Appendix 1.

APL 2 - Loot: 657, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character); 4 *potion of invisibility* (100 gp per character); *hat of disguise* (150 gp per character);

APL 4 - Loot: 657, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character); 4 *potion of invisibility* (100 gp per character); *hat of disguise* (150 gp per character);

APL 6 - Loot: 999, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character), *lesser metamagic rod of silence* (250 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character);

APL 8 - Loot: 1248, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character), *lesser metamagic rod of silence* (250 gp per character), *amulet of health* +2 (333 gp per character), *pearl of power*, 1st-level spell (83 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character), *gloves of dexterity* +2 (333 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character), +1 *battleaxe* (192 gp per character);

APL 10 - Loot: 1522, Coin: 60, Magic: *headband of intellect* +4 (1333 gp per character), *amulet of health* +2

(333 gp per character), *pearl of power*, 1st-level spell (83 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character), *gloves of dexterity* +2 (333 gp per character), *vest of escape* (433 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character), +1 *battleaxe* (192 gp per character), +1 *short sword* (192 gp per character), *cloak of resistance* +1 (83 gp per character);

APL 12 (Laki) - Loot: 1557, Coin: 60, Magic: *headband of intellect* +4 (1333 gp per character), *amulet of health* +2 (333 gp per character), *ring of counterspells* (333 gp per character), *vest of resistance* +3 (750 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character), *gloves of dexterity* +2 (333 gp per character), *vest of escape* (433 gp per character), +1 *chain shirt* (187 gp per character), *amulet of health* +2 (333 gp per character), *ring of protection* +2 (666 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character), +1 *keen battleaxe* (692 gp per character), +1 *short sword* (192 gp per character), *cloak of resistance* +1 (83 gp per character), +1 *studded leather* (97 gp per character), *amulet of health* +2 (333 gp per character);

FIRE TRAPS

The PCs can easily find the plans for the fire traps in this room (**Player's Handout #2**). This parchment is not important enough for the goblins to take with them, as they intend to ignite the town. If the town burns, then this parchment is rubbing salt in the wounds.

Note that if the goblins or Digger pull the strings to the fire traps, then the PCs only have 2 minutes to reach the surface and do anything for the fire. Per the timelines in Encounter 29: Extinguishing Banebridge, the PCs can still be victorious if they have removed the Dogriders' obstacles, neutralized the well trap, or dismantled or prevented multiple fire traps.

ENCOUNTER 26: RESCUING THE CHILDREN

The children are locked away in five crude cages built into three chambers. Julie Goodwillow is locked in the lone cage on the far left (marked as Room #5 on **DM's Map #2**). Othello Meadowsoft and Yonni Darkleaf are locked in the two cages in the middle chamber. Johan Fleetfoot and Wilfed Straighttree are locked in the two cages on the far right. At APLs 8 through 12, Laki has cast *hold portal* or *arcane lock* on each cage.

APL 2

Rusty iron bars: 1 in. thick; hardness 10; hp 10; AC 5; Break DC 21; Open Lock DC 20.

APL 4-6

Iron bars: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 24; Open Lock DC 20.

APL 8

Iron bars with *hold portal*: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 29.

APL 10-12

Iron bars with *arcane lock*: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 34.

The cages are trapped, but they are dangerous only if the goblins have time to set the traps. A rope is anchored to the wall behind Julie's cage and winds up to the 10-foot-high ceiling. It winds its way above Julie's cage and into a hole in the wall. It continues winding above the cages of Othello and Yonni before entering another hole in the wall. It then winds above the cages of Johan and Wilfed where it threads through a hole in the wall. Finally, the rope is anchored in Room #6.

Attached to the rope in several places are bags of flour. If the rope becomes unanchored, the weights drop, which opens vials of alchemist's fire fastened to the ceiling. As long as the rope is kept taut, the vials of alchemist's fire remain sealed. Each child is malnourished and injured; so they are sitting at 1 hit point apiece. If the alchemist's fire opens into a cage, the hostage likely dies as he takes 1d6 points of damage per round.

Another piece of twine is attached to this network and braided with the twines connected to the traps below the village. When the goblins are ready to leave (whether it's because of the commotion caused by the PCs or because it's two bells past midnight on Day 2), they pull all of the strings, simultaneously setting the village ablaze and killing the hostages. The torches are used only if the goblins feel pressed for time and need to hold off the PCs while they gather their papers and make their escape.

THE DECOY

In his attempt to keep any rescuers busy, Laki has a plan to slow the PCs down. During rounds 1-3, Inkthok (or Digger) squeezes past Julie's cage and places an *everburning torch* under the rope. The space between the cage and the wall is only 3 feet wide, so a PC must squeeze to reach the torch. As this is a decoy, retrieving the *everburning torch* does not stop the trap.

THE REAL MCCOY

The torch that makes the trap dangerous is located in Room #6, around the bend. It is placed below the rope and is slowly burning through. If the room isn't filled with a *fog cloud* or other obstruction, the glow may be visible from Room #4 (the goblins don't bother with lighting down here).

The torch is placed and ready on round 1 of the goblins' evacuation plan. It generates enough heat to start smoldering the rope on round 8 (the same round that the goblins head down the escape tunnel). At that point, there is a 25% cumulative chance that the torch does 1 point of damage to the rope (100% chance on Round 12). When the rope takes 2 points of damage total, it snaps and releases alchemist's fire on the hostages.

DEFUSING THE SITUATION

The PCs may employ a number of ways to save the children. Sample ideas are:

- **Jailbreak:** Breaking the bars won't jostle the alchemist's fire loose, so this is valid. At higher APLs, Laki has fortified the cages, so this is harder to do.
- **Holding the rope:** This may be so simple that some PCs overlook it. As long as the PC is holding onto the correct end of the rope, it does not release the alchemist's fire when it snaps.
- **Disable Device:** Each vial can be disabled by someone who can reach it and makes a DC 20 Disable Device check (this takes 2d4 rounds per attempt).
- **Solid fog:** While this slows the descent of the weights, it does not prevent the alchemist's fire from spilling. Due to the moisture and density of the fog cloud, the alchemist's fire does only 1d6 damage and is automatically smothered.
- **Reverse gravity:** This causes the weights to fall upward, which still trigger the trap. It also causes the alchemist's fire to spill upward, where it burns harmlessly.

ENCOUNTER 27: THE ESCAPE

When the goblins gather all their incriminating documents, they retreat via a tunnel (labeled #7 on **DM's Map #2**) to the southwest of Banebridge. The tunnel twists often with some loose rocks littering the floor (preventing running in most cases). It ends 300 feet at an unstable rafter, designed to collapse with one yank. This takes a full round, as the topsoil collapses, revealing an exit in the plains southwest of Banebridge.

Inkthok and Grakall are not encumbered by the documents they carry, but Laki is. He moves at 20 feet unless he uses a spell that improves his maneuverability. In the tunnel, all three goblins stick together. If the goblins are not molested, they exit and split up. They meet later in the Gnarley Forest with their plans.

TRACKING ON THE GROUND

If the goblins flee the warrens, they can be tracked. Refer to the following as they move:

- Inkthok moves at 30 feet per round. She travels due west. The Track DC to follow Inkthok is 16 (plus visibility modifiers during a new moon).
- Laki moves at 20 feet per round southwest (assuming no spells). The Track DC to follow Laki is 16 (plus visibility modifiers during a new moon) if he is even on the ground.
- Grakall moves at 15 feet per round due south. The Track DC to follow Grakall is 21 (plus visibility modifiers during a new moon) as he takes the effort to cover his tracks.

To spot a goblin fleeing through the grasses of the Meadowlands, the PC must make a DC 10 Spot check modified by distance and visibility each round. A flying PC or companion needs to make only a DC 0 Spot check modified by distance and visibility, as long as its altitude is at least half of the ground distance between it and the goblin.

If the PCs cannot keep up with the goblins or track them reliably, then the goblin gets away with some of the documents.

FAILURE

The PCs are considered to have failed in retrieving the documents if either of the following happens:

- At least one goblin gets away with his documents.
- Inkthok has been incapacitated early, Laki flings her documents into Julie's cave, and the alchemist's fire burns the evidence.
- The document in Encounter 6: Johan Fleetfoot is not discovered or is burned.

If all three goblins are stopped and their documents recovered (including the hidden document located in Encounter 6: Johan Fleetfoot), then the PCs succeed in retrieving all of the documents.

ENCOUNTER 28: FIRE!

This encounter happens if someone sets off a fire trap before the goblins are ready. Due to the proximity of flammable objects (parchment, whiskey, hay, etc.), the flames spread quickly. Apply the same rules to fighting the fire as in Encounter 29: Extinguishing Banebridge. Since only one building is on fire, it should be easy for the town to pull together and extinguish it. If, for whatever reason, the fire cannot be extinguished, then enough damage is caused that the building is destroyed. If three buildings are destroyed, then the PCs fail to save Banebridge.

ENCOUNTER 29: EXTINGUISHING BANEBRIDGE

This encounter happens only if all of the fire traps are activated at once. This can happen in one of two ways:

- A goblin or Digger pulls on the triggers due to the PCs' intrusion into the Warrens.
- It is two bells after midnight on the 27th of Fireseek (Day 2 of the PCs' arrival).

When the traps go off, the following buildings ignite, depending on whether traps were placed or not:

Temple of Yondalla	Already trapped
The Sleeping Sparrow Inn	Already trapped
Chat Birdcall's livery	Already trapped
The library	Day 1, sunset
Dagby Manor	Day 1, midnight
Prachett's Potions	Day 2, late afternoon
Mayor Venisera's house	Day 2, sunset
The Leather Jack Tavern	Day 2, midnight

The PCs are considered to have defeated this encounter if at least seven buildings are saved. Buildings that do not ignite are considered saved. A building is destroyed when it takes 20 rounds of fire damage.

FIGHTING THE FIRE

A building's fire is extinguished when it loses 10 "hit points." The following actions reduce the fire's hit points:

- **Bucket Brigade:** Each bucket brigade does 1 or more points of damage per round (see below).

- **Create Water:** Every 4 gallons of water created extinguishes 1 point from the fire. Only one building can be targeted by each casting of the spell.
- **Quench:** This spell deals the full 10 points to a single fire. It could possibly be shaped to encompass multiple buildings. Dagby Manor, Chat's livery, the Sleeping Sparrow Inn, and the Leather Jack Tavern require two cubes apiece.
- **Gust of Wind:** This spell only fans the flames, "healing" 2 points.
- **Targeted Fire Spells:** A spellcaster can "fight fire with fire" by using a targeted fire spell (such as *scorching ray*) on a fire. A Spellcraft check of DC 20 + spell level places the spell precisely enough to do damage equal to the level of the spell. A failed check "heals" 1 point. Area effect spells do not work.
- **Cold Spells:** Most targeted cold and water spells (except for *create water*) do damage equal to the spell level. A Spellcraft check of DC 10 + spell level is required to place the spell so it does not damage the building. If the check fails, the building is so weakened that it is destroyed after only 10 rounds of fire damage. Area effect spells cannot avoid damaging the building in the process.
- **Water elemental:** The fires are larger than Large, so the Drench ability cannot be used. A water elemental can battle a fire by doing damage equal to its hit dice (so a Huge water elemental can completely snuff out a fire in one round).

THE BUCKET BRIGADE

There are enough halflings in the village to form four-bucket brigades. A brigade starting at the river can reach the north targets (Sleeping Sparrow Inn, the library, the mayor's house, and Pratchett's Potions). A brigade starting at the well can reach the south targets (Leather Jack Tavern, the Temple of Yondalla, Chat's Livery, and Dagby Manor). Two-bucket brigades can combine to direct water from the river to a fire anywhere in the village. This may be necessary if the well is knocked out of commission (see Encounter 17: The Well). A bucket brigade does one point of damage to a fire per round; the length of the brigade does not matter.

A PC with the Leadership feat can organize a bucket brigade so that it does an extra point of damage to the fire each round. This is the PC's action per round. Multiple PCs' effects do not stack.

A Dogrider Patrol sees the flames and rushes to the village. It takes a full minute for the Darkleaf Dogriders to arrive. They form their own bucket brigade with such efficiency that they count as having a PC with the Leadership feat. If Inkthok successfully litters the road

with caltrops, the dogs are wounded in transit, and the Dogriders do not arrive in time to help put out the fires.

THE WELL

Unless the PCs interrupt Inkthok, the well is trapped after midnight on Day 2 (see Encounter 17: The Well). Naturally, the bucket brigades head this way if the PCs don't stop them. The explosion of the well is enough to confuse the southern bucket brigades. They reform in 3 rounds. The explosion damages the Leather Jack Tavern and resets the "hit points" to 10 (or ignites it if it isn't already on fire).

TIMELINE

The following charts outline what could happen if the PCs aren't involved with fighting the fires. PCs can enhance the fire-fighting process by providing Leadership, casting spells, and dismantling some of the traps.

Worst-case scenario

Round #	Actions
1	Two brigades form at the river, and two brigades form at the well.
2	Well explodes.
5	Southern brigades combine and move to river.
6	Darkleaf Dogriders hit caltrops and cannot help the village.
10	Two north buildings are extinguished.
15	One south building is extinguished.
20	Two north buildings are extinguished. The remaining three buildings burn down. The PCs fail.

