

YEO3-07

Squeal Like a Pig

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

Version 1.1

by Kevin Freeman

A peaceful romp in Bogspur turns into a nightmare filled with bayou halflings, Midfell mountain oysters and, ... orc brides? Come to think of it, what the heck are you doing in Bogspur again in the first place? Bring your funnybones. A Yeomanry regional adventure for APLs 2-12.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 four 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.

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. 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.

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 the Yeomanry. Characters native to the Yeomanry 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.

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

Adventure Background

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, these spokesmen in turn elect Grosspokesmen that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

As the defense of the homeland is imperative, at least to some extent, in this module, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is this adventure "promotion worthy?"

Heroic deeds in the name of the Yeoman Militia are possible in this module, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

The GM and all Yeomanry militia members present at the table must unanimously agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides

the PC up for advancement. Only one PC can be nominated for advancement per scenario.

The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.

The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoogroups.com.

The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry militia member must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked militiaman.

Is this a "Dustdigger Module?"

As this adventure does not significantly involve archeological matters, students in the Academy of Lore may not count this adventure towards their Academy TU requirement.

Bogspur

Bogspur is an old, dying village on the outskirts of the Hool Marshes. It sits on the bank of a large, swampy lake. The villagers of Bogspur make their living through fishing, frogging, and alligator hunting. Most of them are very poor, and their contact with the rest of the Yeomanry is sparse, at best. As such they are wary of visitors. It is home to one old, leaky tavern, *the Frog Bog*.

Thurmaster

Thurmaster is a small walled town a short ride from the horrors of the Hool Marshes. The outskirts of town contains a fair number of abandoned buildings, now falling in ruin. The walls were built 40 years past as a defense against the then-marauding lizardfolk of the Hool, led by a ferocious lizard king. The lizardfolk were eventually turned back, but at great cost. Fishing, agriculture, harvesting of marsh reeds and hay, and light forestry are the main sources of income here. There is one tavern of note in town—the Hound and Tails, run by Weismar.

A Note To DMs

While this is an official Yeomanry regional adventure, it is meant to have somewhat of a light and humorous nature. Running this module “seriously” may cause some of the players not to enjoy it to its fullest extent. So have fun, and let your players have fun as well!

It would also be wise for the DM to refresh her memory about how illusions work.

You should also find out which of your players have played **YEO1-06 Cold Blooded**.

A Word About Scry

The illusionist Foddypeak possesses a coveted magic item—a *crystal ball with telepathy*. He uses this item to keep a constant eye on the PCs as they make their way towards his tower. Keep in mind that PCs are allowed a Will save (DC 16) to resist the effects of the scrying. You should secretly write down all of the PCs’ Will save modifiers to reduce suspicion.

While he can see the PCs, he cannot hear them, and does not possess the ability to read lips.

Adventure Background

Something weird is going on in the Hool Marshes.

Ten days ago, a fisherman from Bogspur was hunting frogs upon his skiff when he stumbled upon the bloated, torn bodies of nearly a dozen bayou halflings floating in a fetid pool a few miles outside of town. He quickly returned to the small village to summon the local militia (all three of them) so the bodies could be identified and examined. After the lone priest in town had a look at them, he concluded that the violence was the work of a small orc tribe, the Broken Tooth tribe, which lives in the swamp. Sure enough, when a more careful investigation of the area was made, more damning evidence—including a discarded shield with their symbol painted on it—was found to clearly lay blame on the orcs.

Sherman, the town priest and follower of Trithereon, decided to walk the short distance to the bayou halfling village of Attakapas to let the elders there know what had transpired. While the residents of Bogspur and the bayou halflings are not best of allies, they do trade on occasion and are aware of each other’s habits.

There, the halfling Marceaux confirmed that the incident was not isolated. In fact, the number of bayou halfling casualties that had taken place over the last month was nothing short of an epidemic. Dozens of villagers have been killed: some were ambushed as they hunted or fished; others died in their homes, apparently poisoned.

In one peculiar case, a naked bayou halfling was found tied to a tree, covered in honey, and set upon by ants.

Sherman and Marceaux came to a mutual conclusion—that the orcs and half-orcs of the Broken Tooth were determined to exterminate the bayou halflings. What was odd about the whole situation, however, is that the orcs, while unpredictable, had never tried anything on so large a scale. Regardless, something had to be done about them. Lacking the military strength themselves to deal with the problem, Sherman levied an official request to Newick for military assistance. Lacking the proper fighting men to spare, Grosspokeswoman Wendomere sends a trustworthy band of mercenary adventurers instead....

What’s really happening: A gnome illusionist named Foddypeak, in a fit of madness, has decided to leave the relatively friendly confines of Melkot to construct his very own Wizard Tower in the middle of the Hool Marshes, near the Yeoman border. He believed the relative isolation of the Hool would allow him ample time to begin his plans for world domination, beginning with the Yeomanry and moving eventually to points beyond.

