

FUR3-01

Redemption

A One-Round D&D LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1.0

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The War College of Chendl stands closed, believed “cursed” by commoner and nobility alike. The man believed responsible, Sir Rayvelis Lanistor, has died in prison while awaiting trial and likely execution. Yet one man, convinced of his innocence, seeks out adventurers to redeem the Lanistor name and, hopefully, lift the curse from the war college. Are you up to the challenge? Sequel to *A Common Defense*. This adventure is suitable for characters of levels 1 to 12.

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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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.
3. Sum the results of 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.

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

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

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

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

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	

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Redemption is a low to mid-level module for the Living Greyhawk campaign setting. The module is not designed to be a challenge for PCs above 12th level, so these characters are prohibited from participating in this adventure.

Redemption is set in the nation of Furyondy, in the city of Chendl and is the sequel to the second round of *Common Defense* (FUR2-01). Players who have played *Common Defense* should be encouraged to play the same PC in this module as well.

In *Common Defense*, the PCs went into the War College undercover to protect a new student and to investigate strange happenings. During that module, Glaristan, a spy for Old Wicked, had infiltrated the college and was staging “accidents” which eventually resulted in the closing of the college. Since PCs were unable to determine the source of the problems, the college was believed cursed. Glaristan had used his knowledge of alchemy and strange creatures from Iuz to sow fear and uncertainty. He then murdered both the resident cleric (through the use of burrowers) as well as his acolyte (using the more direct means of Lanistor’s dagger which he had previously acquired). Using his skills in magic and the body of the acolyte, he faked his own death and framed Lanistor for it. Lanistor was also framed for the death of Spenthar, the cleric of Heironeous, and the other mishaps at the college. He was arrested and charged with treason and the college was closed.

Lanistor spent some time in prison as information was gathered for his trial. Learning that Lanistor had requested a Zone of Truth spell and concerned that his part in all this would be revealed, Glaristan arranges for Lanistor’s murder in jail using the same burrower creatures that killed Spenthar.

It is after the murder of Lanistor that the PCs are approached. The hope is that they can uncover the cause of his murder, clear his good name and hopefully prove to those in doubt that the War College is not cursed. It’s re-opening will offer additional support to Furyondy’s defenses against incursions by Iuz.

Adventure Summary

Redemption takes place in the city of Chendl. Below is an encounter-by-encounter summary:

1. Mallevo Tyrop, a representative of Sir Rayvelis Lanistor, Knight of the Hart, approaches the PCs. Sir Lanistor’s recent death as he awaited trial for treason has made his friend suspicious of foul play. Mallevo would like the PCs’ assistance in locating the individual responsible and finding the evidence needed to clear Lanistor’s good name. He will

provide PCs with some ideas of where to begin their investigation.

2. PCs will be encouraged to check with the temple of Heironeous. Since Lanistor is a member, he feels they would speak to his character and may also have information on the college, as one of those killed, Spenthar, was a member of their order. In this encounter, PCs have the opportunity to learn about burrowers, since many of those infected were treated here. They will also discover the fate of Spenthar and Teliton and should be able to use this information to seek out the college’s servants.
3. PCs may wish to question the servants from the war college. They will be able to question the head stableman and the cook. The stableman can reveal information about one of the incidents of sabotage. When/if they speak with the cook, she may tell them that Glaristan, not Lanistor, gave her the burrowers to put into the food. PCs who question the cooks from the prison will receive a similar description of Glaristan as involved in these deaths as well.
4. The PCs may also go directly to the War College. When they search Glaristan’s quarters, they could find a secret door with hidden alchemical equipment in a hidden closet. In his desk they may find colored sand and / or a note that will help them track him down. They will also be attacked by raggamoffyns, which have formed in Glaristan’s quarters.
5. Once the PCs have (hopefully) determined that Glaristan is to blame they will need to track him down. They will hopefully go to report their findings to Mallevo. On the way, minions will attack them. Questioning them will give them another clue as to Glaristan’s current whereabouts.
6. PCs track down and confront Glaristan.
7. PCs bring the information to Mallevo for use at the trial. If successful, Lanistor’s name and life are restored and the war college re-opened. Unfortunately, because he was killed, he loses all claims to his family title and lands, although he is able to make known his desired successor.

Introduction

DMs should make sure to note the phase of the moon and inspect character sheets to see if any of the PCs are lycanthropes. Also, DMs should remember that any lycanthrope PC is subject to transformation if they suffer $\frac{1}{4}$ of their hit points in damage.

The adventure begins with the PCs in Chendl. Make sure PCs have selected spells before beginning.

For reasons of your own, you again find yourself in Chendl, the heart and lifebeat of the nation. It is a good place to be – both for an adventurer looking for work and for those who wish to know the happenings in the land.

The threat of increased hostilities to the north becomes more real with each passing month. Here in Chendl the nobles of the land along with good King Belvor plan for the war, hoping for the eventual defeat of Iuz and all he stands for. Tales are told of the bravery and heroism of the Knights of Furyondy and all look for eventual victory. Some wonder aloud, though, who will lead the nation in the years to come, for with the closing of Furyondy's great war college, there are no new War Masters to step forward as those now serving fall to duty or age.

As you sit back and take a deep drink, you realize the college has been closed now for many months and all say the authorities are no closer to determining the cause of the curse that closed its doors. The head of the college at the time of its closing, Sir Rayvelis Lanistor, Knight of the Hart, is said to be behind most of the problems. His trial on charges of treason is to begin tomorrow. It is truly a low point for both the Lanistor family and the Knights of the Hart, to see one of their members so accused.

You are just considering trying to observe the trial the next day, when the door bursts open, letting in the cold and rain. A well-dressed noble, looking rather out of place, steps quickly into the room and moves over to the bar to sit down. The other patrons, primarily common laborers, look up in surprise, and then go back to their drinks.

Encounter One: An Entreaty

The individual who has just entered the tavern is Mallevo Tyrop. He has learned that this is a favorite place for adventurers looking for work and is here seeking assistance.

If one or more of the PCs were in *Common Defense*, he will be looking for them in particular. If the PCs do not approach him immediately, he will check with the bartender and then send them a drink with a note requesting they come talk with him. He will then find an empty table (not too difficult) and will await their response.

As long as at least half the PCs approach the table, continue. If not, he will personally approach them and ask that they join him for dinner. He will buy dinner to cover their discussion. Once PCs are seated at the table, have them introduce themselves to Mallevo and each other. Then read the box text below, adjusting as necessary based on PC's presence in *Common Defense*. If

the PCs decline to introduce themselves initially, Mallevo will take the initiative. Adjust the first portion of the box text and request their introductions before continuing.

The other man at the table, a human of average height, with dark brown hair and eyes, gives a winning smile and states, "...And I am Mallevo Tyrop. Thank you all for agreeing to speak with me." He nods to the waitress, who sets down drinks and food for all and then heads back to the bar.

"I understand that you are all free-lance investigators or warriors of some type? I am interested in hiring someone to provide some assistance for a friend of mine who has suffered a most unfortunate fate." A shadow of sadness crosses his face as he awaits your reply.

Mallevo's goal is to hire the PCs to assist him in determining who murdered Lanistor. He believes it to be the same individual that framed him in the first place but does not have sufficient proof for the trial. Given Lanistor's recent death, proving his innocence will be more difficult as his assets are now frozen and will likely revert to the crown. It is unlikely that any church would agree to raise him, despite any donation, given that most believe him a traitor to the crown and hence he is likely to be executed shortly thereafter anyway. Note that because of the laws against "disturbing the dead" it is technically illegal to cast spells such as *Speak with Dead* in Furyondy, so information gained from these sources is not admissible in court. For more information, see the Furyondy Gazetteer. Therefore, Lanistor can no longer speak in his defense. Once the PCs express their willingness to help (or at least to hear him out), he will continue as below.