PCs defuse the well

Round #	Actions
1	Two brigades form at the river, and two brigades form at the well.
8	Darkleaf Dogriders hit caltrops and cannot help the village.
10	Two north buildings are extinguished. Two south buildings are extinguished.
20	Two north buildings are extinguished. Two south buildings are extinguished. No buildings burn down. The PCs succeed.

PCs neutralize the caltrops

Round # Actions

- | | |
|----|---|
| 1 | Two brigades form at the river, and two brigades form at the well. |
| 2 | Well explodes. |
| 5 | Southern brigades combine and move to river. |
| 10 | Two north buildings are extinguished.
Darkleaf Dogriders arrive and combine with one of the north brigades. |
| 15 | Two south buildings are extinguished. |
| 20 | One north building is extinguished.
One south building is extinguished.
The remaining two buildings burn down.
The PCs fail. |

FAILURE

If at least three buildings are not extinguished within 20 rounds, then the fires spread enough to do irreparable damage to the village. The PCs are considered to have failed this encounter and do not receive the story award at the conclusion of the adventure.

CONCLUSION

Read the appropriate conclusion based on the success of the PCs. If a single goblin escapes with documents or the secret document in Encounter 6: Johan Fleetfoot is not found, then not all of the documents are discovered. Read the conclusion that corresponds to the missing documents (if the PCs hand them over). If a single child dies, then not all of the children are saved. Read the conclusion that corresponds to the slain hostage. Note that there is additional text for those who rescue Wilfed and/or Yonni, even if not all of the children survived. Append the conclusion with that text.

All PCs receive **Dagby Dog**. PCs who are members of the International Halfling Society receive an upgrade to Access: Regional, to this reward.

All Halfling PCs receive **The Halfling Way**.

PCS SAVE ALL CHILDREN AND TURN OVER ALL DOCUMENTS

Banebridge is exceptionally festive as you return to town. Anguished parents weep with joy as they are reunited with their children. Mayor Venisera warmly thanks you for your involvement and asks that you attend the feasts in your honor. The village elders look over the documents you found in order to learn what the goblins were about to report.

Word spreads quickly, and that evening you are joined by Lord Jonas Darkleaf, Lord Trass Dagby, and

even Robert Lord Navoy, who oversees the lands surrounding Banebridge. The village is a whirl of activity as halflings rush to see the visiting lord. Amid the celebration, Lord Navoy asks if you would honor him by serving House Navoy while in the Free Lands of Dyvers. Adventurers who are crafty enough to uncover a plot by the forces of Blackthorn are very valuable.

A loud clatter interrupts the dinner, and you see Julie sitting on Hurbie, tickling him mercilessly. Yonni and Othello look up from their arm-wrestling match and knowingly cast glances with Wilfed and Johan. Through a flawlessly coordinated maneuver, the four boys rescue Hurbie with a well-aimed tackle, and the group collapses in a mighty gale of laughter. The parents' eyes glisten with tears of joy as they watch on.

PCs receive **Invitation of House Navoy**.

PCs who were not residents of Banebridge (per the *Dyvers Town and City Project*) receive **Welcome to town**.

PCs who were residents of Banebridge (per the *Dyvers Town and City Project*) receive **Banebridge Local Hero** and "We've got that."

PCS SAVE ALL CHILDREN BUT DO NOT TURN OVER ALL DOCUMENTS

Banebridge is exceptionally festive as you return to town. Anguished parents weep with joy as they are reunited with their children. Mayor Venisera warmly thanks you for your involvement and asks that you attend the feasts in your honor.

Word spreads quickly, and that evening you are joined by Lord Jonas Darkleaf and Lord Trass Dagby. The village is a whirl of activity as halflings prepare the festival.

A loud clatter interrupts the dinner, and you see Julie sitting on Hurbie, tickling him mercilessly. Yonni and Othello look up from their arm-wrestling match and knowingly cast glances with Wilfed and Johan. Through a flawlessly coordinated maneuver, the four boys rescue Hurbie with a well-aimed tackle, and the group collapses in a mighty gale of laughter. The parents' eyes glisten with tears of joy as they watch on.

PCs who were not residents of Banebridge (per the *Dyvers Town and City Project*) receive **Welcome to town**.

PCs who were residents of Banebridge (per the *Dyvers Town and City Project*) receive **Banebridge Local Hero** and "We've got that."

PCS DO NOT SAVE ALL CHILDREN BUT TURN OVER ALL DOCUMENTS

As you return to Banebridge, halflings look at you expectantly. Murmurs pass through the crowd as they perform a head count. When the family(ies) of the missing child(ren) realizes the truth, the tears flow freely. When Mayor Venisera learns of what happened, she shakes her head ruefully. "We are grateful for your help, adventurers," she says. "You've done far more than we hoped. This war with Blackthorn takes its toll on all of us."

Your rest that evening is disturbed by a summons to Mayor Venisera's house. You are greeted by the Gentry ruling over these lands, Robert Lord Navoy. In a somber voice, he drawls, "I heard about what happened, and I'm sorry things turned out the way they did. Those families have my condolences. Regardless, the documents you uncovered tell us a great deal about Blackthorn's plans. While I do not mean to diminish the loss of life that's happened here, your actions may have saved much more than that. I'd like to ask if you could honor me by serving House Navoy. Adventurers who are crafty enough to uncover dangerous plots are very valuable. Think it over."

Lord Navoy thanks you all and takes his leave. While not all life could be saved, Lord Navoy seems to think that a greater good has been served.

PCs receive Invitation of House Navoy.

PCS DO NOT SAVE ALL CHILDREN AND DO NOT TURN OVER ALL DOCUMENTS

When you meet with Mayor Venisera again, her outlook is even more doleful than before. "We are grateful for your help, adventurers," she says. "You've done far more than we hoped. This recent problem has taken its toll on all of us."

The jovial hospitality of the halflings has been replaced with a sense of dread and suspicion. While they are cordial enough when they see you off, you can see that their hearts have turned cold due to the events of the past week.

IF THE PCS SAVE WILFED STRAIGHTTREE

As you walk past the buildings of the village, you hear a "Psst!" from between two houses. A well dressed halfling steps out from behind a barrel. Such scurrilous behavior is unbecoming from a Gentry member, but you recognize him as Lord Trass Dagby. He grins broadly as he approaches you and says, "I couldn't resist doing that. The alleys here aren't

anywhere near as dangerous as the ones in Dyvers. I had to catch you before you leave.

"Thanks for what you did, but I really want to thank you for saving Wilfed. He's a good boy, and he's going to work for House Dagby. He thinks highly of you, and I know he wouldn't steer me wrong, so if you ever want to help me out some more, I'm willing to negotiate your terms." He chuckles a little to himself.

"Seriously, though, you earned my respect. I could use someone like you in times of trouble. Think about it." He tips his hat to you and walks down the street, whistling a jaunty tune.

PCs receive Invitation of House Dagby.

IF THE PCS SAVE YONNI DARKLEAF

As you make your way through the streets of the village, a half-dozen of Darkleaf's Dogriders approach you. The lead rider is Lord Jonas Darkleaf. He says, "A word before you leave our fair village. I am lord of the Darkleaf clan, and I want to personally thank you for saving my kin. It means a lot to me that strangers would be willing to help us in our time of need. I have need of able, kind-hearted friends, and I'd like to call on you more often. Feel free to drop by and let me know." Standing deftly upon the dog's back, the halfling bows deeply. He settles back in the saddle and rides off.

PCs receive Invitation of House Darkleaf.

Experience Point Summary

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

Encounter 22: The Dangers of Literacy

Overcoming the trap

APL 2	30 XP
APL 4	120 XP
APL 6	120 XP
APL 8	120 XP
APL 10	120 XP
APL 12	120 XP

Encounter 23: The Chasm

Experience objective

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

APL 12 390 XP

Encounter 24: Another Pitfall

Overcoming the trap(s)

APL 2	90 XP
APL 4	90 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP
APL 12	300 XP

Encounter 25: The Nexus

Defeating the goblins (award per goblin)

APL 2	50 XP
APL 4	60 XP
APL 6	90 XP
APL 8	110 XP
APL 10	130 XP
APL 12	150 XP

Story Award

Preventing Banebridge from burning or fighting the fire successfully

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e.,

not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 1: Missing Children

APL 2: Coin: 200 gp.

APL 4: Coin: 200 gp.

APL 6: Coin: 200 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 200 gp.

APL 12: Coin: 200 gp.

Encounter 25: The Nexus

APL 2 - Loot: 657, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character); 4 *potion of invisibility* (100 gp per character); *hat of disguise* (150 gp per character);

APL 4 - Loot: 657, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character); 4 *potion of invisibility* (100 gp per character); *hat of disguise* (150 gp per character);

APL 6 - Loot: 999, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character), *lesser metamagic rod of silence* (250 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character);

APL 8 - Loot: 1248, Coin: 60, Magic: *headband of intellect* +2 (333 gp per character), *lesser metamagic rod of silence* (250 gp per character), *amulet of health* +2 (333 gp per character), *pearl of power, 1st-level spell* (83 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character), *gloves of dexterity* +2 (333 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character), +1 *battleaxe* (192 gp per character);

APL 10 - Loot: 1522, Coin: 60, Magic: *headband of intellect* +4 (1333 gp per character), *amulet of health* +2 (333 gp per character), *pearl of power, 1st-level spell* (83 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character), *gloves of dexterity* +2 (333 gp per character), *vest of escape* (433 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character), +1 *battleaxe* (192 gp per character), +1 *short sword* (192 gp per character), *cloak of resistance* +1 (83 gp per character);

APL 12 (Laki) - Loot: 1557, Coin: 60, Magic: *headband of intellect* +4 (1333 gp per character), *amulet of health* +2 (333 gp per character), *ring of counterspells* (333 gp per character), *vest of resistance* +3 (750 gp per character); 4 *potion of invisibility* (100 gp per character), 2 *potion of cure light wounds* (8 gp per character), +1 *rapier* (193 gp per character), *gloves of dexterity* +2 (333 gp per character), *vest of escape* (433 gp per character), +1 *chain shirt* (187 gp per character), *amulet of health* +2 (333 gp per character), *ring of protection* +2 (666 gp per character); *hat of disguise* (150 gp per character), *ring of protection* +1 (166 gp per character), +1 *keen battleaxe* (692 gp per character), +1 *short sword* (192 gp per character), *cloak of resistance* +1 (83 gp per character), +1 *studded leather* (97 gp per character), *amulet of health* +2 (333 gp per character);

Treasure Cap

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Total Possible Treasure

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

ADVENTURE RECORD ITEMS

Invitation of House Navoy: You have recovered all of the intelligence the goblins have regarding Turrosh Mak's involvement in the region. Lord Navoy gives you access to the Protégé of House Navoy.

Invitation of House Dagby: You have saved the life of Wilfed Straighttree, who is well connected to House Dagby. Lord Dagby gives you access to the Protégé of House Dagby.

Invitation of House Darkleaf: You have saved the life of Yonni Darkleaf, who is a member of House Darkleaf. Lord Darkleaf gives you access to the Protégé of House Darkleaf.

Banebridge Local Hero: For coming to the aid of your fellow citizens in their time of need, you may upgrade your existing house in Banebridge to a grand house at a 25% discount. This only applies to PCs who were members of the Banebridge Town Project at the beginning of this adventure.

Dagby Dog: For aiding the village of Banebridge, you are rewarded by the famous Dagby house kennels. You may purchase a single dog from the kennels. Members of the IHS gain Access: Regional to the kennels. (see regional document *Dagby House Riding Dogs*)

The Halfling Way: For your efforts in aiding Bainbridge, you gain access to the Halfling Racial Substitution levels_{RW}. Halfling Druid, Halfling Monk, Halfling Rogue.

Welcome to town: For your efforts in aiding the town, the citizens of Banebridge aid you in the building of a residence in their town (per the *Dyvers Town and City Project*). This aid results in a 10% reduction in cost to your new building or upgrade.

Laki Wargfreund's Spellbook: The spellbook contains the following spells.

APL 2: *greater mage armor*, 300gp.

APL 6: As above plus: *defenestrating sphere*, *dispelling screen*, 1,100gp.

APL 8: As above plus: *prismatic ray*, 1,600gp.

"We've got that": For coming to the aid of your fellow citizens of Banebridge in their time of need, they make sure you have access to equipment you may need. Any item listed on this AR as Access: Adventure is instead considered Access: Regional. This only applies to PCs

who were members of the Banebridge Town Project at the beginning of this adventure.

APPENDIX 1: APL 2

ENCOUNTER 25: THE NEXUS

LAKI WARGFRUEND CR 3 (REDUCED SPELLS)

Male Goblin Wizard 5

NE Small Humanoid (Goblinoid)

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

Languages Common, Goblin, Halfling, Orc, Terran

AC 20, touch 16, flat-footed 19 (+1 size, +4 extended shield, +4 mage armor)

hp 21 (5 HD)

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

Speed 30 ft. (6 squares)

Melee dagger +1 (1d3-2/19-20)

Base Atk +2; **Grp** -4

Space 5 ft.; **Reach** 5 ft.