After weeks of planning, scrying, and exploration, he found the perfect locale for his tower—a particularly muddy, tree-covered island that could support the weight of his mighty Wizard’s Tower. There was only one problem (well two, really): the area was already occupied by a smelly clan of orcs and a sniveling village of furry, diseased burrowers (the bayou halflings).

Foddypeak decided that both groups must be eliminated before the true work could begin. Instead of risking premature discovery by directly destroying both villages (which he could *easily* do), he decided to make it look like they were destroying each other. Using his powers of illusion, he disguised himself as a wandering orc shaman and confused the leader of the Broken Tooth orcs, a particularly heinous brute named Og, into thinking that the halflings were planning a full-scale attack on his village, and that they must do something about it. He then proceeded to use the same ploy on the halflings by taking the form of a plump halfling soothsayer and warning them of an imminent orc attack.

As such, the seeds of conflict had been sewn, and Foddypeak could sit back and watch as the two tribes sent one another into oblivion. To jumpstart the “war” a bit, he has hired a small group of lizardfolk mercenaries to cause trouble in both villages. Once both groups are sufficiently weakened, it would be particularly simple for Foddypeak to finish them off and begin construction of his mighty Tower.

Adventure Summary

The PCs are given a written summons to make their way to Bogspur with great haste. In Bogspur, they meet Sherman, a cleric in town, who tells them about the discovery of bayou halfling corpses and the 'war' going on between the halflings and the orcs of the Broken Tooth clan. He suggests they head to Attakapas to ask Marceaux and the halflings how the PCs can help.

Using his *scrying* devices, Foddypeak discovers the meddling PCs. He sends a small group of his allied swamp denizens to deal with them.

In Attakapas, the PCs talk with Marceaux, the town's de facto spokesperson. Here they learn about the Broken Tooth clan, its relations with the halflings, the visit by the halfling soothsayer, and the orcs' underhanded hit-and-run tactics in recent weeks. They learn that the halflings have lacked any ability to fight back (thus the need for the PCs). They are asked to attack the orcs and end the assault once and for all.

If the PCs 'come in swinging,' the orcs are disposed and the adventure ends. However, assuming the PCs have some suspicions (which are relatively obvious) and decide to parley, they learn much more. The orc chief Og, before an amazing feast, tells the PCs of the visit by the prophetic orc shaman—a strikingly similar tale given to the PCs by Marceaux. The PCs also learn that this clan is somewhat peaceful, and has fled to the swamp in recent years as the humans of the Yeomanry rejected their request for asylum (and ultimately citizenship). Most of the male orcs of fighting age are dead—killed by 'roving bands of maniacal halflings' that attacked from the north. With these missing pieces, the PCs should realize that they must investigate north of the orc camp. Og and his remaining warriors accompany the PCs.

Cursing his failure, Foddypeak *scries* the PCs and orcs heading towards the site of his partially constructed tower. He summons the last of his vanguard to face them at the foot of the hill. The PCs discover that illusory magic is afoot, and they must discover the source.

The PCs find the hidden room serving as Foddypeak's headquarters. Assuming they get through his illusions and other magics, Foddypeak tells them of his master plan and how it was foiled by the PCs.

The PCs return to Og as heroes. He offers them membership to their clan, and beautiful orc wives to have as their very own. When word of the orcs' valor reaches Newick, the Broken Tooth clan is granted residency in the area south and east of Newick. Ultimately, the Freeholder himself hears of this news, and lifts the restriction that half-orcs cannot be Yeoman citizens. The

Broken Tooth orcs are given similar treatment. And they all lived happily after!

Introduction

The PCs begin the scenario doing anything they like. If they are familiar with one another and wish to begin the game together, that is perfectly acceptable. However, inform each PC that she is somewhere near the large Yeoman town of Newick.

Begin the round by explaining to each PC that they are approached by a Yeoman militiaman.

As you are going about your business, a young Yeoman militiaman, grimy from a hard ride, approaches you. He smiles at you warmly. As he gets closer, you notice that he has a rolled-up parchment in his right hand—more than likely it is some sort of 'important message' for you.

As he reaches you, he speaks in a thick, rural accent.

"Sorry to disturb you, sir, but I bring a message from Lady Melinda. She said you would know what to do."

The item that he gives to the PC is **Player Handout #1**. If you have time to adequately prepare, making a separate copy for each PC adds a touch of realism. Similarly, you can provide different descriptions of the messenger for each PC.