Mallevo continues "Perhaps you have heard something of the closing of the War College and the trial of Sir Rayvelis Lanistor? Rayvelis is a long time war hero and faithful servant of Furyondy and loyal subject of our good king Belvor. I do not know exactly why, but someone set out to sully his good name with charges and accusations of treason. I know him well, and I know he would never do such a thing, which is why I originally agreed to represent him at his trial. I was hoping to be able to uncover the identity of the actual culprit and bring him or her in to justice.

"Unfortunately, I have not yet succeeded and most would say I have run out of time. You see, Sir Lanistor died earlier today from some strange illness. But I do not give up so easily. That is why I am here. I am not especially skilled at investigation and the

information I have up to this point is rather limited. However, I am willing to pay you well if you are able to find some conclusive evidence and bring in the perpetrator of this crime. What say you?"

Creatures: Mallevo Tyrop, Male human Ari2/Ftr4. Mallevo is an honest and good-hearted man who served under Lanistor in the Northern Crusade and later became his friend. Mallevo is somewhat out of place in this tavern, used to frequently upper scale establishments, but seems unaware of this. His fine clothing and manner of carriage set him apart from most in the tavern. His goal is as he stated. He truly believes Lanistor innocent and would like assistance in proving this to satisfaction of the courts.

Once the PCs agree to be hired, he will share with them any information he has. Try to relay as much of the information below as possible. However, if the PCs insist on running off without it, allow them to do so. In exchange for their assistance, Mallevo will agree to pay them a reasonable sum of gold (see treasure summary).

- He has a writ, which will allow the PCs to enter the War College grounds to search for clues to Lanistor's innocence and/or the "curse" on the college. They are encouraged to leave things as found, as much as possible. Only items which represent clues are to be removed from the premises. They are given free access to the grounds for a period of two days to investigate.
- He had Lanistor's body taken to the temple of Heironeous to clarify the cause of death. He does not have that information yet, but can give them letter of introduction to the temple, which should allow them to access this information. He also will note that this may be a good place to begin, since he knows that Spenthar, Lanistor's friend, was a cleric of Heironeous. He will note that Spenthar's death is one of the crimes Lanistor is accused of, and that they may be able to find out something about that.
- He spoke with Lanistor yesterday. Lanistor was insistent he was innocent and offered to pay for a *Zone of Truth* spell at his trial, to provide evidence.
- When he saw Lanistor yesterday, Lanistor was ill and mentioned that Spenthar was also quite ill before his death. He wonders aloud whether this was a similar illness.
- The crimes Lanistor is accused of include treason (sabotage of the college) and murder.
- The sabotage involved a ballista accident that killed Lord Dedalen and his squire, Mandolin.
- The murders Lanistor is accused of include Spenthar (cleric of Heironeous), Glaristan (sergeant at the

college), Lord Dedalen (student at the college) and his squire.

- Spenthar died of poison or some kind of illness resulting from poisoning. He died in his room. Some others were struck with this illness as well and there were a couple of other deaths. Some strange poisonous pods were found in Lanistor's room, the evidence which pointed to him as the culprit. The pods were taken to the temple of Heironeous.
- Glaristan was found in his rooms, murdered by a knife or dagger that bore the Lanistor family crest. The two were heard arguing earlier that day.
- The War College is said to be haunted by the spirits of those who died there, so the PCs are cautioned be careful. (The "spirits" haunting the place consist of a single shadow, all ready laid to rest, as well as some other creatures that have moved in since closing and are not undead. However, public belief is that the place is haunted since the shadow was spotted prior to its closing).

Development: Note that the players do not need to complete encounters 2, 3 and 4 in order or at all in order to be successful. If they decide to go to the church, go to encounter two. If they begin to search out servants or documentation from the college, go to encounter three. If they head directly to the college, go to encounter four. Note that since the college has been closed for some time, all the students have returned to their respective homes. Being that none of them were from Chendl, PCs will not have time to seek out and talk with the students.

Encounter Two: Temple of Heironeous

The PCs will likely head to the church fairly early on. Many of their questions can be answered here. They will be allowed to speak with **Sartha**. No other clerics are available at this time.

Creatures: Sartha, Human Female, Clr6. Sartha is the one who has been preparing Lanistor's body. She is of minor nobility herself (daughter of a knight) and knew him. Therefore, she would also like to see his name cleared and will be cooperative with the PCs (Diplomacy DC 10 to obtain her assistance). Sartha is an attractive human woman with curly light brown hair and hazel eyes. She wears the vestments of a priestess of Heironeous. She is serious (having little sense of humor) but kindhearted. She can give the PCs the following information (if asked):

- Lanistor was a knight of the Hart, fiercely loyal to Furyondy. He was rather militant and focused on

driving back Iuz. He served four years at the college under a royal appointment.

- Lanistor is the only surviving member of a proud and noble family that dates back hundreds of years. His brothers and cousins were also in the military and were killed in the wars with Old Wicked.
- Lanistor had no heir, and had never even taken a wife.
- Lanistor was killed by a strange creature, which appears to have been ingested. The creature appears to have slain by sapping his constitution.
- Spenthar was slain by similar creatures. The creatures were brought to the temple at the time of his death.
- Several individuals from the college were brought here with similar problems around the time of its closing. She does not recall their names, as she did not treat them herself. She did, however, hear of a couple of other deaths.
- Teliton, an acolyte working with Spenthar at the War College, disappeared around the time of the closing of the college. He has not been seen since.

The PCs will be allowed to search the body themselves if they ask. Sartha will be present and will not allow them to “disturb the dead” by desecrating the body in any way or by casting spells such as *Speak with Dead*. There is no sign of any cuts, bites, etc. on the body. With a successful Heal check (DC 15), PCs can determine that Lanistor was killed by a strange creature, which appears to have been ingested. The creature is pod-shaped. PCs may also determine (Heal DC 20) that this creature seems to have slain by sapping his constitution. (The information they find is consistent with that given by Sartha.) Bards may know (Bardic Knowledge DC 25) that Old Wicked used creatures similar to this for torture. They are actually a parasite, Old Wicked’s burrowers.

If PCs ask, they will also be allowed to look at the pods believed responsible for the illness that killed Spenthar, one student and three servants. The pods look like very small pea pods.

Development: If the PCs decide to search out servants or documentation from the college, go to encounter three. If they head directly to the college, go to encounter four.

Encounter Three: Cooks and Books

The PCs may wish to try and track down some of the servants from the college. Allow any reasonable means the PCs mention to permit them to locate their current whereabouts. This may include checking into records of the college (Mallevo will get them access if they ask) or

simply gathering information in a tavern (Gather Information DC 10). They can locate the only permanent servants: a stableman and a cook. All other servants were provided by the students during their stay (each student is expected to bring six servants with them to the college).

PCs who check records of the college will not only obtain the names and locations of the two servants mentioned above, but also a reference to a shadowy undead attacking students and servants. In addition, there was apparently an accident during a re-enactment of a siege of Molag, which resulted in some injuries but no deaths. There is a description of the murder of Glaristan, the weapon master who was stabbed with Sir Lanistor’s dagger. Also there was a ballista accident resulting in the death of Lord Dedalan and his squire, Mandolin. The records suggest that some adventurers who searched the ballista stated that the wood had been weakened with some sort of alchemical caustic agent. The ballista, considered to be of no further use, was used as kindling.