Wizard Spells Prepared (CL 5th):

3rd – *blink*, *fly*, *haste*

2nd – *alter self* (2), *cat's grace*, *extended shield*

1st – *disguise self* (2), *expeditious retreat*, *grease*, *mage armor*,

0 – *detect magic* (2), *mage hand*, *read magic* (2)

Abilities Str 7, Dex 12, Con 12, Int 19, Wis 12, Cha 10

SQ improved familiar, share spells

Feats Alertness (if familiar is within 5 ft.), Combat Casting, Improved Familiar, Scribe Scroll, Extend Spell

Skills Bluff +2, Concentration +9, Craft (Alchemy) +12, Disguise +2, Hide +5, Knowledge (arch & eng) +7, Knowledge (Velverdyva) +9, Move Silently +5, Ride +5, Spellcraft +12

Possessions dagger, Headband of Intellect +2

Spellbook spells prepared plus 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1 – *burning hands*, *enlarge person*, *grease*, *mage armor*, *magic missile*, *shield*; 2 – *arcane lock*, *bull's strength*, *fog cloud*, *fox's cunning*, *melf's acid arrow*, *mirror image*, *resist energy*, *see invisibility*; 3 – *lightning bolt*, *greater mage armor*, *magic circle against good*, *shrink item*, *sleet storm*, *stinking cloud*

DIGGER

Earth Elemental Familiar

NE Small Elemental (Earth, Extraplanar)

Init -1 **Senses** Darkvision 60 ft. Listen +5 Spot+4

Languages Terran

AC 20, touch 10, flat-footed 20 (+1 size, -1 Dex, +10 natural)

hp 11 (5 HD)

Fort +4, **Ref** +0, **Will** +4

Speed 20 ft. (4 squares)

Melee Slam +6 (1d6+4)

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

Space 5 ft.; **Reach** 5 ft.

Special Actions earth mastery, push, deliver touch spells

Abilities Str 17 Dex 8 Con 13 Int 8 Wis 11 Cha 11

SQ earth glide, elemental traits, improved evasion, share spells, empathic link, speak with master

Feats Power Attack, Alertness

Skills Bluff +2, Concentration +9, Craft (Alchemy) +7, Disguise +2, Hide +3, Knowledge (arch & eng) +2, Knowledge (Velverdyva) +4, Move Silently +3, Ride +3, Spellcraft +7

INKTHOK CR 1

Female Goblin Rogue 1

NE Small Humanoid (Goblinoid)

Init +4 **Senses** Darkvision 60 ft. Listen +0 Spot+0

Languages Common, Goblin, Halfling

AC 17, touch 15, flat-footed 13

hp 7 (1 HD)

Fort +1, **Ref** +6, **Will** +0

Speed 30 ft. (6 squares)

Melee rapier +1(1d4/18-20)

Ranged light crossbow +5(1d6/19-20)

Base Atk +0; **Grp** -4

Space 5 ft.; **Reach** 5 ft.

Special Actions sneak attack 1d6

Combat Gear 4 *potions of invisibility*

Abilities Str 10 Dex 18 Con 12 Int 12 Wis 10 Cha 9

SQ trapfinding, sneak attack

Feats Stealthy

Skills Bluff +3, Climb +4, Craft (Trapmaking) +5, Disguise +3, Escape Artist +8, Hide +14, Knowledge (Velverdyva) +3, Move Silently +14, Open Lock +6, Tumble +8

Possessions combat gear plus rapier, dagger, light crossbow, 20 bolts, leather armor.

GRAKALL CR 2

Male Goblin Ranger 2

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +6, Spot +4

Aura

Languages Common, Goblin, Halfling

AC 16, touch 13, flat-footed 14

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 15 (2 HD);

Fort +4, **Ref** +5, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee Battle Axe +4 (d6+1/x3) or Battle Axe +2 (d6 +1/x3) and Short Sword +2 (d4/19-20)

Ranged Composite Longbow (+1 Str) +5 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Two Weapon Fighting, Favored Enemy Halflings +2

Combat Gear Small Battle Axe, Small Short Sword, Small Composite Longbow (+1Str), Studded Leather Armor

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

EX Favored Enemy: Halflings +2

Feats Skill Focus (Survival), Two Weapon Fighting (bonus), Track (bonus)

Skills Bluff +1, Disguise +1, Handle Animal +2, Hide +5, Knowledge (Nature) +4, Listen +6, Move Silently +5, Ride +6, Speak Language 1, Spot +4, Survival +9

Possessions combat gear plus *hat of disguise*, 1 vial Catstink

ENCOUNTER 25: THE NEXUS

LAKI WARGFRUEND CR 5

Male Goblin Wizard 5

NE Small Humanoid (Goblinoid)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Goblin, Halfling, Orc, Terran**AC** 20, touch 16, flat-footed 19 (+1 size, +4 extended shield, +4 mage armor)**hp** 21 (5 HD)**Fort** +2, **Ref** +2, **Will** +5**Speed** 30 ft. (6 squares)**Melee** dagger +1 (1d3-2/19-20)**Base Atk** +2; **Grp** -4**Space** 5 ft.; **Reach** 5 ft.**Wizard Spells Prepared** (CL 5th):3rd – *blink*, *fly*, *haste*2nd – *alter self* (2), *cat's grace*, *extended shield*1st – *disguise self* (2), *expeditious retreat*, *grease*, *mage armor*,0 – *detect magic* (2), *mage hand*, *read magic* (2)**Abilities** Str 7, Dex 12, Con 12, Int 19, Wis 12, Cha 10**SQ** improved familiar, share spells**Feats** Alertness (if familiar is within 5 ft.), Combat Casting, Improved Familiar, Scribe Scroll, Extend Spell**Skills** Bluff +2, Concentration +9, Craft (Alchemy) +12, Disguise +2, Hide +5, Knowledge (arch & eng) +7, Knowledge (Velverdyva) +9, Move Silently +5, Ride +5, Spellcraft +12**Possessions** dagger, Headband of Intellect +2**Spellbook** spells prepared plus 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1 – *burning hands*, *enlarge person*, *grease*, *mage armor*, *magic missile*, *shield*; 2 – *arcane lock*, *bull's strength*, *fog cloud*, *fox's cunning*, *melf's acid arrow*, *mirror image*, *resist energy*, *see invisibility*; 3 – *lightning bolt*, *greater mage armor*, *magic circle against good*, *shrink item*, *sleet storm*, *stinking cloud***DIGGER**

Earth Elemental Familiar

NE Small Elemental (Earth, Extraplanar)

Init -1 **Senses** Darkvision 60 ft. Listen +5 Spot +4**Languages** Terran**AC** 20, touch 10, flat-footed 20 (+1 size, -1 Dex, +10 natural)**hp** 11 (5 HD)**Fort** +4, **Ref** +0, **Will** +4**Speed** 20 ft. (4 squares)**Melee** Slam +6 (1d6+4)**Base Atk** +2; **Grp** +1**Space** 5 ft.; **Reach** 5 ft.**Special Actions** earth mastery, push, deliver touch spells**Abilities** Str 17 Dex 8 Con 13 Int 8 Wis 11 Cha 11**SQ** earth glide, elemental traits, improved evasion, share spells, empathic link, speak with master**Feats** Power Attack, Alertness**Skills** Bluff +2, Concentration +9, Craft (Alchemy) +7, Disguise +2, Hide +3, Knowledge (arch & eng) +2, Knowledge (Velverdyva) +4, Move Silently +3, Ride +3, Spellcraft +7**INKTHOK CR 1**

Female Goblin Rogue 1

NE Small Humanoid (Goblinoid)

Init +4 **Senses** Darkvision 60 ft.; Listen +0 Spot +0**Languages** Common, Goblin, Halfling**AC** 17, touch 15, flat-footed 13**hp** 7 (1 HD)**Fort** +1, **Ref** +6, **Will** +0**Speed** 30 ft. (6 squares)**Melee** rapier +1 (1d4/18-20)**Ranged** light crossbow +5 (1d6/19-20)**Base Atk** +0; **Grp** -4**Space** 5 ft.; **Reach** 5 ft.**Special Actions** sneak attack 1d6**Combat Gear** 4 potions of invisibility**Abilities** Str 10 Dex 18 Con 12 Int 12 Wis 10 Cha 9**SQ** trapfinding, sneak attack**Feats** Stealthy**Skills** Bluff +3, Climb +4, Craft (Trapmaking) +5, Disguise +3, Escape Artist +8, Hide +14, Knowledge (Velverdyva) +3, Move Silently +14, Open Lock +6, Tumble +8**Possessions** combat gear plus rapier, dagger, light crossbow, 20 bolts, leather armor.**GRAKALL CR 2**

Male Goblin Ranger 2

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +6, Spot +4**Aura****Languages** Common, Goblin, Halfling**AC** 16, touch 13, flat-footed 14

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Miss Chance**hp** 15 (2 HD);**Fort** +4, **Ref** +5, **Will** +1**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.**Melee** Battle Axe +4 (d6+1/x3) or Battle Axe +2 (d6 +1/x3) and Short Sword +2 (d4/19-20)**Ranged** Composite Longbow (+1 Str) +5 (1d6+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** -1**Atk Options** Two Weapon Fighting, Favored Enemy Halflings +2**Combat Gear** Small Battle Axe, Small Short Sword, Small Composite Longbow (+1Str), Studded Leather Armor

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

EX Favored Enemy: Halflings +2

Feats Skill Focus (Survival), Two Weapon Fighting (bonus), Track (bonus)

Skills Bluff +1, Disguise +1, Handle Animal +2, Hide +5, Knowledge (Nature) +4, Listen +6, Move Silently +5, Ride +6, Speak Language 1, Spot +4, Survival +9

Possessions combat gear plus *hat of disguise*, 1 vial Catstink

ENCOUNTER 25: THE NEXUS

LAKI WARGFRUEND CR 7

Goblin Wizard 7

NE Small Humanoid (Goblinoid)

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

Languages Common, Goblin, Halfling, Orc, Terran

AC 20, touch 16, flat-footed 19 (+1 size, +4 extended shield, +4 mage armor)

hp 29 (7 HD)

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

Speed 30 ft. (6 squares)

Melee dagger +2 (1d3-2/19-20)

Base Atk +3; **Grp** -3

Space 5 ft.; **Reach** 5 ft.

Wizard Spells Prepared (CL 7th, DC 14 + spell level):

4th – *dimension door*, *solid fog*, *dispelling screen*

3rd – *blink*, *fly*, *haste*, *stinking cloud*

2nd – *alter self*, *cat's grace*, ~~extended shield~~, *fog cloud*, *mirror image*

1st – *disguise self* (2), *expeditious retreat*, *grease*, ~~mage armor~~, *magic missile*

0 – *detect magic* (2), *mage hand*, *read magic* (2)

Abilities Str 7, Dex 12, Con 12, Int 19, Wis 12, Cha 10

SQ improved familiar, share spells

Feats Alertness (if familiar is within 5 ft.), Combat Casting, Eschew Materials, Improved Familiar, Scribe Scroll, Extend Spell

Skills Bluff +3, Concentration +11, Craft (Alchemy) +14, Disguise +3, Hide +5, Knowledge (arch & eng) +7, Knowledge (Velverdyva) +9, Move Silently +5, Ride +5, Spellcraft +14

Possessions dagger, *headband of intellect* +2, *lesser metamagic rod of silent spell*

Spellbook spells prepared plus 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1 – *burning hands*, *enlarge person*, *grease*, *mage armor*, *shield*; 2 – *arcane lock*, *bull's strength*, *fog cloud*, *fox's cunning*, *Melf's acid arrow*, *resist energy*, *see invisibility*; 3 – *explosive runes*, *lightning bolt*, *greater mage armor*, *magic circle against good*, *shrink item*, *sleet storm*; 4 – *defenestrating sphere*, *evard's black tentacles*, *wall of fire*, *polymorph*

DIGGER

Earth Elemental Familiar

NE Small Elemental (Earth, Extraplanar)

Init -1 **Senses** Darkvision 60 ft. Listen +5 Spot+4

Languages Terran

AC 21, touch 10, flat-footed 21 (+1 size, -1 Dex, +11 natural)

hp 14 (7 HD)

Fort +4, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee Slam +7 (1d6+4)

Base Atk +3; **Grp** +2

Space 5 ft.; **Reach** 5 ft.

Special Actions earth mastery, push, deliver touch spells

Abilities Str 17 Dex 8 Con 13 Int 9 Wis 11 Cha 11

SQ earth glide, elemental traits, improved evasion, share spells, empathic link, speak with master

Feats Power Attack, Alertness

Skills Bluff +3, Concentration +11, Craft (Alchemy) +9, Disguise +3, Hide +3, Knowledge (arch & eng) +2, Knowledge (Velverdyva) +4, Move Silently +3, Ride +3, Spellcraft +9

INKTHOK CR 5

Goblin Rogue 5

NE Small Humanoid (Goblinoid)

Init +4 **Senses** Darkvision 60 ft.; Listen +0 Spot+0

Languages Common, Goblin, Halfling

AC 19, touch 15, flat-footed 19

hp 27 (5 HD)

Fort +2, **Ref** +8, **Will** +1

Speed 30 ft. (6 squares)

Melee +1 rapier +9(1d4+1/18-20)

Ranged MW hand crossbow +9(1d3/19-20)

Base Atk +3; **Grp** -1

Space 5 ft.; **Reach** 5 ft.

Special Actions sneak attack +3d6

Combat Gear 4 *potions of invisibility*, 2 *potions of cure light wounds*

Abilities Str 10 Dex 18 Con 12 Int 12 Wis 10 Cha 10

SQ trapfinding, sneak attack, evasion, uncanny dodge, trap sense

Feats Stealthy, Weapon Finesse

Skills Bluff +8, Climb +7, Craft (Trapmaking) +9, Disguise +8, Escape Artist +11, Hide +17, Knowledge (Velverdyva) +5, Move Silently +17, Open Lock +8, Tumble +11

Possessions combat gear plus *rapier* +1, dagger, MW hand crossbow, 20 bolts, mw chain shirt.