The message itself is from Grosspokeswoman Wendomere of Newick, an NPC who has been a proverbial pain in the sides for many PCs familiar with Yeoman adventures. It is an urgent summons to Bogspur, a small, run-down village on the outskirts of the Hool Marshes. The note itself is somewhat vague—their only instructions are to meet with Sherman, a local cleric, who has alarming news and an assignment for them. Inform the PCs that they are not too far away from Bogspur—a single day's ride, at most.

The messenger, a man named Blake, has no idea what the message says and no idea what the Grosspokeswoman could possibly want with the PCs. His instructions were merely to look for someone who meets the PC's description, confirm their identity, and give them the note.

Once the PCs agree to the note's contents and head to Bogspur, go to Encounter One. If they refuse, their adventure is shorter than expected—tell them to collect their stuff and go home.

Encounter One: Bumpkins at Play

Bogspur has changed little since the PC's last visit.

Rain has been falling constantly during your trip to Bogspur. The road, muddy already due to the vicinity to the Hool Marshes, is a virtual maze of deep puddles and deeper mud. Wiser people certainly would seek shelter in such adverse conditions!

As luck would have it, after a few hard hours' travel, you arrive in the sleepy hamlet of Bogspur—a frontier town that rests on the very fringes of Yeoman territory.

The village is as many of you remember it. A number of rickety buildings, defying gravity by not falling over, rest on either side of the road. Gray moss dangles from every available tree in the area. Strange croaks and chirps—perhaps frogs, crickets, birds, or worse—create a cacophony of uninterrupted sound. Only a few paces on the other side of the village, the swamps and bogs of the Hool Marshes begin.

A young boy, pulling a wagon with the words "Ridge Runner" crudely painted upon it, stares at you blankly. An old lady, graying and toothless, watches you from the open window of a dilapidated home. Suddenly, she shrieks a noise, clearly directed at you, that can only be described as the sound of an insane crow. She then begins to make odd goat noises....

A few dozen paces further, you spy a young boy wearing only tattered trousers. He carries a small spear that holds the remains of four freshly killed squirrels. He smiles at you, says "good eatin," and continues on his way.

At last, a more pleasant sight approaches—the Frog Bog, a tavern that many of you have visited. You cannot wait to taste Billie Joe Charley's delicious fried frog legs once again.... Sure enough, the smell of fried bread and burning wood fill your nostrils as you approach. You swear you here something like "freak knight" being discussed in a giggly voice from within the tavern.

The Frog Bog is a leaky yet strangely comforting tavern that caters almost exclusively to locals. There are a number of stuffed and mounted animals lining the walls—primarily fish and crocodiles. Greasy smoke—primarily a result of Billie Joe Charley's cooking, creates a haze near the ceiling of the tavern.

Billie Joe Charley remembers the PCs well, and makes a batch of frog legs for them—extra crispy. When he sets

the plate in front of them, he mumbles something about "crunchy outside, chewy middle" and proceeds to do something else.

At some point, Cletus, a Bogspur local who refers to himself as the 'love master,' asks a randomly-chosen PC if he can have the rest of their meal ("You gonna finish dat?")

If asked, Billie Joe Charley can tell the PCs where Sherman lives. In ways only a Bogspurian can, the innkeeper tells the PCs that Sherman lives in a back room in the new temple to "that Try-theer-in fella" (Trithereon).

Allow the PCs to roleplay a bit with the locals in the Frog Bog. It is possible that they might hear some rumors that have been floating around town as of late. It is encouraged that the DM provide these rumors 'in character' to add to the local flavor.

- A wild man, claiming to be a werecrocodile, has been seen peering in residents' windows in recent days. No one knows who he is, although he apparently calls himself the 'lycanthropic avenger.' (True, although it has nothing to do with the adventure)
- A group of southern Yeoman known as the "minutefolk" are arriving in town soon to press people into their service. (False. Very false).
- The Hool Halflings are getting restless as orcs make camp closer and closer to their homes. (Partially true)
- A nameless sorcerer known only by the pseudonym "Sandman" is looking to take on an apprentice in the area. (False...sort of. There IS an arcane caster in the area, but he is more intent on destroying than recruiting).

When you are out of rumors, or the PCs are ready to proceed to the temple of Trithereon, go to Encounter Two.

Encounter Two: Sherman

The temple to Trithereon is very small, and surprisingly new for Bogspur. In fact, it is the newest building in town, having only been completed a year earlier by Sherman. It is primarily a wooden structure reinforced with mud and thatch—hardly indicative of being a temple. The harshness of the swamp air already is taking its toll on the building—the planks are warping in places, and a thin, blackish-green mold is spreading along the

outside walls in places. Sherman clearly lacks the skills of a trained carpenter.

Following Billie Joe Charley's instructions, you head towards the temple of Trithereon. When you arrive, the structure that lies before you is hardly awe-inspiring. While it may be the newest structure in town, it appears rickety and ramshackle, fitting in nicely with the other buildings that Bogspur has to offer.