Creatures: Cobb, Human Male, Com 1. The stableman, Cobb, can tell them (Diplomacy DC 10) that one of the lords and his squire was killed when a ballista broke. He will note that the ballista was relatively new and it seemed odd that it would have broken. When asked, he noted that Lanistor did little to his knowledge in helping set that up. If asked, he will note that he personally oversaw the set up, but that Glaristan generally double-checked things as well. He has heard of the shadow of death at the college and that Spenthar destroyed it but there were rumors that others were about. He assumes this is why the college was closed until it was again considered safe. If asked about Glaristan personally, he will comment that he was a prisoner of war during the Northern Crusade but managed to escape. If asked about Sir Lanistor, he will report that he seemed to be a driven man with a lot of hatred toward the Old One.

Glenna, Human Female, Com 1. The cook, Glenna, can tell them (Diplomacy DC 10) that several people did sicken toward the end and a few did not survive. She does not know why and will be deeply offended if PCs intimate that she had anything to do with this. She oversaw all the cooking and never had any problems before or since, even with the same recipe. If asked directly about the “pea pods” she will also reveal that Glaristan was “kind enough” to pick those up from the market for her when he went into town for the celebrations. If she is asked about whether they looked unusual, she will note that they were not what she usually used, but rather were “spiced peas from Verbobonc.”

Development: If the PCs decide to go to the church, go to encounter two. If they head directly to the college, go to encounter four.

With the reference to “pea pods” from the cook at the college, and the clue earlier that Lanistor’s illness was similar to that which killed Spenthar, PCs may decide to check with the cooks at the jail (where Lanistor was imprisoned) about pea pods. Should they do so, they may learn (Diplomacy DC 20 + APL) someone by the name of “Alswedd” (but fitting Glaristan’s description) also sold them “pea pods”. They were purchased at the market but they do recall him mentioning they were specially sent in from Verbobonc. If the PCs check that area of the market, the stall is gone. However, they can Gather Information (DC 10) and discover the name of a shop dealing with imports from Verbobonc, The Three Treasures.

Encounter Four: The College of War

At some point, the PCs are likely to decide to check out the War College for clues. Read the text below:

Based on the information gathered up to this point, you have decided to search out the scene of the original crime, in the hopes that you can locate clues others have missed. The college is located in the countryside on a hill overlooking Chendl and you reach it after only an hour or two of travel. At first glance, you feel as though you are approaching a noble’s country estate rather than a War College and you notice how deserted the area appears, with only a few guards in sight.

The guards are there primarily to make certain no one enters who does not have the authority to do so. All the PCs need to do is show their writ and they will be given access. PCs without the writ will need to go back and get one from Mallevo. The guards will not, however, accompany them as that would necessitate leaving their posts.

Note that the complex is fairly large, and please describe it as such to the players. However, to save time since this is not the primary purpose of the module, allow them to negotiate through the complex as desired. The complex contains a main building, which housed the students and teachers, dining hall and kitchens area as well as a couple of common rooms. Other buildings include a stable, smithy and servants area with a laundry and servants quarters.

The primary places the PCs are likely to wish to investigate are the kitchens, Lanistor’s quarters and the quarters of the victims. Note that the kitchens contain no

clues at this time, although if the PCs are scrambling and have not yet questioned the cook, Glenna, give them information on her location. Information on the stableman’s (Cobb) location can also be found in the college if PCs state they are looking for such information.

Lanistor’s Quarters

Lanistor’s quarters consist of a suite of rooms in the main mansion. They contain a large sitting room, private study and bedroom. The PCs will first enter the sitting room. The bedroom opens off this, and there is a locked door leading to the study. The quarters will provide few clues beyond possibly information about Lanistor’s personality. Lanistor was an honest soldier and tactician who revered Heironeous. He had no family left living and his life was dedicated to king and country.

Study:

Note that the study is locked (Open Locks DC 25). Also, please note on the Adventure Record if any PCs take any of the maps – they cannot be sold for gold value but may become relevant in future modules. The notes in here are strategic information, as one would use if planning a siege or attack on Molag.

The inside of Lanistor’s study is incredibly well organized, but dedicated to a single purpose. The walls of the study are covered with several rough maps of the city and surrounding area of Molag, the former capital of the Horned Society. There are notes on copies of maps reflecting the river currents and likely placement of troops and siege engines.

Lord Dedalen’s Quarters

Lord Dedalen’s quarters consist of a suite of rooms in the main mansion. They contain a large sitting room, private study and two bedrooms. The PCs will first enter the sitting room. The furniture is well made and comfortable. The bedrooms open off this. The study opens off from his private quarters. His private quarters will provide little in the way of clues. The room contains a bed, wardrobe, nightstand and lamp. The study contains a desk, chairs and a small bookcase. There are a few notes in the desk containing information from classes but his personal effects were removed and sent to his grieving parents. The furniture in the smaller bedroom is more spartan, as it served as the sleeping chamber of his manservant and squire. It contains two beds, two chests, an armor stand and a weapon’s rack. All students quarters were laid out in a similar manner.

Spenthar's Quarters

Spenthar's quarters consist of a suite of rooms in the main mansion. They contain a large sitting room, two bedrooms and a small attached chapel dedicated to Heironeous. The PCs will first enter the sitting room. The bedrooms open off this, as does the door leading to the chapel. The quarters will provide few clues as Spenthar's personal effects have been returned to the temple to be forwarded to his family. There is a small bookcase in his room, suggesting he was fond of reading. The room also contains a desk, a couple of chairs, a trunk with a lock (unlocked and currently empty) and a large bed. The smaller bedroom contains only a bed and chest, and was the quarters of Spenthar's acolyte. The small chapel is still consecrated and contains an altar for Heironeous as well as some chairs. There are hooks in the back containing priestly vestments.

Glaristan's Quarters

Note that the outside door to Glaristan's quarters is locked (Open Locks DC 20), which may strike PCs as odd given that the room, being a crime scene, would presumably have been thoroughly searched. Note that the body has been removed, as has most overt evidence of the crime. PCs who look carefully, however, will find a few clues.

The first room is a simple sitting area with a large chair, couch and small desk. Sitting in the corner is a weapons rack, currently empty. There is a large fireplace on the wall directly across from the door. The second, smaller room is a bedroom with a small wardrobe and a bed.

Creatures: The residual magic in the sitting room has resulted in the development of ragamoffyn. (See DM Aid for battle map). Make opposed Hide versus Spot checks to determine whether PCs are surprised.

APL 2 (CR 5)

☛ **Common Raggamoffyn** (2): 16 hp, See Appendix.

APL 4 (CR 7)

☛ **Guttersnipe** (2): 44 hp, See Appendix.

APL 6 (CR 9)

☛ **Shrapnel** (2): 66 hp, See Appendix.

APL 8 (CR 11)

☛ **Captured one/earth elemental** (3): hp 66, 68 See Appendix.

APL 10 (CR 13)

☛ **Captured one/noble salamander** (2): hp 66, 112, See Appendix.

Tactics: The ragamoffyns without hosts will attempt to take control of a PC with light armor (rogue type) followed by more heavily-armored fighter types. Once it has control, it will use its host to attack the other PCs. At APL 6, the shrapnel will begin with its cloud of steel and will then attempt to control a PC. At APLs 8 and 10, the captured ones will attack directly. Once the host to a captured one is almost dead, the shrapnel will release it's host using its cloud of steel ability and attack the PCs directly. Note that in this case, the host creature will also continue attacking until slain. In this case, use statistics from APL 6 for the shrapnel and from the Monster Manual for the host creature.