GRAKALL CR 5

Male Goblin Barbarian 1/Ranger 4

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +9, Spot +5

Languages Common, Goblin, Halfling

AC 17, touch 14, flat-footed 15

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 35 (5 HD);

Fort +7, **Ref** +6, **Will** +2

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee Masterwork Battle Axe +9 (1d6+2/x3) or Masterwork Battle Axe +7 (1d6+2/x3) and Masterwork Short Sword +7 (1d4+1/19-20)

Ranged Composite Longbow (+1 Str) +8 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; Grp +3

RAGE STATS (6 rounds)

AC 15, touch 12, flat-footed 13
(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural, -2 rage)

hp 45 (5 HD);

Fort +9, Ref +6, Will +4

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee Masterwork Battle Axe +11 (d6+4/x3) or Masterwork Battle Axe +9 (d6 +4/x3) and Masterwork Short Sword +9 (d4+2/19-20)

Ranged Composite Longbow (+1 Str) +5 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; Grp +4

Atk Options Two Weapon Fighting, Rage (6 rounds), Favored Enemy: Halflings +2

Combat Gear Small Masterwork Battle Axe, Small Masterwork Short Sword, Small Composite Longbow (+1 Str), Studded Leather Armor

Ranger Spells Prepared (CL 2nd):

1st—*longstrider*

Abilities Str 14 (18), Dex 14, Con 13 (17), Int 10, Wis 12, Cha 8

EX Rage 1/day, Fast Movement, Favored Enemy: Halflings +2

Feats Skill Focus (Survival), Self-Sufficient, Two Weapon Fighting (bonus), Track (bonus), Endurance (bonus)

Skills Bluff +3, Disguise +3, Handle Animal +2 (+4 with Animal Companion), Heal +3, Hide +5, Knowledge (Nature) +7, Listen +9, Move Silently +5, Ride +6, Speak Language 1, Spot +5, Survival +14 (+2 in above ground natural environments)

Possessions combat gear plus *hat of disguise*, 4 vials *Catstink*, *ring of protection* +1

ANKLEBITER

Wolf Animal Companion

NE Medium Animal

Init +2; **Senses** Listen +3, Spot +3

Aura

Languages none

AC 14, touch 12, flat-footed 12
(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

Miss Chance

hp 13 (2 HD);

Fort +5, Ref +5, Will +1

Speed 50 ft. (10 squares), base movement 50 ft.

Melee Bite +3 (d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; Grp +2

Atk Options Trip (Ex) after successful bite attack at +1 check modifier

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ Lowlight Vision, Scent, Link, Share Spells

Feats Track (bonus), Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival+1 (+4 when tracking by Scent)

Tricks Attack, Come, Defend, Down, Guard, Heel, Track

ENCOUNTER 25: THE NEXUS

LAKI WARGFRUEND CR 9

Goblin Wizard 9

NE Small Humanoid (Goblinoid)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Goblin, Halfling, Orc, Terran**AC** 20, touch 16, flat-footed 19 (+1 size, +4 extended shield, +4 mage armor)**hp** 46 (9 HD)**Fort** +5, **Ref** +4, **Will** +7**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d3-2/19-20)**Base Atk** +4; **Grp** -2**Space** 5 ft.; **Reach** 5 ft.**Wizard Spells Prepared** (CL 9th, DC 15 + spell level):5th – *Bigby's interposing hand*, *prismatic ray*, *transmute rock to mud*4th – *defenestrating sphere*, *dimension door*, *solid fog*, *Evard's black tentacles*3rd – *blink*, *fly*, *haste*, *stinking cloud*, *sleet storm*2nd – *alter self*, *cat's grace*, ~~*extended shield*~~, *fog cloud*, *mirror image*, *web*1st – *disguise self* (2), *expeditious retreat*, *grease*, ~~*mage armor*~~, *magic missile* (2)0 – *detect magic* (2), *mage hand*, *read magic* (2)**Abilities** Str 7, Dex 12, Con 14, Int 20, Wis 12, Cha 10**SQ** improved familiar, share spells**Feats** Alertness (if familiar is within 5 ft.), Combat Casting, Eschew Materials, Improved Familiar, Scribe Scroll, Empower Spell, Extend Spell**Skills** Bluff +4, Concentration +14, Craft (Alchemy) +17, Disguise +4, Hide +5, Knowledge (arch & eng) +8, Knowledge (Volverdyva) +10, Move Silently +5, Ride +5, Spellcraft +17**Possessions** dagger, *headband of intellect* +2, *lesser metamagic rod of silent spell*, *amulet of health* +2, *pearl of power* – 1st lvl**Spellbook** spells prepared plus 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1 – *burning hands*, *enlarge person*, *grease*, *mage armor*, *shield*; 2 – *arcane lock*, *bull's strength*, *fog cloud*, *fox's cunning*, *Melf's acid arrow*, *resist energy*, *see invisibility*; 3 – *explosive runes*, *lightning bolt*, *greater mage armor*, *magic circle against good*, *shrink item*; 4 – *dispelling screen*, *wall of fire*, *polymorph*; 5 – *cloudkill*, *cone of cold***DIGGER**

Earth Elemental Familiar

NE Small Elemental (Earth, Extraplanar)

Init -1 **Senses** Darkvision 60 ft. Listen +5 Spot+4**Languages** Terran**AC** 22, touch 10, flat-footed 22 (+1 size, -1 Dex, +12 natural)**hp** 23 (9 HD)**Fort** +4, **Ref** +2, **Will** +6**Speed** 20 ft. (4 squares)**Melee** Slam +8 (1d6+4)**Base Atk** +4; **Grp** +3**Space** 5 ft.; **Reach** 5 ft.**Special Actions** earth mastery, push, deliver touch spells**Abilities** Str 17 Dex 8 Con 13 Int 10 Wis 11 Cha 11**SQ** earth glide, elemental traits, improved evasion, share spells, empathic link, speak with master**Feats** Power Attack, Alertness**Skills** Bluff +4, Concentration +13, Craft (Alchemy) +12, Disguise +4, Hide +3, Knowledge (arch & eng) +3, Knowledge (Volverdyva) +5, Move Silently +3, Ride +3, Spellcraft +12**INKTHOK CR 7**

Goblin Rogue 7

NE Small Humanoid (Goblinoid)

Init +9 **Senses** Darkvision 60 ft.; Listen +0 Spot+0**Languages** Common, Goblin, Halfling**AC** 19, touch 15, flat-footed 19**hp** 37 (7 HD)**Fort** +3, **Ref** +10, **Will** +2**Speed** 30 ft. (6 squares)**Melee** rapier +1 +12(1d4+1/18-20)**Ranged** MW hand crossbow +12(1d3/19-20)**Base Atk** +5; **Grp** +1**Space** 5 ft.; **Reach** 5 ft.**Special Actions** sneak attack 4d6**Combat Gear** 4 *potions of invisibility*, 2 *potions of cure light wounds***Abilities** Str 10 Dex 20 Con 12 Int 12 Wis 10 Cha 10**SQ** trapfinding, sneak attack, evasion, uncanny dodge, trap sense**Feats** Improved Initiative, Stealthy, Weapon Finesse**Skills** Bluff +10, Climb +9, Craft (Trapmaking) +11, Disguise +10, Escape Artist +14, Hide +20, Knowledge (Volverdyva) +6, Move Silently +20, Open Lock +10, Tumble +14**Possessions** combat gear plus *rapier* +1, dagger, MW hand crossbow, 20 bolts, mw chain shirt, *gloves of dexterity* +2.**GRAKALL CR 7**

Male Goblin Barbarian 2/Ranger 5

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +11, Spot +7**Languages** Common, Goblin, Halfling**AC** 17, touch 14, flat-footed 17

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 49 (7 HD);**Fort** +8, **Ref** +6, **Will** +2**Speed** 40 ft. in light armor (8 squares), base movement 40 ft.

Melee +1 *battle axe* +11/+6 (d6+3/x3) or +1 *battle axe* +9/+4 (d6 +3/x3) and masterwork short sword +9 (d4+1/19-20)

Ranged masterwork composite longbow (+1 Str) +11 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +5

RAGE STATS (6 rounds)

AC 15, touch 12, flat-footed 15

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural, -2 rage)

Miss Chance

hp 63 (7 HD);

Fort +10, **Ref** +6, **Will** +6

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee +1 *battle axe* +13 (1d6+5/x3) or +1 *battle axe* +11 (1d6 +5/x3) and masterwork short sword +11 (1d4+2/19-20)

Ranged Masterwork Composite Longbow (+1 Str) +11 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +7

Atk Options Two Weapon Fighting, Rage (6 rounds), Favored Enemy: Halflings +4, Favored Enemy: Elves +2, Close Quarters Fighting

Special Actions

Combat Gear small +1 *battle axe*, small masterwork short sword, small masterwork composite longbow (+1 Str), studded leather armor

Ranger Spells Prepared (CL 2nd; DC = 11 + spell level):

1st — *longstrider*

Abilities Str 14 (18), Dex 14, Con 13 (17), Int 10, Wis 12, Cha 8

EX Uncanny Dodge, Favored Enemy: Halflings +4, Elves +2

Feats Skill Focus (Survival), Self-Sufficient, Two Weapon Fighting (bonus), Track (bonus), Endurance (bonus), Close Quarters Fighting (See Appendix)

Skills Bluff +4, Disguise +4, Handle Animal +2 (+4 with Animal Companion), Heal +3, Hide +5, Knowledge (Nature) +7, Listen +11, Move Silently +5, Ride +6, Speak Language 1, Spot +7, Survival +16 (+2 in above ground natural environments)

Possessions combat gear plus *hat of disguise*, 4 vials *Catstink*, *ring of protection* +1

ANKLEBITER

Wolf Animal Companion

NE Medium Animal

Init +2; **Senses** Listen +3, Spot +3

Aura

Languages none

AC 14, touch 12, flat-footed 12

(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

Miss Chance

hp 13 (2 HD);

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares), base movement 50 ft.

Melee Bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Trip (Ex) after successful bite attack at +1 check modifier

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ Lowlight Vision, Scent, Link, Share Spells

Feats Track (bonus), Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival+1 (+4 when tracking by Scent)

Tricks Attack, Come, Defend, Down, Guard, Heel, Track

ENCOUNTER 25: THE NEXUS

LAKI WARGFRUEND CR 11

Goblin Wizard 11

NE Small Humanoid (Goblinoid)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Goblin, Halfling, Orc, Terran**AC** 20, touch 16, flat-footed 19 (+1 size, +4 extended *shield*, +4 *mage armor*)**hp** 56 (11 HD)**Fort** +5, **Ref** +4, **Will** +8**Speed** 30 ft. (6 squares)**Melee** dagger +4 (1d3-2/19-20)**Base Atk** +5; **Grp** -1**Space** 5 ft.; **Reach** 5 ft.**Wizard Spells Prepared** (CL 11th, DC 16 + spell level):6th – *acid fog*, *Bigby's forceful hand*, empowered *wall of fire*5th – *Bigby's interposing hand*, *cloudkill*, *prismatic ray*, *transmute rock to mud*4th – *defenestrating sphere*, *dimension door*, *solid fog*, *Evard's black tentacles*, *wall of fire*3rd – *blink*, *fly*, *haste*, *lightning bolt*, *stinking cloud*, *sleet storm*2nd – *alter self*, still *burning hands*, *cat's grace*, ~~extended shield~~, *fog cloud*, *mirror image*, *web*1st – *disguise self* (2), *expeditious retreat*, *grease*, ~~mage armor~~, *magic missile* (2)0 – *detect magic* (2), *mage hand*, *read magic* (2)**Abilities** Str 7, Dex 12, Con 14, Int 22, Wis 12, Cha 10**SQ** improved familiar, share spells**Feats** Alertness (if familiar is within 5 ft.), Combat Casting, Eschew Materials, Improved Familiar, Scribe Scroll, Empower Spell, Extend Spell, Still Spell**Skills** Bluff +6, Concentration +16, Craft (Alchemy) +20, Disguise +6, Hide +5, Knowledge (arch & eng) +9, Knowledge (Velverdyva) +11, Move Silently +5, Ride +5, Spellcraft +20**Possessions** dagger, *headband of intellect* +4, *amulet of health* +2, *pearl of power* – 1st lvl**Spellbook** spells prepared plus 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1 – *enlarge person*, *grease*, *mage armor*, *shield*; 2 – *arcane lock*, *bull's strength*, *fog cloud*, *fox's cunning*, *Melf's acid arrow*, *resist energy*, *see invisibility*; 3 – *explosive runes*, *greater mage armor*, *magic circle against good*, *shrink item*; 4 – *dispelling screen*, *polymorph*; 5 – *cone of cold*; 6 – *chain lightning*, *disintegrate*, *greater dispel magic***DIGGER**

Earth Elemental Familiar

NE Small Elemental (Earth, Extraplanar)