Stepping inside, you appear to be standing in a sanctuary of some sort—crude benches lie in straight rows, all facing an altar of wood and marble. A holy symbol of Trithereon, apparently wood painted to look like gold, hangs above it.

A large muscular man in priestly vestments comforts a ragged, dirty man in the front pew. Seeing you, the priest pats the vagabond on the shoulder and approaches you.

"May the Summoner bless you and your travels. I am Sherman, acolyte of Trithereon and caretaker of this temple. What brings you to this humble sanctuary?"

Sherman is well built for a sedentary cleric, is clean-shaven, and has dark brown hair and eyes. His words are welcoming, although he is a little suspicious of the PCs—which should come as no surprise to anyone who knows the full extent of his "work."

Sherman, while being a true cleric of Trithereon, certainly is not naïve enough to believe that he will gain many followers of the Summoner in Bogspur—in fact, he has none to this date. Instead, the temple serves as a sort of halfway house for refugees, primarily from the Hold of the Sea Princes, seeking solace in the Yeomanry. He is a Falcon of Trithereon (refer to the Yeoman metagroup), and any PCs who are also members immediately recognize this as such. The Grosspokeswoman has no idea that he is a Falcon of Trithereon.

The patron who sits in the front row actually is an escaped slave from the Hold of the Sea Princes, although Sherman only reveals this to another Servant of Trithereon.

Any Hound or Falcon of Trithereon who befriends Sherman during the course of the adventure is entitled to the *Contact: Sherman of Trithereon* benefit as listed in the Treasure Summary.

Once the PCs reveal the true reason why they are in town (and preferably producing their summons), Sherman smiles widely.

"Ah. So you are the ones sent by Newick's grand lady. Perfect, perfect. Please sit for a moment while I send my patron home."

Sherman escorts the refugee to a back room, then returns immediately.

"Strange things are afoot in the Hool, my friends. Are you familiar with Hool Halflings? Good, good. Less than a week ago a local was fishing on his skiff when he came upon a gruesome sight—the corpses of four Hool Halflings, riddled with arrows.

Now, it is no secret that the diminutive ones and the orcs of the swamp—particularly the Broken Tooth clan—do not get along with one another. However, reports are coming in from all over the place that the two groups are on the verge of outright war.

If they want to kill each other in the swamps, so much the better—that means better catches and more peace for law-abiding Yeomen. But their skirmishes are getting a little too close to us for our liking, and the last thing we need is to get dragged into it.

The Grosspokeswoman is hoping that you will go to the halfling village of Attakapas, about a two-hour paddle from here to the east. Seek out a chap named Marceaux—I heard that some of you may be familiar with him already. I've met him as well. He seems likable enough. Try to convince him to take his squabbles farther away from Yeoman territory. If you must get involved (as many of you mercenary types tend to do), ask Marceaux how you can help. We'd much rather worry about the swamp rats than the orcs any day."

The PCs may have some questions to ask Sherman before they go on their way:

- Where is Attakapas?

It is a two-hour paddle to the east. There are a few moss-covered signs that point the way. You can't miss them.

- How are we supposed to get there?

I've got a boat docked over there you can use. Just bring it back in one piece!

- What can you tell us about Marceaux?

He's a friendly little fella. I know that he fancies himself a medicine man of sorts. He knows the area pretty well, too. The folks here in Bogspur trade with him on occasion. He shouldn't give you any problems.

- Where are the halfling corpses?

We gave them to the halflings, who probably filled their pockets with stones and dropped them in the swamps, as their tradition dictates.

- Who was that man in here earlier?

Just a farmer down on his luck. It's our duty to help the less fortunate, you know? (Allow the PCs a Sense Motive check (DC 12 + the APL) to discover that Sherman is withholding information. He refuses to divulge any more information, however.)

- Are you familiar with the Broken Tooth orcs?

A savage lot, they are, led by a mean cuss named Og. I've never seen him, but I am told he is a cunning warrior, and smarter than he looks. I also heard there are a few half-breeds that have joined their lot. It will take more than brute strength to overcome him. I'm sure Marceaux can fill you in better.

- You don't seem to fit in with the rest of the townsfolk...?

The Summoner doesn't discriminate, friend. I suggest you do the same.

Once the PCs have exhausted their questions, proceed to Encounter Three.

Encounter Three: Token Combat

Using his *crystal ball*, Foddypeak should be well aware of the PCs once they approach Attakapas. Fearing that his evil plans could be discovered by the meddling PCs, he dispatches a group of his followers to eliminate the PCs before they become a thorn in his side.

The boat provided by Sherman is large and solid—everyone can fit on it comfortably. It requires two people to paddle if decent progress is to be made. Be sure to ask which of the PCs is paddling, and place them on opposite sides of the boat. However, attempts to wage combat on the boat carries penalties (see below).