Development: After defeating the ragamoffyns, PCs will be able to Search the area. PCs with Bardic Knowledge (DC 28) may realize that ragamoffyns tend to develop in places with a lot of magic, which would imply the person who lived here was a arcane spell caster of some type. In the sitting room, they may potentially find the following:

- ☛ The top of the desk contains only a quill and ink bottle.
- ☛ Searching the drawers of the desk reveals a few sheets of paper that appear blank at first glance. A successful Search (DC 20) or Spot (DC 25) will reveal indentations in the paper (as though it was laying beneath another when written upon). Sprinkling sand (from the drawer) or charcoal or a similar method will reveal what was written on the other page. Give the PCs Appendix 1.
- ☛ The top drawer also (Search DC 10) contains colored sand, which seems to have spilled from some sort of pouch. PCs with Spellcraft (DC 15) realize this is a spell component for *color spray*.

PCs who Search the bedroom area may find a secret door (DC 20). Inside the small closet area they will find some alchemical equipment that was too awkward for Glaristan to carry when he left. There are also (Search DC 35) residual traces of a brown corrosive substance (originally used to weaken the catapult and the wall in *Common Defense*). PCs with Alchemy skill may take the time to analyze this substance (DC 35 – increased due to time lapse) and may discover it to be a caustic derivative of wyvern's blood.

Encounter Five: Back to Town

At some point the PCs are likely to realize that Glaristan is still alive and Lanistor is innocent. Glaristan is also responsible for the death of Spenthar and Lanistor (through the burrowers). In the meantime, Glaristan has learned that the PCs are investigating the matter and is concerned about what they will discover. He has sent one or more “toughs” in case the ragamoffyns/captured ones are unable to finish the PCs off. Note that Glaristan has given them the name “Alswedd” and also modified his appearance when hiring them by use of *Alter Self* to appear somewhat shorter and darker than normal. The GM may also use this encounter to move things along if the PCs appear to be floundering.

Creatures: The PCs will be assaulted just before their arrival in town. Note that if captured, **Dueren** and/or **Grendlin** can be persuaded (Intimidate DC 15+APL or Diplomacy DC 20+APL) to give information on Glaristan’s whereabouts. They will direct the PCs that they were to meet him at the Three Treasures the day after the PCs begin their investigation.

APL 2 (EL 3)

☛ **Dueren:** male human ftr3; hp 26, See Appendix.

APL 4 (EL 5)

☛ **Dueren:** male human ftr5; hp 40, See Appendix.

APL 6 (EL 7)

☛ **Dueren** and **Grendlin:** male humans ftr5; hp 40, See Appendix.

APL 8 (EL 9)

☛ **Dueren** and **Grendlin:** male humans ftr7; hp 60, See Appendix.

APL 10 (EL 11)

☛ **Dueren** and **Grendlin:** male humans ftr9; hp 74, See Appendix.

Encounter Six: In Search of a Dead Man

At this juncture, the PCs most likely will go searching for Alswedd/Glaristan. The PCs have several methods of tracing Glaristan to the shop. The PCs may find the note in his quarters (Appendix 1) or question the minions from encounter four. Alternatively, they may question the cooks at the jail. If none of these conditions are met, skip this encounter and go to encounter seven. They can still attempt to use the information gathered to prove Lanistor innocent.

Note that Glaristan is not stupid, and he will not be using that name in his business with Jhaddek. Instead, he has been going by the alias of Alswedd. The PCs will either need to come up with a reasonable excuse for hovering in the area waiting for him (Bluff DC 20+APL), convince the shopowner of the importance of their mission (Diplomacy DC 25 + APL) or describe him and convince Jhaddek to release information on his time of arrival (Gather information DC 20 + APL + minimum 5 wheatsheaf to “jog” his memory).

Glaristan/Alswedd will not be at the shop when they arrive, and PCs should be given time to rest and make further inquiries (or speak with Mallevo) if needed or desired. Jhaddek, the proprietor, can also tell them when he is expected in the day after the PCs begin their investigation (which would be either later that day or the following day). He does not know where Alswedd/Glaristan lives or what areas he frequents. Note also that if they wish to speak with Mallevo they may complete encounter seven prior to this encounter.

The Three Treasures is a small store located just off Chendl’s buzzing market square, catering to visitors and those with exotic tastes; or at least a taste for the exotic. Somehow, to those with the money, it seems that even carrots taste different if they are “imported” from elsewhere. This store specializes in “treasures” from three of Furyondy’s allies: Verbobonc, Veluna and Highfolk. Wares range from simple foodstuffs to spices and curios. The street door opens to a common room area with a counter. Behind the counter is an gray-haired human male who looks up as you enter. There are three other doors leading into rooms, each containing goods from another land.

Creatures: Jhaddek, male human com1. He is the storeowner and operator. He is a shrewd businessman, but honest. While he is not above making coin on anything of value he can sell (including information), he is still loyal to his country and is not aware that his store was used to disperse the pod-like creatures. He has had numerous (50+) shipments of “spiced peas” from Verbobonc and only one was tainted. (The one Glaristan used to slay Sir Lanistor).

APL 2 (EL 4)

☛ “Alswedd” (**Glaristan**): male human ftr2/sor2; hp 26, See Appendix 1.

APL 4 (EL 6)

☛ “Alswedd” (**Glaristan**): male human ftr3/sor3; hp 37, See Appendix 1.

APL 6 (EL 8)

☛ “Alswedd” (Glaristan): male human ftr4/sor4; hp 48, See Appendix 1.

APL 8 (EL 10)

☛ “Alswedd” (Glaristan): male human ftr 6/sor4; hp 62, See Appendix 1.

APL 10 (EL 12)

☛ “Alswedd” (Glaristan): male human ftr6/sor6; hp 80, See Appendix 1.

Development: When the PCs confront Glaristan/Alswedd, he will of course deny any involvement. His primary goal if he realizes he is found out will be escape. PCs should attempt to bring him in to authorities, dead or alive. Jhaddek will expect PCs to pay for any items damaged in his shop (maximum 25 gold, unless PCs completely destroy the shop).

Encounter Seven: The Trial

The PCs will, at some point, return to Mallevo with the information they have gathered on Sir Lanistor's guilt or innocence as well as their perceptions of what actually occurred at the War College. If they are able to present a reasonable amount of evidence, Mallevo will be able to arrange for a trial/hearing.

Creatures: Garaeth Heldenstar. Male Human. Clr 10/Cont 5. Garaeth is the high cleric of Heironeous in Furyondy. Although nearly as old as the king he appears in his mid-30's. He is 5'9" tall and quite charming. He is always accompanied by at least two junior clerics (clr 5+) of Heironeous. At this hearing it is one of the junior clerics who takes notes and the other who primarily serves as bailiff.

Vendenn, Cannon of Rao, Male Human Clr 13. Vendenn is a reasonable, charming, cultured and pleasant man. He is tall with grey hair and eyes and in decent physical condition.

Redankin Desmart, Male Human Clr 12. Rendakin is the head of the church of St. Cuthbert in Furyondy. Nearing 50 years of age, he is red-faced and overweight. Interpersonally, he is blunt and impersonal. He is a champion for the common folk and a leading Billet of Cuthbert.