Init -1 **Senses** Darkvision 60 ft. Listen +5 Spot+4**Languages** Terran**AC** 23, touch 10, flat-footed 23 (+1 size, -1 Dex, +13 natural)**hp** 28 (11 HD)**Fort** +4, **Ref** +2, **Will** +7**Speed** 20 ft. (4 squares)**Melee** Slam +9 (1d6+4)**Base Atk** +5; **Grp** +4**Space** 5 ft.; **Reach** 5 ft.**Special Actions** earth mastery, push, deliver touch spells**Abilities** Str 17 Dex 8 Con 13 Int 11 Wis 11 Cha 11**SQ** earth glide, elemental traits, improved evasion, share spells, empathic link, speak with master, spell resistance 16**Feats** Power Attack, Alertness**Skills** Bluff +6, Concentration +15, Craft (Alchemy) +14, Disguise +6, Hide +3, Knowledge (arch & eng) +3, Knowledge (Velverdyva) +5, Move Silently +3, Ride +3, Spellcraft +14**INKTHOK CR 9**

Goblin Rogue 9

NE Small Humanoid (Goblinoid)

Init +9 **Senses** Darkvision 60 ft.; Listen +0 Spot+0**Languages** Common, Goblin, Halfling**AC** 19, touch 15, flat-footed 19**hp** 47 (9 HD)**Fort** +4, **Ref** +11, **Will** +3**Speed** 30 ft. (6 squares)**Melee** rapier+1 +13/+8(1d4+1/18-20)**Ranged** MW hand crossbow +12(d3/19-20)**Base Atk** +6; **Grp** +2**Space** 5 ft.; **Reach** 5 ft.**Special Actions** sneak attack 5d6**Combat Gear** 4 *potions of invisibility*, 2 *potions of cure light wounds***Abilities** Str 10 Dex 20 Con 13 Int 12 Wis 10 Cha 10**SQ** trapfinding, sneak attack, evasion, uncanny dodge, trap sense**Feats** Danger Sense, Improved Initiative, Stealthy, Weapon Finesse**Skills** Bluff +12, Climb +11, Craft (Trapmaking) +13, Disguise +12, Escape Artist +22, Hide +22, Knowledge (Velverdyva) +7, Move Silently +22, Open Lock +15, Tumble +16.**Possessions** combat gear plus *rapier*+1, dagger, MW hand crossbow, 20 bolts, mw chain shirt, *gloves of dex*+2, *vest of escape*.**GRAKALL CR 9**

Male Goblin Barbarian 2/Ranger 7

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +13, Spot +11**Aura****Languages** Common, Goblin, Halfling

AC 17, touch 14, flat-footed 17 (+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

Miss Chance

hp 70 (9 HD);

Fort +11, **Ref** +8, **Will** +4

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee +1 Battle Axe +13/+8 (d6+3/x3) or +1 Battle Axe +11/+6 (d6 +3/x3) and +1 Short Sword +11/+6 (d4+2/19-20)

Ranged Masterwork Composite Longbow (+1 Str) +13/8 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +7

RAGE STATS (7 rounds)

AC 15, touch 12, flat-footed 15

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural, -2 rage)

hp 88 (9 HD);

Fort +13, **Ref** +8, **Will** +6

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee +1 Battle Axe +15/+10 (d6+5/x3) or +1 Battle Axe +13/+8 (d6 +5/x3) and +1 Short Sword +13/+8 (d4+2/19-20)

Ranged Masterwork Composite Longbow (+1 Str) +13/+8 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Two Weapon Fighting, Instantaneous Rage (7 rounds), Favored Enemy: Halflings +4, Favored Enemy: Elves +2, Close Quarters Fighting

Special Actions

Combat Gear Small +1 Battle Axe, *small* +1 *short sword*, Small Masterwork Composite Longbow (+1Str), Studded Leather Armor

Ranger Spells Prepared (CL 3rd; DC = 11 + spell level):

1st—*longstrider*, *entangle*

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

Feats Skill Focus (Survival), Self-Sufficient, Two Weapon Fighting (bonus), Improved Two Weapon Fighting (bonus), Track (bonus), Endurance (bonus), Close Quarters Fighting (See Appendix), Instantaneous Rage (See Appendix)

Skills Bluff +5, Disguise +5, Handle Animal +2 (+4 with Animal Companion), Heal +3, Hide +5, Knowledge (Nature) +7, Listen +12, Move Silently +5, Ride +6, Speak Language 1, Spot +11, Survival +18 (+2 in above ground natural environments)

Possessions combat gear plus *hat of disguise*, 4 vials Catstink, *ring of protection* +1, *cloak of resistance* +1

ANKLEBITER

Wolf Animal Companion

NE Medium Animal

Init +2; **Senses** Listen +3, Spot +3

Aura

Languages none

AC 17, touch 13, flat-footed 14

(+0 size, +3 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +4 natural)

Miss Chance

hp 29 (4 HD);

Fort +6, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares), base movement 50 ft.

Melee Bite +6 (d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Trip (Ex) after successful bite attack at +4 check modifier

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

SQ Lowlight Vision, Scent, Link, Share Spells, Evasion

Feats Track (bonus), Weapon Focus (bite), Toughness

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival+3 (+4 when tracking by Scent)

Tricks Attack, Come, Defend, Down, Guard, Heel, Track, Attack (unnatural enemies)

ENCOUNTER 25: THE NEXUS

LAKI WARGFRUEND CR 13

Goblin Wizard 13

NE Small Humanoid (Goblinoid)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Goblin, Halfling, Orc, Terran**AC** 20, touch 16, flat-footed 19 (+1 size, +4 extended shield, +4 mage armor)**hp** 66 (13 HD)**Fort** +9, **Ref** +8, **Will** +12**Speed** 30 ft. (6 squares)**Melee** dagger +6/+1 (1d3-1/19-20)**Base Atk** +6/+1; **Grp** +1**Space** 5 ft.; **Reach** 5 ft.**Wizard Spells Prepared** (CL 13th, DC 16 + spell level):7th – *prismatic spray*, *summon monster VII*6th – *acid fog*, *Bigby's forceful hand*, empowered *wall of fire*, *disintegrate*5th – *Bigby's interposing hand*, *cloudkill*, empowered *lightning bolt*, *prismatic ray*, *transmute rock to mud*4th – *defenestrating sphere*, *dimension door* (2), *solid fog*, *Evard's black tentacles*, *wall of fire*3rd – *blink*, *fly*, *haste*, *lightning bolt*, *stinking cloud*, *sleet storm*2nd – *alter self*, *still burning hands*, *cat's grace*, ~~extended shield~~, *fog cloud*, *mirror image*, *web*1st – *disguise self* (2), *expeditious retreat*, *grease*, ~~mage armor~~, *magic missile* (2)0 – *detect magic* (2), *mage hand*, *read magic* (2)**Abilities** Str 8, Dex 12, Con 14, Int 22, Wis 12, Cha 10**SQ** improved familiar, share spells**Feats** Alertness (if familiar is within 5 ft.), Combat Casting, Eschew Materials, Improved Familiar, Scribe Scroll, Empower Spell, Extend Spell, Repeat Spell, Still Spell**Skills** Bluff +7, Concentration +18, Craft (Alchemy) +22, Disguise +7, Hide +5, Knowledge (arch & eng) +9, Knowledge (Velverdyva) +11, Move Silently +5, Ride +5, Spellcraft +22**Possessions** dagger, *headband of intellect* +4, *amulet of health* +2, *vest of resistance* +3, *ring of counterspells* (greater dispel magic)**Spellbook** spells prepared plus 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1 – *enlarge person*, *grease*, *mage armor*, *shield*; 2 – *arcane lock*, *bull's strength*, *fog cloud*, *fox's cunning*, *Melf's acid arrow*, *resist energy*, *see invisibility*; 3 – *explosive runes*, *greater mage armor*, *magic circle against good*, *shrink item*; 4 – *dispelling screen*, *polymorph*; 5 – *cone of cold*; 6 – *chain lightning*, *greater dispel magic***DIGGER**

Earth Elemental Familiar

NE Small Elemental (Earth, Extraplanar)

Init -1 **Senses** Darkvision 60 ft. Listen +5 Spot+4**Languages** Terran**AC** 24, touch 10, flat-footed 24 (+1 size, -1 Dex, +14 natural)**hp** 33 (13 HD)**Fort** +5, **Ref** +3, **Will** +8**Speed** 20 ft. (4 squares)**Melee** Slam +10/+5 (1d6+4)**Base Atk** +6/1; **Grp** +5**Space** 5 ft.; **Reach** 5 ft.**Special Actions** earth mastery, push, deliver touch spells, *scry* on familiar**Abilities** Str 17 Dex 8 Con 13 Int 12 Wis 11 Cha 11**SQ** earth glide, elemental traits, improved evasion, share spells, empathic link, speak with master, spell resistance 18**Feats** Power Attack, Alertness**Skills** Bluff +7, Concentration +17, Craft (Alchemy) +17, Disguise +7, Hide +3, Knowledge (arch & eng) +4, Knowledge (Velverdyva) +6, Move Silently +3, Ride +3, Spellcraft +17**INKTHOK CR 11**

Goblin Rogue 11

NE Small Humanoid (Goblinoid)

Init +9 **Senses** Darkvision 60 ft.; Listen +0 Spot+0**Languages** Common, Goblin, Halfling**AC** 22, touch 17, flat-footed 22**hp** 68 (11 HD)**Fort** +5, **Ref** +12, **Will** +3**Speed** 30 ft. (6 squares)**Melee** rapier +1 +15/+10(1d4+1/18-20)**Ranged** MW hand crossbow +18(d3/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +4**Special Actions** sneak attack 6d6, crippling strike**Combat Gear** 4 potions of invisibility, 2 potions of cure light wounds**Abilities** Str 10 Dex 20 Con 15 Int 12 Wis 10 Cha 10**SQ** trapfinding, sneak attack, evasion, uncanny dodge, trap sense, crippling strike**Feats** Danger Sense, Improved Initiative, Stealthy, Weapon Finesse**Skills** Bluff +14, Climb +13, Craft (Trapmaking) +15, Disguise +14, Escape Artist +24, Hide +24, Knowledge (Velverdyva) +8, Move Silently +24, Open Lock +16, Tumble +18**Possessions** combat gear plus *rapier* +1, dagger, MW hand crossbow, 20 bolts, *chain shirt* +1, *gloves of dexterity* +2, *amulet of health* +2, *vest of escape*, *ring of protection* +2.

APL 12

GRAKALL CR 11

Male Goblin Barbarian 2/Ranger 9

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +15, Spot +15

Aura

Languages Common, Goblin, Halfling

AC 18, touch 14, flat-footed 18

(+1 size, +2 Dex, +0 class, +4 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 95 (11 HD);

Fort +13, **Ref** +9, **Will** +5

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee +1 *keen battle axe* +15/+10/+5 (d6+3/19-20/x3) or +1 *keen battle axe* +13/+8/+3 (d6 +3/19-20/x3) and +1 *short sword* +13/+8 (d4+2/19-20)

Ranged masterwork composite longbow (+1 Str) +15/+10/+5 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +9

RAGE STATS

AC 16, touch 12, flat-footed 16

(+1 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural, -2 rage)

Miss Chance

hp 117 (9 HD);

Fort +15, **Ref** +8, **Will** +8

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee +1 *keen battle axe* +17/+12/+7 (d6+5/19-20/x3) or +1 *keen battle axe* +15/+10/+5 (d6 +5/19-20/x3) and +1 *short sword* +15/+10 (d4+2/19-20)

Ranged masterwork composite longbow (+1 Str) +13/+8 (1d6+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +11

Atk Options Improved Two Weapon Fighting, Instantaneous Rage (8 rounds), Favored Enemy: Halflings +4, Favored Enemy: Elves +2, Close Quarters Fighting

Special Actions

Combat Gear small +1 *keen battle axe*, small +1 *short sword*, small masterwork composite longbow (+1 str), +1 *studded leather armor*

Ranger Spells Prepared (CL 4th; DC 11 + spell level):

1st—*longstrider*, *entangle*

Abilities Str 14 (18), Dex 14, Con 16 (20), Int 10, Wis 12, Cha 8

EX Uncanny Dodge, Evasion, Favored Enemy: Halflings +4, Elves +2

Feats Skill Focus (Survival), Self-Sufficient, Two Weapon Fighting (bonus), Improved Two Weapon Fighting (bonus), Track (bonus), Endurance (bonus), Close Quarters Fighting (See Appendix), Instantaneous Rage (See Appendix)

Skills Bluff +6, Disguise +6, Handle Animal +2 (+4 with Animal Companion), Heal +3, Hide +5, Knowledge (Nature) +7, Listen +15, Move Silently +5, Ride +6, Speak Language 1, Spot +15, Survival +20 (+2 in above ground natural environments)

Possessions combat gear plus *hat of disguise*, 4 vials Catstink, *ring of protection* +1, *cloak of resistance* +1, *amulet of health* +2

ANKLEBITER

Wolf Animal Companion

NE Medium Animal

Init +2; **Senses** Listen +3, Spot +3

Aura

Languages none

AC 17, touch 13, flat-footed 14

(+0 size, +3 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +4 natural)

Miss Chance

hp 29 (4 HD);

Fort +6, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares), base movement 50 ft.

Melee Bite +6 (d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Trip (Ex) after successful bite attack at +4 check modifier

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

SQ Lowlight Vision, Scent, Link, Share Spells, Evasion

Feats Track (bonus), Weapon Focus (bite), Toughness

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival+3 (+4 when tracking by Scent)

Tricks Attack, Come, Defend, Down, Guard, Heel, Track, Attack (unnatural enemies)

APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Source: *Complete Warrior* 97

Danger Sense [General]

You are one twitchy individual

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Source: *Complete Adventurer* 106.