You are paddling the skiff, swatting mosquitoes, and fending off hungry swamp predators (not necessarily in that order) when you hear an odd commotion nearby...you are under attack! To arms, to arms!

APL 2 (EL 3)

🐉 Gnolls (3): hp 14 each; see *Monster Manual*.

APL 4 (EL 6)

🐉 Ettercaps (2): hp 34 each; see *Monster Manual*.

APL 6 (EL 8)

🐉 Digesters (2): hp 78 each; see *Monster Manual*.

APL 8 (EL 10)

🐉 Gray Renders (2): hp 128 each; see *Monster Manual*.

APL 10 (EL 12)

🐉 Spirit Nagas (3): hp 81 each; see *Monster Manual*.

APL 12 (EL 14)

🐉 Pyrohydras, Ten-Headed (3): hp 115 each; see *Monster Manual*.

The area around the boat is shallow bog, only about 18 inches deep (see *DMG*, page 88). It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble and Moves Silently checks in such a square is increased by 2. PCs who remain in the boat during combat must make Balance checks (DC 12) each round to remain standing.

Should the PCs defeat their enemies, Foddypeak becomes very irritated and vows to crush them in their next encounter. Be sure to play this up in Encounter Seven.

After the defeat of Foddypeak's entourage, the PCs can continue to Attakapas unhindered. Proceed to Encounter Four.

Encounter Four: Attakapas

Eventually, the PCs make it to the sleepy Hool halfling village of Attakapas.

After a couple hours' plodding and paddling, you approach a patch of relatively dry land that is covered with about two dozen structures constructed primarily of wood and thatch. What is unusual about the houses, however, is that they stand on tall stilts—some as high as six or eight feet. In order to access these dwellings, one must climb up wooden and rope ladders. There are bogs and pools of stagnant water everywhere, but it does not seem to be an unpleasant place.

A number of halflings, perhaps a little more unkempt than you might be used to, scurry about, doing their day-to-day business. Needless to say, your arrival does get a few odd reactions—a young boy points at

you and says, "Maw? What's that?" An elderly chap with a long, filthy pipe screams, "Looky what we got here!" Small, relatively tame lizards and turtles scurry all around the village. Needless to say, it is a bit unsettling.

You pass a group of halflings diligently constructing something. From your perspective, it looks like a boat of some sort. When they see you, they quickly throw a tarp over it and begin whistling unsuspectingly.

Hool halflings are wilder, less-civilized halflings who make their homes in the Hool Marshes and its environs. They live in tree houses and houseboats in the swamp, and make their living through hunting, fishing, brewing, and crafts. Hool Halflings are a relatively content people.

However, they are mostly shunned by humans and other races in the Yeomanry, who consider them bad luck, ill omens, swamp spirits, or even demons who threaten their crops and steal children. A PC with Knowledge (local – Sheldomar Valley) may know some of these rumors and superstitions about Hool Halflings (check DC 15).

The boat is of no circumstance to the adventure.

Despite the town's odd environment, finding the location of Marceaux's home is relatively simple. It is a small, stilted structure outside of town. PCs who participated in **YEO1-06 Cold Blooded** will remember this location and their previous encounter with Marceaux.

Marceaux is an herbalist and healer for his village. He is familiar with many of the local flora and fauna in the region, and, as one of the village elders, knows quite a bit about the town's relation with the Broken Tooth orcs.

"Ah, my friends...I suspected adventurers such as yo'selves might be arriving here in town. I'm delighted to see that it is you! Come up, come up...I'm in the middle of preparing lunch!"

The PCs climb up the strong rope ladder into Marceaux's home. It is quaint, albeit a bit small for medium-sized races. There are some amazing smells coming from the place, and Marceaux attempts to introduce them to a number of local delicacies:

- Fellgoat 'swamp oysters': we don't want to explain this one *too* precisely!
- Yeoman wickler cheese: stolen from Bogspur
- Hool Hooch: a strong, dark beer brewed locally. It tastes, to say the least, terrible.
- Chicken-fried squirrel—tastes like chicken!

- Honey-basted cicadas—does not taste like chicken!

After lunch, Marceaux tells the PCs everything that has transpired over the last several days. Read or paraphrase Marceaux's story as you see fit.

"Well, we and the orcs, we really don't bother each other too much. Sure, there is the occasional 'disagreement,' but we usually stay out of each other's business. We've even traded with each other on occasion.

Over the last few weeks, however, things have changed. The orcs are more aggressive—and smarter. They use hit-and-run tactics and catch us off guard. Some of my people are ambushed as they fish or hunt. We even found one of our kin tied to a tree, covered in honey, swollen with ant bites!