Because of Lanistor's previous standing in the nation, as well as the charges against him, the hearing will be presided over by a panel of judges. This panel includes Garaeth Heldenstar, high priest of Heironeous, who will be the primary judge as well as Vendenn, Cannon of Rao and Redankin Desmart, Overseer of St. Cuthbert. (Attacking any of the judges is an evil act and will result in the PC's arrest – assuming they survive - and

likely removal from play). Mallevo will of course also be present for the hearing. He will ask that PCs make the presentation, however, as they are more familiar with the evidence obtained.

Development: The PCs will have two potential tasks. Mallevo's goal, of course, is to prove Lanistor's innocence, allowing him to be raised and resume his duties. If the PC's wish to do this, they must persuade the panel of judges of his innocence. In doing so, they may also be able to explain the “curse” of the War College and verify this threat has been lifted (assuming they have determined that Glaristan was behind the sabotage and he has been either captured or slain). Each of these tasks requires a separate Diplomacy check (DC 25+APL). Note that PCs may assist each other on this check.

Give a +2 competence bonus if the primary PC presenting the information has more than 5 ranks in Knowledge (Law: Furyondy) or Profession (Lawyer). The GM should also give +2 circumstance bonus to the check for each piece of information presented from the list below (up to a total of +10):

- Similarity in deaths between Lanistor and Spenthar
- Information gathered from the War College stableman **Cobb** on the ballista
- Information from the War College cook **Glenna** on the source of the pea pods
- Evidence from Glaristan's rooms pointing to his sorcery background (e.g. the colored sand).
- Evidence linking Glaristan to the weakened ballista (from the alchemical equipment in his quarters).
- Capture of **Dueren** and/or **Grendlin** to give testimony.
- Confronting Glaristan (give additional +2 if he is brought in alive. Note that Glaristan will not willingly confess to any of the crimes, and insists he is innocent. In case of *zone of truth* or other such spells, he will not answer questions).

Conclusion

Please select the appropriate conclusion for the PCs from those below. If this is the premiere, be certain to complete the critical event summary.

Success:

You walk out of the temple of Heironeous with a spring in your step and a smile upon your face. Truly times are looking brighter for the kingdom. Due to your investigation, you have removed the threat of a curse from the War College of Chendl. You were assured that your investigation will be reported to the king himself and it is likely that he will reopen the doors to those aspiring to serve Furyondy as

warmasters. Lanistor, you have been told, may even be able to take over his old post at the college, although law will not permit him to hold his family lands. You are just contemplating this when you hear a call from behind you and turn to see Mallevo rushing towards you.

“Please wait a moment,” he says, “My friend Lanistor, wishes to thank you for your assistance in restoring his name.” Walking behind him, with a broad smile, is Sir Lanistor. He approaches you and shakes each of your hands in turn. “You have my deepest gratitude for your assistance. In many ways, I owe you my life. If I may ever be of assistance to you, please do not hesitate to ask. Please accept this small token of my gratitude and know that I look forward to your assistance in the days to come. Surely with the college opening again, we will re-take Molag and the lands of Old Wicked.” He hands you a sealed scroll, smiles and walks away.

PCs with a full success will earn a favor of the Warmasters as well as a referral from Sir Lanistor.

Partial Success:

The PCs did not prove Lanistor's innocence. Read or paraphrase the following to the players.

You walk out of the temple of Heironeous with a spring in your step and a smile upon your face. Truly times are looking brighter for the kingdom. Due to your investigation, you have removed the threat of a curse from the War College of Chendl. You were assured that your investigation will be reported to the king himself and it is likely that he will reopen the doors to those aspiring to serve Furyondy as warmasters. Unfortunately, you were unable to conclusively prove Lanistor's innocence in this plot, so the remains of the valiant knight lie in the temple awaiting burial.

Partial Success:

The PCs are unable to prove the falseness of the “curse” on the college. Read or paraphrase the following to the players.

You walk out of the temple of Heironeous wondering what went so wrong. What further information is needed to prove to those in power the need for the college to reopen? Surely Old Wicked has gained a step and Furyondy lost one this day. At least you have managed to clear Sir Lanistor of any blame in the affair. You hear a call from behind you and turn to see Mallevo rushing towards you.

“Please,” he says, “My friend Lanistor wishes to thank you for your assistance in restoring his name.” Sir Lanistor approaches you with a sad smile and shakes each of your hands in turn. “You have my deepest gratitude for your assistance. In many ways, I owe you my life. If I may ever be of assistance to you, please do not hesitate to ask. Please accept this small token of my gratitude. I only pray that some day we will be able to reopen the college. One day, we will re-take Molag and the lands of Old Wicked.” He hands you a sealed scroll, smiles and walks away.

PCs who prove Sir Lanistor innocent receive his referral.

Failure:

You walk out of the temple of Heironeous wondering what went so wrong. What further information is needed to prove to those in power the need for the college to reopen? To make matters worse, you were unable to conclusively prove Lanistor's innocence in this plot, so the remains of that valiant knight lie in the temple awaiting burial. Surely Old Wicked has gained a step and Furyondy lost one this day.

The End

Experience Point Summary

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

Encounters Two to Four

Story Award

Good Investigation

APL2 45 xp; APL4 70 xp; APL6 90 xp;

APL8 110 xp; APL10 135 xp.

Encounter Four

Defeat ragamoffyns

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp; APL10 390 xp.

Encounter Five

Defeat or Capture/Question minions

APL2 90 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 330 xp.

Encounter Six

Bring Glaristan in: Dead or Alive

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp.

Discretionary roleplaying award

APL2 45 xp; APL4 65 xp; APL6 90 xp;
APL8 115 xp; APL10 135 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL 10 1350.

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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Encounter Five:

APL 2: L: 74.3 gp; C: 0 gp; M: 25 gp
APL 4: L: 53.7 gp; C: 7.5 gp; M: 187.4 gp
APL 6: L: 107 gp; C: 9 gp; M: 375 gp
APL 8: L: 107.4 gp; C: 4.1 gp; M: 425 gp
APL 10: L: 107.4 gp; C: 14.2 gp; M: 500 gp

Encounter Six:

APL 2: L: 29.4 gp; C: 1 gp; M: 245.3 gp
APL 4: L: 29.4 gp; C: 10 gp; M: 287 gp
APL 6: L: 29.4 gp; C: 13 gp; M: 216.6 gp
APL 8: L: 0 gp; C: 59 gp; M: 604.5 gp
APL 10: L: 0 gp; C: 28 gp; M: 1400.4 gp

Conclusion:

APL 2: L: 0 gp; C: 25 gp; M: 0 gp
APL 4: L: 0 gp; C: 25 gp; M: 0 gp
APL 6: L: 0 gp; C: 50 gp; M: 0 gp
APL 8: L: 0 gp; C: 50 gp; M: 0 gp
APL 10: L: 0 gp; C: 50 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 103.7 gp; C: 26 gp; M: 245.3 gp - Total: 400 gp
APL 4: L: 83.1 gp; C: 42.5 gp; M: 474.4 gp - Total: 600 gp
APL 6: L: 136.4 gp; C: 72 gp; M: 591.6 gp - Total: 800 gp
APL 8: L: 107.4 gp; C: 113.1 gp; M: 1029.5 gp - Total: 1250 gp
APL 10: L: 107.4 gp; C: 92.2 gp; M: 1900.4 gp - Total: 2100 gp

Special

Favor of the Warmasters: For services rendered for the War College of Furyondy, the character named above has earned a place of honor. Based upon the recommendation of Sir Lanistor himself, this certificate allows the character join the meta game organization as outlined in the Furyondy meta-game handbook and subsequently to earn levels in the Warmaster prestige class as outlined in that handbook. Note that all other requirements for the class must still be met.