Instantaneous Rage [General]

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you are

surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

Source: *Complete Warrior* 102.

Repeat Spell [Metamagic]

You can cast a spell that repeats on the following round.

Prerequisite: Any metamagic feat

Benefit: A repeated spell is automatically cast again at the beginning of your turn in the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the originated spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat.

A repeated spell uses up a spell slot three levels higher than the spell's actual level.

Source: *Complete Arcane* 82.

MAGIC ITEMS

Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration: CL 5th Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp(+1), 4,000 gp(+2), 9,000 gp(+3), 16,000 gp(+4), 25,000 gp(+5); Weight 1lb.

Source: *Complete Arcane* 150.

MUNDANE EQUIPMENT

Catstink

A dose of this alchemical compound sprinkled on your trail temporarily confuses the scent ability of any creature. Any creature using scent to track you must succeed on a DC 15 Survival check or lose your trail. If the trail is lost, the creature can attempt to relocate it using the normal rules for the Track feat, but the check DC increases by 2. The odor of catstink remains in effect for 10 minutes after the substance is used.

Sprinkling catstink on one's trail is a standard action that provokes attacks of opportunity.

Source: *Complete Adventurer*.

SPELLS

Defenestrating Sphere

Evocation [Air]

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

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

Area: 2-ft.-radius sphere

Duration: 1 round/level (D)

Spell Resistance: Yes

From the pearl you hold between your thumb and ring finger erupts a cloudy gray sphere of whirling air and howling wind that flies to attack your enemies.

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8×10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Source: *Spell Compendium* 62.

Dispelling Screen

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

By tossing down the sheet of crystal in your hand and completing the mysterious words of power needed to release the energy of the spell, you create an immobile, shimmering screen of violet energy.

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted dispel magic (PH 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of dispel magic—attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A disintegrate or successful dispel magic removes dispelling screen, while an antimagic field suppresses it.

Material Component: A sheet of fine lead crystal.

Source: *Spell Compendium* 67.

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Reference: *Complete Arcane*, page 114.

Prismatic Ray

Evocation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Area: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You feel within you, as the spell nears completion, various energies locked in a battle within your body. As nausea threatens to overcome you, you croak out the final syllables of arcane power and point your hand. A single beam of brilliantly colored light then shoots from your outstretched hand.

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	90 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Set to another plane (Will negates)
8	–	Two effects; roll twice more, ignoring any “8” results

APPENDIX 3: EVENT TIMELINE

The following is a timeline of what has happened and what will happen in the village of Banebridge. The PCs' actions may force you to modify the events of this timeline.

1st of Fireseek

The five goblins, Rumbreath, Snagglewart, Laki, Inkthok, and Grakall begin spying on Banebridge. Digger begins expanding the warrens under the village.

12th of Fireseek

The goblins abduct Othello, Johan, Yonni, Julie, and Wilfed and lock them away in the warrens. The goblins replace the halflings and join Banebridge society to study caravan activity. They often "play" outside of the village, where they make their plans and feed the halfling children. The goblins use the information from the frightened children to improve their masquerade.

19th of Fireseek

Harrod the human bard arrives in Banebridge. He has stolen a few *potions of cure light wounds* during the next few days.

22nd of Fireseek

Yonkar the half-orc arrives in Banebridge, gets drunk, and passes out in his room.

23rd of Fireseek

Content with the intelligence they gained, the goblins permanently retreat into the warrens. The sudden disappearance of the children raises alarm within the village, and a cry for help goes out. Whip Goblinsbane arrives in Banebridge and waits for the return of Trass Dagby.

26th of Fireseek, noon

The PCs arrive in Banebridge (Introduction).

26th of Fireseek, sunset

Digger plants alchemist's fire under the library (Encounter 6: Johan Fleetfoot).

26th of Fireseek, evening

Filanda arrives at the Leather Jack Tavern.

26th of Fireseek, midnight

Digger plants alchemist's fire under Dagby Manor (Encounter 18: Dagby Manor).

26th of Fireseek, 2 bells past midnight

Inkthok sneaks into the well and works on the well trap for an hour. She slips once and makes a metallic clatter (Encounter 17: The Well).

27th of Fireseek, dawn

Filanda returns to Dyvers.

27th of Fireseek, noon

Harrod attempts to shoplift a *potion of cure light wounds* from Prachett's Potions. Prachett spots him and reports the theft shortly thereafter (Encounter 15: Prachett's Potions).

27th of Fireseek, early afternoon

Drif Sharpthorn arrests Harrod. Talk is abuzz about how Harrod might be responsible for the disappearance of the children (Encounter 15: Prachett's Potions).

27th of Fireseek, late afternoon

Digger plants alchemist's fire under Prachett's Potions (Encounter 15: Prachett's Potions). If befriended by the PCs, Yonkar tells Larnard Darkleaf that he is searching the river (Encounter 20: The River).

27th of Fireseek, sunset

Digger plants alchemist's fire under Mayor Venisera's house. A guard investigates and is killed (Encounter 19: Venisera Darkleaf).

27th of Fireseek, evening

If befriended by the PCs, Yonkar finds the entrance to the warrens and is killed (Encounter 20: The River). Larnard Darkleaf may tell the PCs of Yonkar's plan.

27th of Fireseek, midnight

Digger plants alchemist's fire under the Leather Jack Tavern (Encounter 4: Yonni Darkleaf). Inkthok travels to the Darkleaf road and lays caltrops (Encounter 16: On the way to the Darkleaf Clan).

27th of Fireseek, 1 bell past midnight

Inkthok sneaks into the well and arms the trap (Encounter 17: The Well).

27th of Fireseek, 2 bells past midnight

The goblins activate the alchemist's fire traps, igniting several buildings at once. They flee during the chaos.

APPENDIX 4: CAST OF CHARACTERS

The following is an abridged list of NPCs that the PCs may meet or learn about. They are broken up into five categories: Victims, villains, suspects, information sources, and bystanders. For more information about the NPC, consult the encounter where they can be found.

THE VICTIMS

Othello Meadowsoft: The boy was kidnapped by the goblins and replaced by Rumbreath. He became a more rebellious child after his father died. Most likely located in Encounter 26: Rescuing the Children.

Hycinth Meadowsoft: Othello's mother is grief-stricken and given to hallucinations that her son has returned. Most likely located in Encounter 3: Othello Meadowsoft.

Yonni Darkleaf: The boy was kidnapped by the goblins and replaced by Laki Warfreund. He is the nephew of Larnard Darkleaf and works as his apprentice at the Leather Jack Tavern. Most likely located in Encounter 26: Rescuing the Children.

Larnard Darkleaf: Larnard is the proprietor of the Leather Jack Tavern. He cares for Yonni, though he is far from spoiling the boy. Most likely located in Encounter 4: Yonni Darkleaf.

Julie Goodwillow: The girl was kidnapped by goblins and replaced by Inkthok Quickfingers. She is becoming a woman and is outgrowing her dolls and doilies. Most likely located in Encounter 26: Rescuing the Children.

Pilfam Goodwillow: Pilfam is the father of Julie. He is often out searching for the children. Most likely located in Encounter 5: Julie Goodwillow.

Gabby Goodwillow: Gabby is the mother of Julie. She keeps close watch over Neethin, Julie's brother. Most likely located in Encounter 5: Julie Goodwillow.

Neethin Goodwillow: Neethin is Julie's brother. He has seen Julie acting funny in a few ways, but he is afraid to reveal those facts to his parents. Most likely located in Encounter 5: Julie Goodwillow.

Johan Fleetfoot: The boy was kidnapped by goblins and replaced with Snagglewart. He worked at the library and loves the Dogriders. Most likely located in Encounter 26: Rescuing the Children.

Montor Fleetfoot: Montor is Johan's great-grandfather. He watches over the library and is an aficionado of the Dogriders. Most likely located in Encounter 6: Johan Fleetfoot.

Wilfed Straighttree: The boy was kidnapped by goblins and replaced with Grakall. He is good with animals and stands a good chance of being employed by House Dagby. Most likely located in Encounter 26: Rescuing the Children.

Chat Birdcall: Chat is Wilfed's stepfather. He runs the livery. Most likely located in Encounter 7: Wilfed Straighttree.

Petunia Straighttree: Petunia is Wilfed's mother. She married Chat Birdcall after her husband was killed by a bear. Most likely located in Encounter 7: Wilfed Straighttree.

Norton Straighttree: Norton is Wilfed's younger brother. He is the middle child of the Straighttrees. Most likely located in Encounter 7: Wilfed Straighttree.

Jasperine Straighttree: Jasperine is Wilfed's younger sister. She is the youngest of the Straighttrees. Most likely located in Encounter 7: Wilfed Straighttree.

Lyle: The guard of the mayor's house dies when he investigates Digger's incursion on Day 2 of the PCs' arrival. Most likely located in Encounter 19: Venisera Darkleaf.

THE VILLAINS

Laki Warfreund: This goblin wizard is responsible for crafting the alchemist's fire placed around the village. He replaced Yonni Darkleaf. Most likely located in Encounter 25: The Nexus.

Digger: This earth elemental is Laki's familiar. It places the alchemist's fire vials under key buildings of the village. Most likely located in Encounter 25: The Nexus.

Inkthok Quickfinger: This goblin rogue is responsible for crafting the traps around the village.

Her caltrops are designed to injure the Dogriders. She replaced Julie. Most likely located in Encounter 25: The Nexus, Encounter 16: On the way to the Darkleaf Clan, or Encounter 17: The Well.

Grakall: This goblin ranger is responsible for keeping their hideout hidden. He replaced Wilfed. Most likely located in Encounter 25: The Nexus.

Rumbreath: This goblin is not featured in this scenario. He replaced Othello and left town for good. Not located in this scenario.

Snagglewart: This goblin is not featured in this scenario. He replaced Johan and left town for good. Not located in this scenario.

THE SUSPECTS

Yonkar: The half-orc adventurer comes to town while the village searches for the children. He is not involved at all, but his orcish heritage places him under suspicion. Most likely located in Encounter 10: Yonkar.

Harrod: The human bard has been in Banebridge for a while, but he is not involved with the children. He is guilty of shoplifting, and the goblin masquerading as Yonni witnessed one of the thefts. Harrod may have information about Yonni. Most likely located in Encounter 11: Harrod.

Whip Goblinsbane: The young halfling arrives in town on the same day as the disappearances. He is not involved, but he has information about the missing children. Most likely located in Encounter 12: Whip Goblinsbane.

SOURCES OF INFORMATION

Mayor Venisera Darkleaf: The mayor of Banebridge. She is one of the Darkleaf clan and is related to Yonni Darkleaf. One of her guards, Lyle, might be killed while her house is being trapped. Most likely located in Encounter 1: Missing Children or Encounter 19: Venisera Darkleaf.

Marshal Drif Sharpthorn: Drif is the law of the village. He is responsible for organizing the halfling dragnets that are searching for the children. Most likely located in Encounter 1: Missing Children or Encounter 15: Prachett's Potions.

Hurbie Pine: Hurbie played with the other children before they were kidnapped and replaced. He is confused by the sudden change in attitude and is hurt

by their neglect. Most likely located in Encounter 8: Hurbie Pine.

Filanda of Courwood: This merchant shows up at night and stays until dawn. She has information about her last visit to Banebridge. Most likely located in Encounter 9: Filanda of Courwood.

Victor: This valet watches over Lord Dagby's home. He cares for the dogs and chases Whip Goblinsbane away from the house. The dogs may have information for PCs who can communicate with them. Most likely located in Encounter 18: Dagby Manor.

BYSTANDERS

Pilnoe Safehome: Pilnoe is the owner of the Sleeping Sparrow Inn. He has no information to offer, but his inn is targeted by the goblins. Most likely located in Encounter 18: Dagby Manor.

Turnas: The dwarf runs the smithy. His scrap metal has been pilfered by the goblin masquerading as Julie. Most likely located in Encounter 13: Turnas's Smithy.

Prachett Hucklewood: The proprietor of Prachett's Potions is the victim of shoplifting by two criminals: Harrod and the goblin masquerading as Yonni. The latter is responsible for stealing ingredients for alchemist's fire. Most likely located in Encounter 15: Prachett's Potions.

Lord Trass Dagby: The adventurer-turned-Gentry is not in town during this adventure. His home is being watched over by his attendant, Victor. Not located in this adventure (except as a reward in the Conclusion).

APPENDIX 5: DAGBY STABLE DOGS

A copy of this document can be found on the Dyvers Triad website (<http://living-dyvers.net>)

DAGBY HOUSE RIDING DOGS

Base Dog

DOG, RIDING: CR1
N Medium Animal
Init: +2 Senses low-light vision, scent;
Listen +5, Spot +5
Languages None
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 13 (2d8+4HD)
Fort +5; **Ref** +5, **Will** +1
Spd 40 ft. (8 squares)
Melee bite +3 (1d6+3)
Ranged -
Base Atk +1; **Grp** +3
Attack Options
Special Attack Trip
Combat Gear -
Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ scent
Feats Alertness, Track^b
Skills Jump+8, Listen +5, Spot +5, Swim +3, Survival+1^a
Possessions -
Trip (Ex): A dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.
^bIf trained for war, these animals can make a trip attack just as wolves do. A riding dog can fight while carrying a rider, but the rider cannot attack unless he or she succeeds on a Ride Check.
^aRiding dogs have a +4 racial bonus on Survival checks when tracking by scent.