The soothsayer's prophecies have come true! She said that our village would be attacked by orcs in the near future, and that our village was in great peril!

I have no idea what the Broken Tooth clan wants, but a number of our kind are now dead, and we can't let this continue much longer.

We lack the strength and manpower to be able to take a final stand against the orcs. That's why we need your help. Will you, my friends? Can you help us end this aggression?"

Marceaux also can answer many questions that the PCs might have. Use these answers as guidelines.

- Who was this soothsayer?

I've never seen her before, but the halfling villages in the Hool are littered with them. It is not uncommon for them to wander from town to town with their prophecies. Many of them are charlatans, but others are quite prophetic. She came from the north with her stories of rebellion.

- Do you believe her predictions?

I tend to be skeptical, but we're losing lives as a result of orcs. I suppose I do, at this point!

- Where might we find the Broken Tooth Clan?

Their camp is a half-day's march east, deeper into the swamp. Follow the scarecrows and you'll end up in their camp.

- Scarecrows?

Yes. This clan puts scarecrows up all over the place to keep people away from their homes. They really are silly looking!

- What can you tell us about the Broken Tooth Clan?

Like I said, we're not best of friends, but we're not sworn enemies either. I've even spoken with Og, their chief, on occasion. He seems nice enough, for an orc, although he does have quite the temper on him. Last time I was there (a few weeks prior), there were quite a few half orcs among their kind. I wonder if that has anything to do with their recent attacks?

- And the attacks themselves?

All of them have taken place in relatively isolated areas, with no witnesses. We find the bodies of our brethren floating in bogs or lying under trees ...

- How do you know the orcs are doing it then?

Well, arrows made by the Broken Tooth clan have been used for some of the killings, and orc prints are everywhere in the area. Plus the soothsayer told us that it would be orcs.

Of course, Foddypeak is duping both the Halflings and the orcs into believing that they are attacking one another.

Once the PCs are satisfied with everything that Marceaux has to offer them, go to Encounter Five.

Encounter Five: Broken Tooth

The Broken Tooth camp is exactly where Marceaux said it would be. It rests on a large, dry mound some 500 feet or so in diameter, and consists of perhaps 30 or 40 tents and other crude structures. There are ten orcs on patrol at any time to guard the perimeter of the village, and if the PCs are discovered trying to infiltrate the camp, the orcs call out so that the rest of the camp can hear.

🐉 **Orcs (10):** hp 7 each; see *Monster Manual*.

The camp itself is humble, to say the least. Most of the orcs milling about are women, children, and the elderly. A number of the adult males appear to be wounded to some extent. Clearly, they have been involved in fighting of some sort.

This is NOT meant to be a combat encounter. If the PCs come in with the mindset of eliminating the orcs once and for all, by all means allow them to do so. However,

the true threat—Foddypeak and his entourage—will still be at large. Should this happen, Foddypeak is pleased that the PCs have done a considerable amount of work for him, and he directs his attention entirely towards Attakapas in the form of a frontal assault which, without PC resistance, succeeds. Of course, he waits until the PCs leave the area and return to the Yeomanry before beginning this assault. The PCs then learn that Attakapas has been razed to the ground.

At this point, then, send the players on their merry way.

Statistics for the village are provided at the end of this encounter.

Should the PCs have some suspicions (and if you are a good DM, they should) and approach the camp prepared to parley as opposed to fight, the PCs can get to the bottom of what really is going on in the area.

If the PCs approach the village with peaceful intent, the orc guards allow them to enter. They are brought to Og, the orc chief.

Before you stands Og, the orc chieftain. He is a monster of an orc, standing almost eight feet tall. A large, jagged scar runs from the top of his shoulder to his bare stomach. He wears piecemeal chainmail and props himself up on a huge axe.

"So, pinkskins, what can a poor orc down on his luck do for successful mercenaries such as yourselves?"

Despite his grizzled exterior, Og proves to be a quite personable chap. Once he believes that the PCs mean him no harm, he calls for the people of the village to prepare a feast of the following items:

- Alligator jerky
- Apricot soup, sweetened with beeswax
- Turnips stuffed with mystery meat
- Hool Hooch (stolen from Attakapas)

He can provide answers, in perfect common, to the following questions:

- Why are you and the Halflings fighting?

I don't know. We've always bickered a bit, and raided each others' food stocks once in a while, but we never kill one another. We even trade on occasion. We found poor Git tied to a tree, dead, with a mouth full of stinkroot. Halflings cook with stinkroot.... We then retaliated. An eye for an eye, you know. Ever since that shaman visited us from the north.

- What shaman?

We were visited by a wise shaman a few weeks past. She told us that the Halflings of Attakapas would attack us in hopes of destroying us once and for all. When Git was killed, we knew her prophecies were coming true.