Referral from Sir Lanistor: For proving his innocence and restoring his good name, Sir Lanistor gives the PC a referral to a mage-smith. At APL 2 the PC may upgrade any masterwork weapon to +1. At APL4 or APL6 the PC may instead upgrade a +1 weapon to a +2 bonus. At APL8

or APL₁₀ the PC may instead choose to upgrade a +2 weapon to a +3 bonus. Note that the PC must still pay the difference in cost for the two items in gold. This referral is only good for one such upgrade although at higher APLs the PC may choose the upgrade desired at the time the referral is used. This referral is consumed when used; please record the item upgraded and the bonus selected on this adventure record as well as on the MIL.

Items for the Adventure Record

Item Access

APL 2, 4, 6: Pearl of Power (first level)

APL 8: Chain Shirt +2

APL 10: Pearl of Power (second level)

 Gauntlets of Ogre Power

Appendix One: NPC/Monster Statistics

Encounter Four: The College of War

APL 2 (EL 5)

☛ **Common Raggamoffyn (Monster Manual II):** CR 3 each, Medium size construct; HD 3d10; hp 16; Init +2; Spd 30 ft, fly 30 ft (clumsy); AC 17 (touch 12, flat-footed 15 [[+5 natural, +2 Dex]]; Atk: +4 melee (1d6+3, slam); SA: control host, improved grab, suffocate, wrap; SQ: construct traits; AL N; SV: Fort +1, Ref +3, Wil +3; Str 14, Dex 15, Con -, Int 10, Wis 15, Cha 17.

Skills and Feats: None

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like a *dominate monster* spell (caster level 18th, Will save DC 14). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one's template (see Appendix 3) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a common raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple (+4) as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successful rounds automatically deals slam damage.

Suffocate (Ex): Can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of damage per round.

Wrap (Ex): With a second successful grapple check, a raggamoffyn can wrap itself around a foe. It then forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. It

cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has 60 foot darkvision.

APL 4 (EL 7)

☛ **Guttersnipe (Monster Manual II):** CR 5 each; medium size construct; HD 8d10; hp 44; Init +1; Spd 20 ft, fly 20 ft (clumsy); AC 21 (touch 11, flatfooted 20) [[+10 natural, +1 Dex]]; Atk: +7 melee (1d6+1 slam); SA: control host, improved grab, glitterdust, wrap; SQ: construct traits, immunities; AL N; SV: Fort +2, Ref +3, Wil +5; Str 13, Dex 13, Con -, Int 10, Wis 16, Cha 17.

Skills and Feats: None

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like a *dominate monster* spell (caster level 18th, Will save DC 17). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one's template (see Appendix 3) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a guttersnipe hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple (+7) as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successful rounds automatically deals slam damage.

Glitterdust (Sp): Once per day, a guttersnipe can use *glitterdust* (caster level 5th, save DC 15).

Wrap (Ex): With a second successful grapple check, a raggamoffyn can wrap itself around a foe. It then forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to

critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has 60 foot darkvision.

Immunities: Guttersnipes are immune to spell effects that produce light or darkness.

APL 6 (EL 9)

➤ **Shrapnyl (Monster Manual II)**, CR 7 each; Large size construct; HD 12d10; hp 66; Init +0; Spd 20 ft, fly 20 ft (clumsy); AC 24 (touch 9, flatfooted 24) [[-1 size, +15 natural]]; Atk: +12 melee (1d8+4 slam or 1d8+4 gore); Face/Reach 5ft by 5 ft/10 ft.; SA: cloud of steel, control host, improved grab, wrap; SQ: construct traits, vulnerability to *shatter*; AL N; SV: Fort +4, Ref +4, Wil +8; Str 18, Dex 11, Con -, Int 10, Wis 19, Cha 17.

Skills and Feats: None.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like a *dominate monster* spell (caster level 18th, Will save DC 19). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one's template (see Appendix 3) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successful rounds automatically deals slam damage.

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10' spread centered on the shrapnyl takes 4d10 damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control and the wrapped creature takes no damage from that cloud of steel attack.

Wrap (Ex): With a second successful grapple check, a raggamoffyn can wrap itself around a foe. It then forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half damage to the monster and half to the wrapped creature. An affected creature can extract itself by

making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has 60-foot darkvision.

Vulnerability to *shatter*: The *shatter* spell deals 3d6 points of damage to a shrapnel.

APL 8 (EL 11)

➤ **Captured One [Shrapnyl/Earth Elemental] (Monster Manual II)**: CR 9 each; Large size construct; HD 12d10+8D8+32; hp 66+68; Init +0; Spd 20 ft; AC 24 (touch 9, flatfooted 24) [[-1 size, +15 natural]]; Atk: +12/+7 melee (2d8+10); Face/Reach 5ft by 5 ft/10 ft.; SA: cloud of steel, control host, improved grab, wrap, earth mastery, push, shared damage; SQ: construct traits, Damage reduction 10/+1, vulnerability to *shatter*; AL N; SV: Fort +8, Ref +4, Wil +8; Str 18, Dex 11, Con 19, Int 6, Wis 19, Cha 11.

Skills and Feats: Listen +11, Spot +11, Cleave, Power Attack

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like a *dominate monster* spell (caster level 18th, Will save DC 19). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one's template (see Appendix 3) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successful rounds automatically deals slam damage. Note that this attack is not available while the raggamoffyn is controlling another creature.

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris.

Every creature within a 10' spread centered on the shrapnyl takes 4d10 damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control and the wrapped creature takes no damage from that cloud of steel attack.

Wrap (Ex): With a second successful grapple check, a raggamoffyn can wrap itself around a foe. It then forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action. Note that this attack is not available while the raggamoffyn is controlling another creature.

Earth Mastery (Ex): An earth elemental gains +1 attack and damage bonus if both it and its foes touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage (not included in stat block above).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. Then combat modifiers from earth mastery also apply to its opposed strength check.

Shared Damage (Ex): An attack on a captured one deals half damage to the raggamoffyn and half to the dominated creature. Note that both are considered constructs.

Senses (Ex): The raggamoffyn sees and hears everything the base creature is able to.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has 60-foot darkvision.

Wrap (Ex): With a second successful grapple check, a raggamoffyn can wrap itself around a foe. It then forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action. Note that this attack is not

available while the raggamoffyn is controlling another creature.

Vulnerability to *shatter*: The *shatter* spell deals 3d6 points of damage to a shrapnel.

APL 10 (EL 13)

☛ **Captured One [Shrapnyl/Noble Salamander] (Monster Manual II):** CR 11 each; Large size construct; HD 12d10+15d8+45; hp 66+112; Init +0; Spd 20 ft; AC 24 (touch 9, flatfooted 24) [[-1 size, +15 Natural]]; Atk: +21/+16/+11 (2d8+6 and 1d8 fire, huge longspear) and +13 melee (2d8+2 and 1d8 fire, tail slap); Face/Reach 10 ft by 10 ft/10 ft.; SA: cloud of steel, control host, improved grab, wrap, heat, constrict 2d8+3 and 1d8 fire, spell like abilities; SQ: construct traits, vulnerability to *shatter*; Damage reduction 20/+2, Fire subtype; AL NE; SV: Fort +7, Ref +4, Wil +8; Str 18, Dex 11, Con 16, Int 15, Wis 19, Cha 15.