Training: Dagby House dogs can only be trained at the Dagby Kennels. When initially purchased, A Dagby House dogs comes fully trained with up to its full complements of tricks. If the dog should require additional training in the future, the dog must be returned to the kennels for 1 TU for each week of training (see Handle Animal) at a cost of 10GP per week. A Dagby House dog will not accept training from any other person, to include their Druid/Ranger if they are an animal companion.

Well Trained: Due to the superb breeding of the kennels, some of the animals are superior to a typical riding dog. These special pups show abilities greater than their litter mates. For an addition 100GP you may purchase a Fine quality dog. For an additional 300GP you may purchase a Superb quality dog.

A Fine quality dog has three bonus attributes below. A Superb quality dog has five bonus attributes below.

Bonus Attributes:

Maximum hit points (2nd HD only)
+1 competence bonus to attack (counts as 2 choices)
+1 competence bonus to Trip attempts
+1 competence bonus to Spot and Listen checks
+2 competence bonus to Jump checks
+2 competence bonus to Swim checks
+2 competence bonus to Survival checks
+5 enhancement bonus to land speed
+1 natural armor bonus (counts as 2 choices)
Bonus Trick (may be taken multiple times, max 3)

Training Packages: The Dagby House kennels employ the highest quality trainers in the Dyvers region and claim the best on Oerth. Dagby House dogs may be trained in the following Tricks from either the Players Handbook or Complete Adventurer.

Tricks:

Assist Attack	Home
Assist Defend	Hunt
Assist Track	Perform
Attack	Seek
Come	Stalk
Defend	Stay
Down	Steal
Fetch	Subdue
Guard	Track
Heel	Warn
Hold	Work

Purposes:

Advanced Fighting
Combat Riding
Defensive Guarding
Fighting
Guard
Heavy Labor
Hunting
Perform
Riding
Thievery

Purchase: Specific campaign documentation is required in order to purchase a Dagby House dog. If uncertain if you have this documentation, contact your Triad POC.

Cost: 200/300/600 GP
(normal/fine/superb)

Kennel Purchase Record

Access Granted AR#:	
Purchase Date (AR#):	
Dog Quality:	Standard Fine Superb
Cost:	GP

Player Name/Character

Judge's Signature/RPGA#

Tricks	Bonus Attributes

A valid of the Protégé documents can be found on the Dyvers Triad website (<http://living-dyvers.net>)

Living Greyhounds

Lord of the House: Lord Tress Dagby "the Coltrushane"
Rights: Must be a resident of Dyvers
Tithes, Benefits, and Duties: As you advance as a protégé of the Dagby gentry house, your distinction, influence and station also increase.
All benefits are cumulative, with the exception of skill bonuses which overlap (do not stack).
Restrictions: Must have campaign documentation providing access. You may only be sponsored by a single gentry house. You may refuse the patronage of the gentry at any point but this particular patron will never offer to sponsor you again; you also may not gain a new patron for 1 calendar year.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer non pede a turpis consequat pulvinar. Nullam augue nibh, pulvinar id, eleifend eget, semper sit amet, ligula. Vivamus iaculis. Pellentesque risus libero, euismod eget, nonummy eget, aliquam quis, ipsum. Praesent et ligula varius ante scelerisque elementum. Maecenas dignissim metus elementum nisl. Sed orci leo, sollicitudin eget, aliquam sit amet, gravida sit amet, leo. Aliquam ipsum purus, bibendum ac, luctus vel, dictum sit amet, magna. Praesent rhoncus, dui ac blandit tempus, ante metus volutpat ante, in suscipit sem leo et sem. Maecenas portitor, pede nec porta lobortis, sapien arcu dignissim metus, in fringilla augue dolor eget turpis. Quisque convallis leo.

Score	Title and Benefits	Duties
3 or lower	No affiliation	Association with the house has its costs. To prove your commitment you must spend a certain amount of time per year working directly on tasks doled out by the house. You are also asked to help maintain the coffers of the house in the form of a yearly tax and periodic tithes. Payment of the time requirement or tithes should be logged on the Advancement Log. If you advance
4-10	Liegeptirle: Liegeptirles are attempting to gain the notice of the lord but have made some nominal contacts in the house. They are provided access to the some basic mundane equipment to aid them. They gain access to the following equipment: <i>fructibus</i> <i>fructibus</i> <i>fructibus</i> To help the Liegeptirle in the pursuit of house goals, they receive one (1) temporary influence point (IP) with the house at the start of each year and upon joining. This influence point must be used during the year or is lost. The accumulation and use of this IP must be documented on the advancement sheet notes section. Additionally, because of their association with the house, they receive free Adventure Lifestyle [Standard] during any Dyvers regional adventure set in Banerbridge.	Title Time Requirements Tax Tithe Liegeptirle 2 TUs per year 50 GP yearly 5% per adventure Followwr 3 TUs per year 100 GP yearly 5% per adventure Attendant 4 TUs per year 500 GP yearly 10% per adventure Advisor 5 TUs per year 1000 GP yearly 10% per adventure
11-20	Followwr: <i>Donec vehicula nunc in dolor. Cras libero. Sed aliquam pede eu ipsum. Sed vitae neque. Nisi nam. Aenean quis tellus. Vestibulum fructibus. Maecenas condimentum cras accumsan. Mauris bibendum imperdiet leo. Mauris quis urna et elit rhoncus euismod. Vivamus pharetra. Nulla eu sem sit amet risus molestie tincidunt. Maecenas cursus. Fusce non nulla.</i> To help the Followwr in the pursuit of house goals, they receive one temporary influence point (IP) with the house at the start of each year and upon joining. This influence point must be used during the year or is lost. The accumulation and use of this IP must be documented on the advancement sheet notes section. Additionally, because of their association with the house, they receive free Adventure Lifestyle [Standard] during any Dyvers regional adventure set in the Dyvers region. Followers also benefit from all the benefits of lower associations (Liegeptirle)	Citation Modifier Character level bonus +5% PC level Is a halfling (any sub-race) +2 Continued affiliation with the gentry house +1 per instance Maintains a temporary or permanent influence point with House Dwyb +2 each Plays a Dyvers regional adventure as a privilege of the house +5% per instance Establishes a residence in Banerbridge* +2 Establishes a business in Banerbridge* +2
21-35	Attendant: <i>Donec vehicula nunc in dolor. Cras libero. Sed aliquam pede eu ipsum. Sed vitae neque. Nisi nam. Aenean quis tellus. Vestibulum fructibus. Maecenas condimentum cras accumsan magna. Aliquam metus massa, gravida ut, hendrerit in, nonummy et, nisl. Aliquam gravida tincidunt arcu. Morbi ante libero, vestibulum quis, fructibus at, agestas nec, erat. Praesent nulla. Mauris bibendum imperdiet leo. Mauris quis urna et elit rhoncus euismod. Vivamus pharetra. Nulla eu sem sit amet risus molestie tincidunt. Maecenas cursus. Fusce non nulla.</i> To help the Attendant in the pursuit of house goals, they receive one permanent influence point (IP) with the house at the start of each Dyvers regional adventure. This influence point must be used during the adventure or is lost. Additionally, because of their association with the house, they receive free Adventure Lifestyle [rich] during any Dyvers regional adventure set in the Dyvers region. Followers also benefit from all the benefits of lower associations (Liegeptirle, Followwr)	Is a member of the Alliance or International Halfling Society. +2 each Successfully completes a mission assigned by the house or in lord varies Fails Successfully completes a mission assigned by the house or its lord. varies Enmity or ire of any halfling, halfling society or group regardless of source or region. -5 per instance Something else Times just doesn't like -10 per instance Any ties to the City of Grayhawke -20 per instance
36-55	Advisor: <i>Donec vehicula nunc in dolor. Cras libero. Sed aliquam pede eu ipsum. Sed vitae neque. tincidunt arcu. Morbi ante libero, vestibulum quis, fructibus at, agestas nec, erat. Praesent nulla. Nulla eu sem sit amet risus molestie tincidunt. Maecenas cursus. Fusce non nulla.</i> Additionally, because of their association with the house, they receive free Adventure Lifestyle [Luxury] during any Dyvers regional adventure set in the Dyvers region. They may also spend an IP with the house at the start of an adventure to provide free Adventure Lifestyle [Standard] to all characters at the table. Followers also benefit from all the benefits of lower associations (Liegeptirle, Followwr, Attendant)	Notes: 1. This bonus is lost if the town loses metaorganizational hall for any reason. 2. The gain or loss of Affiliation points for missions is detailed on the regional documentation for the adventure. 3. Influence points granted by this certificate do not count. If an influence point is spent or lost this modifier is lost. 4. For the Dyvers Town and City Project
55+	Special: Please contact the Dyvers triad.	

This certificate certifies that

A character played by



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Player Name	RPCA Number	Date	AR
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Has fulfilled the requirements for membership in this Drivers regional metacommunity.

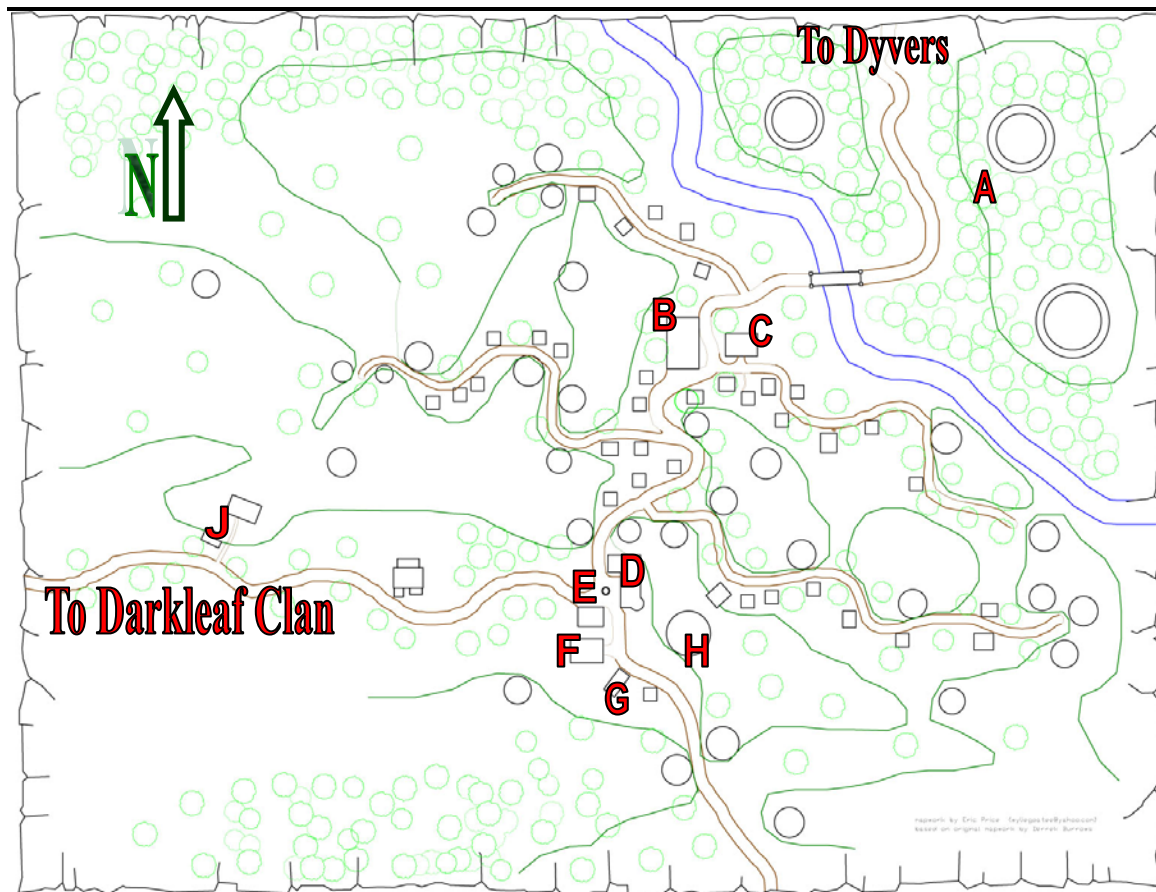
Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate record of your membership can be made in the event of an audit.

Signature of DM	Name	BPCA Number	Date
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This regional documentation has been issued by the Triad of the region of Dywys and must be turned over to them upon request. It may be revoked, altered, changed, or otherwise modified at any time by the Dywys Triad for any reason deemed necessary.