- Do you believe her predictions?

I tend to be skeptical, but we're losing lives as a result of swamp rats. I suppose I do, at this point!

- Where did this shaman come from?

From the north! Aren't you listening? They wander the swamps, but this one certainly came from the north.

- Where are all the male orcs?

Dead, most of them. We're not a big tribe to begin with, and the halfling hit-and-run raids have caused our numbers to dwindle. Thank goodness we've given the half-humans asylum. They've proven to be good fighters.

- Half-humans?

Yes. A number of our half-brothers have been banished from your lands due to their blood, or have been persecuted unfairly. Land of the free, you call it...harumpf! We've gladly taken them into our home. Say, you wouldn't consider taking an orc wife, would you?

- Where are these half-humans?

Here and there. There's Gwardon there! (Waves at Gwardon).

- What about the hit-and-run attacks?

Twelve of us are dead so far. We never catch the little rats red-handed. But we will, soon!

- How do you know the halflings are doing it then?

Well, the little rats are sneaky...only they could do it without witnesses!

As mentioned earlier, Foddypeak is duping both the Halflings and the orcs into believing that they are attacking one another.

The story of the visit by the prophetic orc shaman is strikingly similar tale given to the PCs by Marceaux.

With this and other missing pieces, the PCs should realize that they must investigate north of the orc camp.

Similarly, Og is absolutely enraged once he is told that he and his tribe have been played for fools. He vows revenge. Og suggests that he and his remaining warriors accompany the PCs to their destination to the north. Whether or not the PCs accept is up to them, although the orcs go with or without their permission.

When the oh-so-bright PCs decide that heading north is their next option, go to Encounter Six.

Orcs of the Broken Tooth Clan

This does not including the 10 guards listed earlier.

👤 **Orcs (9):** hp 7 each; see *Monster Manual*.

👤 **Half-orcs (11):** hp 7 each; treat as orcs; see *Monster Manual*.

👤 **Orcs, females (32):** noncombatants.

👤 **Orcs, children (41):** noncombatants.

👤 **Og, male half-orc barbarian (1):** see Appendix for details.

In the event of PC attack, the village fights to the best of its ability.

Paladins and other Lawful Good PCs who take part in a slaughter of helpless women and children should be given a stern lecture by their deities about the differences between right and wrong.

Encounter Six: Ambush!

By now, the PCs should suspect that something is afoot, and whatever it is lies to the north. Foddypeak's Wizard Tower is a 4-hour walk due north from the Broken Tooth clan. A successful Survival check by someone with the Track feat (DC 10 + the APL) reveals that several humanoid creatures—not orcs or halflings—have been moving back and forth in the area. If the check is made by 5 or more, it reveals that the creatures are, in fact, lizardfolk. Og spits at the mention of this, and indicates that his tribe and the lizardfolk of the Hool are bitter rivals.

An hour or so later, the path splits—a successful Survival check by someone with the Track feat (DC 10 + the APL) reveals that a small number of humanoids have separated themselves away from the main group. Og suggests that the orcs follow the large trail, while the PCs follow the small one.

Foddypeak, always the nosy type, continues to *scry* the activities of the orcs, the Halflings, and the PCs. Sensing that his master plan is on the verge of failing, he sends his lizardfolk henchmen to eliminate the PCs (and the orcs) once and for all. Via magic, he tells a small group of his lizardfolk to separate from the main group in hopes of splitting the attackers in two groups.

The ambush takes place about three hours north from the orc camp (and thus an hour south of Foddypeak's camp). They have had about 30 minutes to prepare for the PCs arrival, and cannot be caught by surprise unless unusual methods are used by the PCs. Thus Fffffff, if present, has had plenty of time to augment the ambushers with spells.

The area in which the PCs are ambushed is on dry land with ample vegetation that can be used for soft cover (for friend or foe)(see *PH*, page 151).

APL 2 (EL 4)

🐉 **Lizardfolk (3):** hp 14 each; see *Monster Manual*.

Tactics: Grr...snarl, rend. Keep in mind that, unusual circumstances aside, and, at all APLs, the group knows that the PCs are arriving, and have considerable time to prepare.

APL 4 (EL 6)

🐉 **Lizardfolk (5):** hp 14 each; see *Monster Manual*.

🐉 **Sssssss, male lizardfolk Ftr1/Bbn1 (1):** hp 38; see Appendix.

Tactics: Grr...snarl, rend.

APL 6 (EL 8)

🐉 **Lizardfolk (8):** hp 14 each; see *Monster Manual*.

🐉 **Sssssss, male lizardfolk Ftr2/Bbn1 (1):** hp 49; see Appendix.

🐉 **Fffffff, male lizardfolk Clr3 (1):** hp 34; see Appendix.