Skills and Feats: Bluff +11, Craft (metalworking) +24, Diplomacy +13, Escape Artist +19, Hide +15, Listen +20, Move Silently +17, Search +20, Sense Motive +12, Spot +20, Cleave, Great Cleave, Multiattack, Power Attack.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like a *dominate monster* spell (caster level 18th, Will save DC 19). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one's template (see Appendix 3) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successful rounds automatically deals slam damage. Note that this attack is not available while the raggamoffyn is controlling another creature.

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10' spread centered on the shrapnyl takes 4d10 damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control and the wrapped creature takes no damage from that cloud of steel attack.

Wrap (Ex): With a second successful grapple check, a raggamoffyn can wrap itself around a foe. It then forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action. Note that this attack is not available while the raggamoffyn is controlling another creature.

Shared Damage (Ex): An attack on a captured one deals half damage to the raggamoffyn and half to the dominated creature. Note that both are considered constructs.

Senses (Ex): The raggamoffyn sees and hears everything the base creature is able to.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has 60-foot darkvision.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamander's metallic weapons also conduct this heat.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check against a creature up to one size larger than itself. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Spell Like Abilities (Ex): 3/day: *burning hands*, *fireball*, *flaming sphere* and *wall of fire*. 1/day *dispel magic* and *summon monster VII* (huge fire elemental). These abilities are as the spells cast by a 15th level sorcerer (save DC 12 + spell level)

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Vulnerability to *shatter*: The *shatter* spell deals 3d6 points of damage to a shrapnel.

Encounter Five: Back to Town

APL 2 (EL 3)

➤ **Dueren:** male human ftr3; CR 3, medium humanoid; HD 3d10+6; hp 26; Init +2; Spd 30 ft; AC 17 (touch 12, flatfooted 15) [[+5 Armor, +2 Dex]]; Atk: +9

melee (2d4+6/18-20 falchion) or +5 ranged (1d8/19-20 light crossbow); AL N; SV: Fort +5, Ref +3, Wil +2; Str 18, Dex 15, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +2, Intimidate +1, Profession (blacksmith) +3, Ride +4, Sense Motive +2, Tumble +3, Blind Fight, Cleave, Combat Reflexes, Power Attack, Weapon Focus (falchion).

Possessions: masterwork chainmail, masterwork falchion, light crossbow, 30 bolts, *Potion of Lesser Restoration*.

APL 4 (EL 5)

➤ **Dueren:** male human ftr5; CR 5, medium humanoid; HD 5d10+10; hp 40; Init +3; Spd 30 ft; AC 18 (touch 13, flatfooted 15) [[+5 Armor, +3 Dex]]; Atk: +11 melee (2d4+8/18-20 falchion) or +8 ranged (1d8/19-20 light crossbow); AL N; SV: Fort +7, Ref +5, Wil +3; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +2, Intimidate +2, Profession (blacksmith) +3, Ride +5, Sense Motive +3, Tumble +5, Blind Fight, Cleave, Combat Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Possessions: *Chain shirt* +1, masterwork falchion, light crossbow, 30 bolts, *cloak of resistance* +1, 45 gp.

APL 6 (EL 7)

➤ **Dueren** and **Grendlin:** male humans ftr5; CR 5 each, medium humanoid; HD 5d10+10; hp 40; Init +3; Spd 30 ft; AC 18 (touch 13, flatfooted 15) [[+5 Armor, +3 Dex]]; Atk: +11 melee (2d4+8/18-20 falchion) or +8 ranged (1d8/19-20 light crossbow); AL N; SV: Fort +7, Ref +5, Wil +3; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +2, Intimidate +2, Profession (blacksmith) +3, Ride +5, Sense Motive +3, Tumble +5, Blind Fight, Cleave, Combat Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Possessions (each): *Chain shirt* +1, masterwork falchion, light crossbow, 30 bolts, *cloak of resistance* +1, 27 gp.

APL 8 (EL 9)

➤ **Dueren** and **Grendlin:** male humans ftr7; CR 7 each, medium humanoid; HD 7d10+14+6; hp 60; Init +3; Spd 30 ft; AC 18 (touch 13, flatfooted 15) [[+5 Armor, +3 Dex]]; Atk: +13/+8 melee (2d4+8/18-20 falchion) or +10/+5 ranged (1d8/19-20 light crossbow); AL N; SV: Fort +8, Ref +6, Wil +4; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +2, Intimidate +3, Profession (blacksmith) +3, Ride +5, Sense Motive +4, Tumble +6, Blind Fight, Cleave, Combat Reflexes, Dwarves'

Toughness, Great Cleave, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Possessions (each): Chain shirt +1, masterwork falchion, light crossbow, 30 bolts, cloak of resistance +1, potion of cure moderate wounds, 12.5 gp

APL 10 (EL 11)

➤ **Dueren** and **Grendlin**: male humans ftr9; CR 9 each, medium humanoid; HD 9d10+18+6; hp 74; Init +7; Spd 30 ft; AC 18 (touch 13, flatfooted 15) [[+5 Armor, +3 Dex]]; Atk: +15/+10 melee (2d4+8/18-20 falchion) or +12/+7 ranged (1d8/19-20 light crossbow); AL N; SV: Fort +7, Ref +5, Wil +3; Str 19, Dex 16, Con 14, Int 10, Wis 12, Cha 10; AL N

Skills and Feats: Heal +2, Intimidate +4, Profession (blacksmith) +3, Ride +5, Sense Motive +5, Tumble +7, Blind Fight, Cleave, Combat Reflexes, Dwarves' Toughness, Great Cleave, Improved Critical (falchion), Improved Initiative, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions (each): Chain shirt +1, masterwork falchion, light crossbow, 30 bolts, cloak of resistance +1, potion of cure serious wounds, 42.6 gp

Encounter Six: In Search of a Dead Man

APL 2 (EL 4)

➤ **Glaristan**: male human ftr2/sor2; CR 4, HD 2d10+2d4+4; medium humanoid, hp 26; Init +1; Spd 30 ft; AC 16 (touch 11, flatfooted 15) [[+5 Armor, +1 Dex]]; Atk: +7 melee (1d8+2/19-20 longsword) or +6 ranged (1d8/19-20 light crossbow); AL: CN; SA: Spells; SV: Fort +4, Ref +1, Wil +5; Str 14, Dex 12, Con 13, Int 15, Wis 15, Cha 16.

Skills and Feats: Alchemy + 4, Bluff +6, Concentration + 6, Disguise +5, Knowledge (Arcana) +7, Listen +3, Ride +6, Spellcraft +7, Spot +4, Alertness, Blind Fight, Combat Casting, Expertise, Weapon Focus (longsword)

Possessions: Chain Shirt +1, Scroll - Sleep, Scroll - Spider Climb, Potion - Cure Light Wounds, Potion - Cats Grace, Pearl of Power - First Level, potion of glibness, masterwork longsword, light crossbow, 30 bolts, 6 gp

Spells Known: (6/5; base DC = 13 + spell level): 0 - daze, detect magic, flare, ghost sound, prestidigitation; 1st - change self, charm person. Note: 20% chance spell failure: armor.

APL 4 (EL 6)

➤ **Glaristan**: male human ftr3/sor3; CR 6, HD 3d10+3d4+6; hp 37; medium humanoid; Init +1; Spd 30 ft; AC 16 (touch 11, flatfooted 15) [[+5 Armor, +1 Dex]]; Atk: +8 melee (1d8+2/19-20 longsword) or +7 ranged

(1d8/19-20 light crossbow); AL: CN; SA: Spells; SV: Fort +5, Ref +3, Wil +6; Str 14, Dex 12, Con 13, Int 15, Wis 15, Cha 16.