Rev. 2007-02-19

PLAYER HANDOUT 1: MAP OF BANEBRIDGE

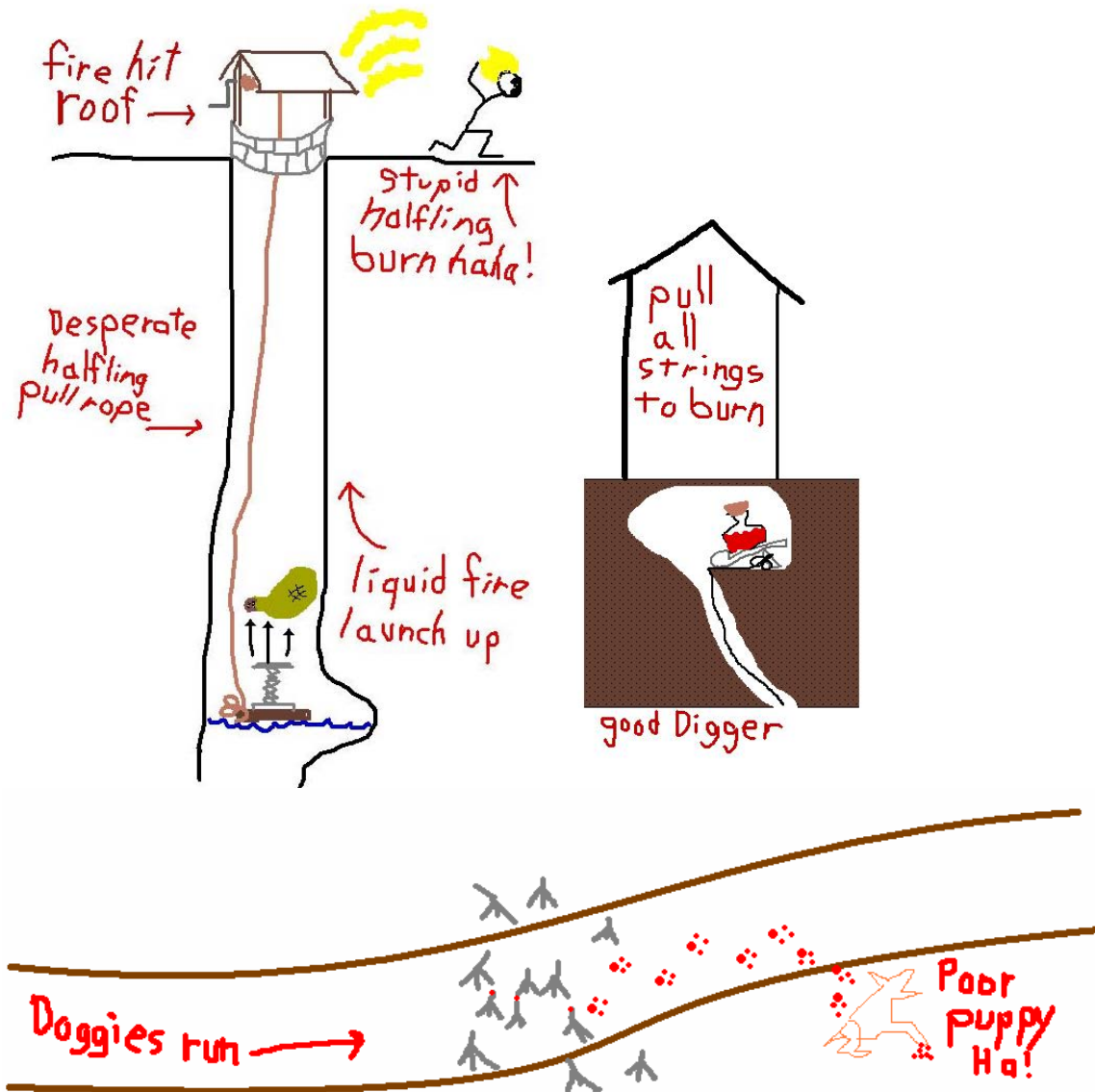


Prominent locations:

- | | | |
|------------------------|-------------------------|----------------------------|
| A. Burial mounds | B. Sleeping Sparrow Inn | C. Smithy |
| D. Leather Jack Tavern | E. Town well | F. Sheriff's office |
| G. Temple of Yondalla | H. Temple of Pelor | J. Dagby dog-riding school |

PLAYER HANDOUT 2: PLANS FOUND IN THE WARRENS

The writing is in the Goblin language.



PLAYER HANDOUT 3: NOTES FOUND IN LIBRARY

The writing is in the Goblin language.

My liege,

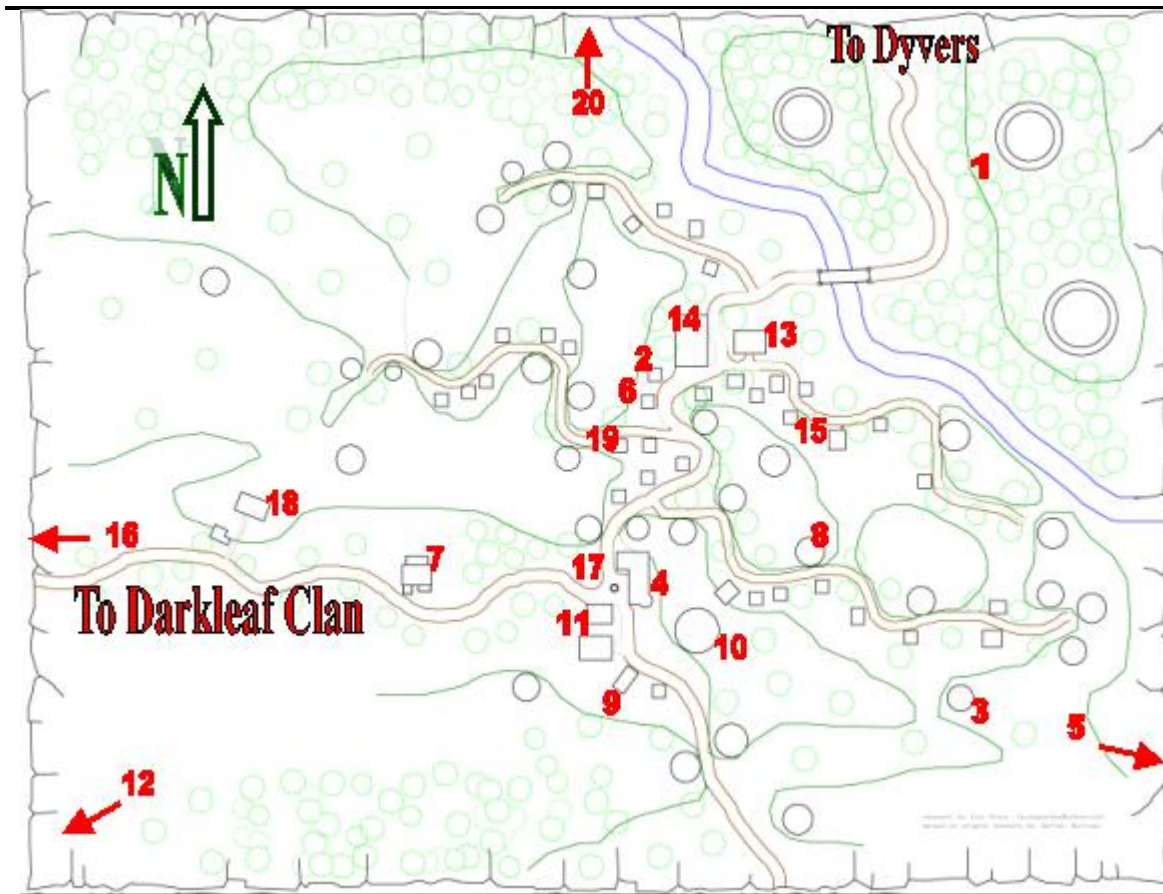
I am sending several documents with Laki. They show the strengths and the weaknesses of the Dogriders of the plains. These documents can show you how to counter their advantage on the plains when you are ready to leave the forest.

I know you expect all five of us to return, but Rumbreath was interested in what I found about caravans in the great cesspool.

The two of us will go there while the rest stay north. They will deliver the documents when they're done with this stinking town.

May the dark ones smile bloodily
on us all,
Snagglewart

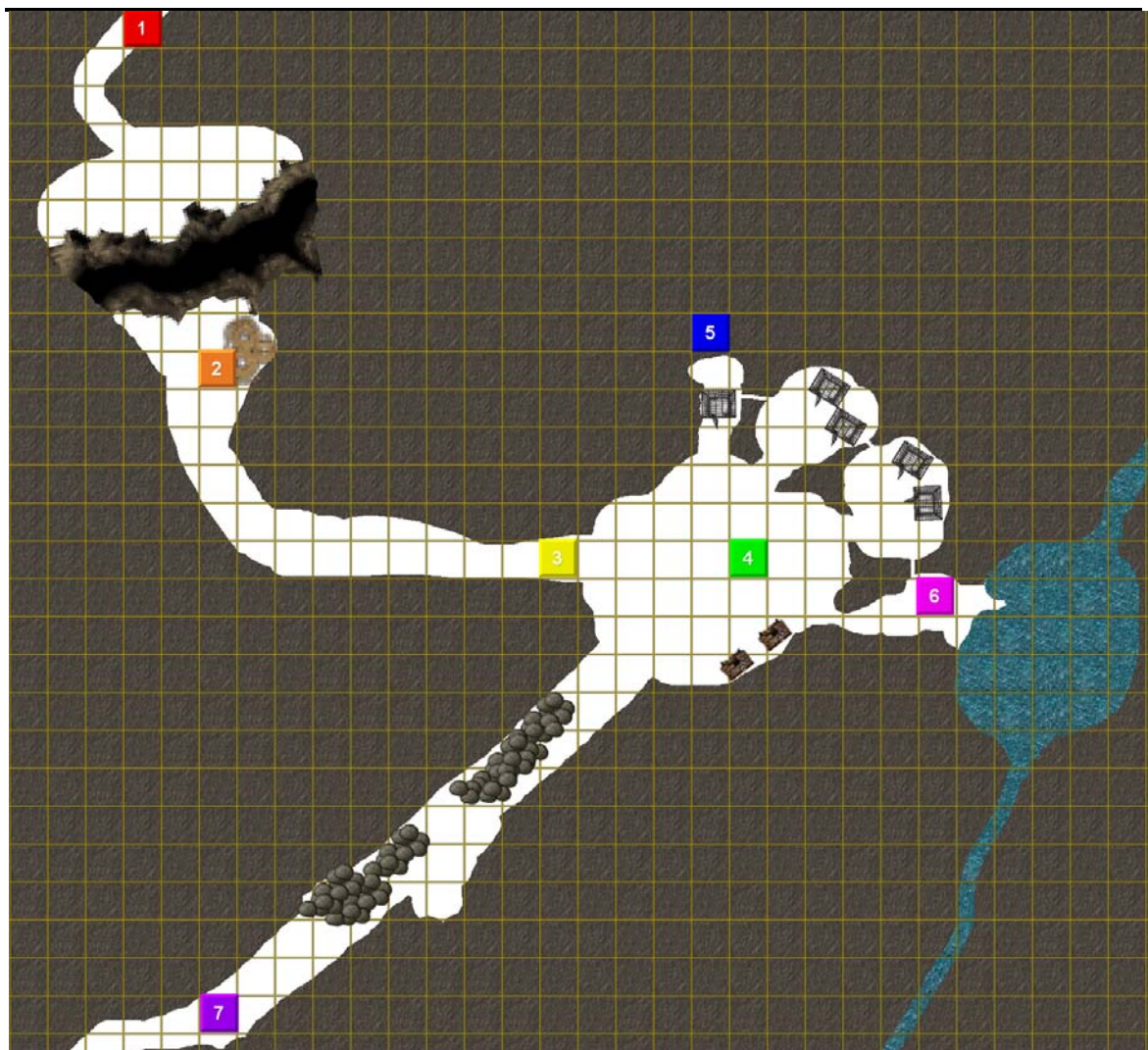
DM MAP 1: MAP OF BANEBRIDGE



Mapwork by Eric Price (wyliegoatee@yahoo.com), based on original mapwork by Derrek Burrows.

- | | | |
|---------------------------------------|--|-------------------------------|
| 1. Burial mounds | 2. <u>Library</u> | 3. Meadowsoft residence |
| 4. <u>Leather Jack Tavern</u> | 5. Goodfellow residence | 6. Fleetfoot residence |
| 7. <u>Chat's livery</u> | 8. Pine residence | 9. <u>Temple of Yondalla</u> |
| 10. Temple of Pelor | 11. Sheriff's office | 12. Escape tunnel (300 miles) |
| 13. Turnas's smithy | 14. <u>The Sleeping Sparrow Inn</u> | 15. <u>Prachett's Potions</u> |
| 16. Caltrop location (½ mile) | 17. The well | 18. <u>Dagby manor</u> |
| 19. <u>Mayor Venisera's residence</u> | 20. Entrance to the warrens (500 feet) | |
- Underlined locations are targeted by the goblins for burning the town.

DM MAP 2: THE WARRENS



1. Encounter 22: The Dangers of Literacy
2. Encounter 23: The Chasm
3. Encounter 24: Another Pitfall
4. Encounter 25: The Nexus
5. Encounter 26: Rescuing the Children (decoy torch)
6. Encounter 26: Rescuing the Children (real torch)
7. Encounter 27: The Escape

CRITICAL EVENT SUMMARY

Did the PCs haggle beyond the price of 100 gp?	YES	NO
Did Laki Warfreund get away?	YES	NO
Did Inkthok Quickfingers get away?	YES	NO
Did all of the children survive?	YES	NO
If no, which children perished?		
Othello Meadosoft	Yonni Darkleaf	Julie Goodwin
Johan Fleetfoot	Wilfed Straighttree	
Did any buildings burn down?	YES	NO
If yes, which buildings were destroyed?		
Library	Dagby Manor	
Prachett's Potions	Venisera Darkleaf's house	
Chat Birdcall's livery	Sleeping Sparrow Inn	
Leather Jack Tavern	Temple of Yondalla	
Did the PCs recover all of the information from the goblins?	YES	NO