Skills and Feats: Alchemy + 4, Bluff +7, Concentration + 7, Disguise +7, Knowledge (Arcana) +8, Listen +3, Ride +7, Spellcraft +8, Spot +4, Alertness, Blind Fight, Combat Casting, Dodge, Expertise, Weapon Focus (longsword)

Possessions: Chain shirt +1, masterwork longsword, light crossbow, 30 bolts, scroll of sleep, scroll of spider climb, potion of cat's grace, potion of cure light wounds, 35gp

Spells Known: (6/6; base DC = 13+ spell level): 0 - daze, detect magic, flare, ghost sound, prestidigitation; 1st - change self, charm person, color spray. Note: 20% chance spell failure- armor.

APL 6 (EL 8)

➤ **Glaristan**: male human ftr4/sor4; CR 8, HD 4d10+4d4+16; hp 56; medium humanoid; Init +1; Spd 30 ft; AC 16 (touch 11, flatfooted 15) [[+5 Armor, +1 Dex]]; Atk: +10/+5 melee (1d8+4/19-20 longsword) or +9/+4 ranged (1d8/19-20 light crossbow); AL: CN; SA: Spells; SV: Fort +7, Ref +3, Wil +8; Str 14, Dex 12, Con 14, Int 15, Wis 16, Cha 16; AL CN

Skills and Feats: Alchemy + 4, Bluff +7, Concentration + 12, Disguise +7, Knowledge (Arcana) +8, Listen +3, Ride +12, Spellcraft +8, Spot +4, Alertness, Blind Fight, Combat Casting, Dodge, Expertise, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, light crossbow, 30 bolts, Chain Shirt +1, Potion - Cure Light Wounds, Potion - Cats Grace, Pearl of Power - First Level, 78 gp

Spells Known: (6/7/4; base DC = 13+ spell level): 0 - daze, detect magic, flare, ghost sound, prestidigitation, ray of frost; 1st - change self, charm person, color spray, 2nd - invisibility. Note: 20% chance spell failure- armor.

APL 8 (EL 10)

➤ **Glaristan**: male human ftr6/sor4; CR 10, HD 6d10+4d4+20; hp 72; medium humanoid; Init +1; Spd 30 ft; AC 17 (touch 12, flatfooted 16) [[+5 Armor, +1 Dex, +1 ring]]; Atk: +13/+8 melee (1d8+5/19-20 longsword) or +11/+6 ranged (1d8/19-20 light crossbow); AL: CN; SA: Spells; SV: Fort +8, Ref +4, Wil +9; Str 14, Dex 12, Con 14, Int 15, Wis 16, Cha 16.

Skills and Feats: Alchemy + 4, Bluff +8, Concentration + 12, Disguise +8, Knowledge (Arcana) +8, Listen +5, Ride +12, Spellcraft +8, Spot +5, Alertness, Blind Fight, Combat Casting, Dodge,

Expertise, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword +1, Chain Shirt +1, Scroll - Sleep, Scroll - Spider Climb, Potion - Cure Light Wounds, Potion - Cats Grace, Pearl of Power - First Level, ring of protection +1, 354 gp.

Spells Known: (6/7/4; base DC = 13+ spell level): 0 - daze, detect magic, flare, ghost sound, prestidigitation, ray of frost, 1st - change self, charm person, color spray, 2nd - invisibility. Note: 20% chance spell failure- armor.

APL 10 (EL 12)

☛ **Glaristan:** male human ftr6/sor6; CR 12, HD 6d10+6d4+24; hp 80; medium humanoid; Init +1; Spd 30 ft; AC 18 (touch 12, flatfooted 17) [[+6 Armor, +1 Dex, +1 ring]]; Atk: +15/+10 melee (1d8+5/19-20 longsword) or +12/+7 ranged (1d8/19-20 light crossbow); AL: CN; SA: Spells; SV: Fort +9, Ref +5, Wil +10; Str 16, Dex 12, Con 14, Int 15, Wis 16, Cha 17.

Skills and Feats: Alchemy +10, Bluff +8, Concentration +14, Disguise +8, Knowledge (Arcana) +8, Listen +6, Ride +12, Spellcraft +10, Spot +5, Alertness, Blind Fight, Combat Casting, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Possessions: Chain Shirt +2, Potion - Cats Grace, Pearl of Power - First Level, Pearl of Power - Second Level, longsword +1, ring of protection +1, gauntlets of ogre power, 168 gp

Spells Known: (6/7/6/4; base DC = 13+ spell level): 0: daze, detect magic, flare, ghost sound, mage hand, prestidigitation, ray of frost, 1: change self, charm person, color spray, shield, 2: invisibility, levitate, 3: dispel magic. Note: 20% chance spell failure- armor.

Critical Event Summary
LG FUR3-02 – Redemption
(Return to HQ or to Michelle Sharp)
Please be sure to answer all questions. Thanks.

1. Did any of the raggamoffyns escape? YES/NO
2. Did either of the “minions” escape? YES/NO
3. Did the PCs prove Sir Lanistor innocent? YES/NO
4. Was Glaristan’s part in the “curse” of the college revealed? YES/NO
5. What was Glaristan’s final status?
 ESCAPED ARRESTED KILLED
6. Do the PC’s persuade the court that the war college is now safe? YES/NO
7. Comments (Optional). Please explain any unusual circumstances

Player Handout #1

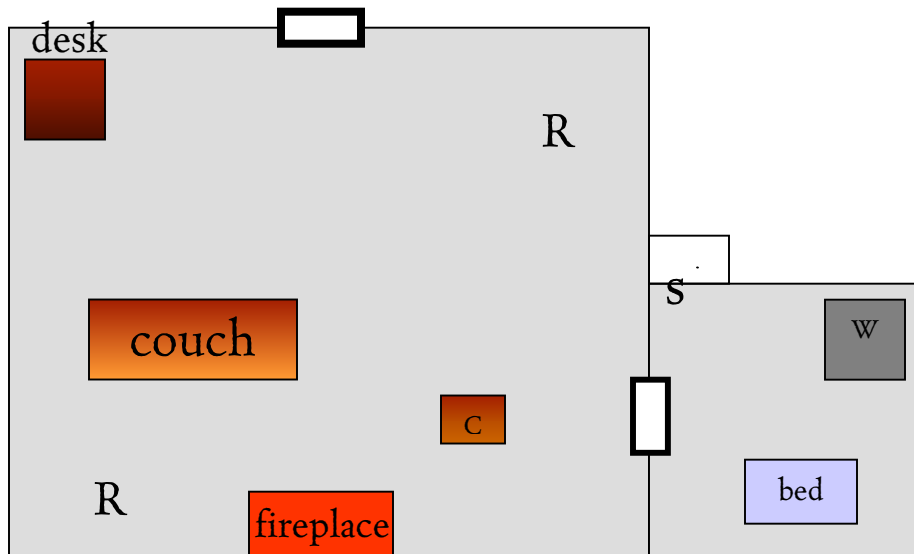
The following is revealed on the “blank” parchment found in Glaristan’s desk.

The Three Treasures (shipments from Verbobonc every week)

“spiced peas”

shipment for “Allswedd”

DM Aid: Map of Glaristan's Quarters



R: location of raggamoffyn
W: Wardrobe
C: Chair