Tactics: The cleric casts *barkskin* on himself and tries to *entangle* the PCs. He serves in support as necessary.

APL 8 (EL 10)

🐉 **Shambling Mounds (2):** hp 66 each; see *Monster Manual*.

🐉 **Sssssss, male lizardfolk Ftr2/Bbn2/TrblPrcttr1 (1):** hp 64; see Appendix.

🐉 **Fffffff, male lizardfolk Clr5 (1):** hp 48; see Appendix.

Tactics: As APL 6. The cleric casts *shield of faith* on himself and tries to *entangle* the PCs. The shambling mounds eat anything that moves.

APL 10 (EL 12)

🐉 **Treants, Evil (2):** hp 69 each; AL: NE; see *Monster Manual*.

🐉 **Sssssss, male lizardfolk Ftr2/Bbn2/TrblPrcttr3 (1):** hp 84; see Appendix.

🐉 **Fffffff, male lizardfolk Clr7 (1):** hp 61; see Appendix.

Tactics: As APL 8, with higher-level spells. The cleric casts *barkskin* on himself and tries to *entangle* the PCs. He uses *freedom of movement* to continue to harass the group. The barbarian and treants simply cause mass destruction.

APL 12 (EL 14)

🐉 **Displacer Beast Pack Lord (1):** hp 279; see *Monster Manual*.

🐉 **Sssssss, male lizardfolk Ftr3/Bbn3/TrblPrcttr3 (1):** hp 105; see Appendix.

🐉 **Fffffff, male lizardfolk Clr9 (1):** hp 83; see Appendix.

Tactics: It's APL 12...you figure it out!

Once the creatures are defeated, the PCs may follow their clearly marked trail to Foddypeak's tower. Proceed to Encounter Seven.

Encounter Seven: Final Showdown!

An hour after the ambush, the PCs come across a partially constructed tower of some sort. This, in fact, is the beginnings of Foddypeak's Wizard's Tower. He hopes, once the orcs and halflings are dealt with, that he can begin to spread his reign of terror across the land. That's what evil wizards do, after all!

Before you stand the beginnings of a tower of some sort. The construction is new, although only one story has been completed to this point. The door looks solid. Large stone blocks, newly carved by the looks of it, are stacked neatly around the site. You see no signs of life, however. Perhaps your quarry already has been defeated.

Foddypeak stands invisible on the roof of the tower, some 15 feet above the ground. His plan is to have the PCs enter the lowest level of the tower and then ambush them from behind. At APL 8 and higher, his golem

awaits within the tower with commands to attack anyone not looking like Foddypeak or any of his companions. At APLs 2 to 6, his companions are with him or waiting in the brush nearby.

The door to the tower is locked.

🔒 **Good Wooden Door:** 1.5 in. thick; Hardness 5, hp 15; Break DC 18; lock (Open Lock DC 10 + the APL).

The room beyond is covered is round and 40 feet in diameter. It is entirely covered in a *darkness* spell. The golems (if present) activate immediately when the door is open, regardless of any PC actually entering the room, and attack anyone who is not Foddypeak or one of his allies.

APL 2 (EL 5)

🐉 **Foddypeak, male gnome Ill4 (1):** hp 21; see Appendix.

🐉 **Imp (1):** hp 18; see *Monster Manual*.

Tactics: If he has time, Foddypeak casts *mage armor*, *shield*, *blur*, and *mirror image* on himself in preparation for combat. He then uses attack spells and his wand to damage opponents. His imp casts *invisibility* and attempts to *suggest* the party into abandoning their quest. He attacks with his tail should that fail.

APL 4 (EL 6)

🐉 **Foddypeak, male gnome Ill4 (1):** hp 21; see Appendix.

🐉 **Dire Boar (1):** hp 58; see *Monster Manual*.

Tactics: If he has time, Foddypeak casts *mage armor*, *shield*, *blur*, and *mirror image* on himself in preparation for combat. He then uses attack spells and his wand to damage opponents. The dire boar simply goes after whatever looks delicious.

APL 6 (EL 8)

🐉 **Foddypeak, male gnome Ill6 (1):** hp 33; see Appendix.

🐉 **Hag, Annis (1):** hp 53; see *Monster Manual*.

Tactics: As APL 2 and 4, replacing *blur* with *displacement*. He prefers to use spells at a distance. He also can attempt to use *major image* to create a creature to fight. Be creative. The annis prefers to pummel things to a pulp. Don't forget its SR and DR!

APL 8 (EL 10)

🐉 **Foddypeak, male gnome Ill8 (1):** hp 42; see Appendix.

🐉 **Flesh Golem (1):** hp 90; see *Monster Manual*.

Tactics: As APL 6, with the addition of *greater invisibility* and *shadow conjuration* to assist him. The flesh golem pounds things into goo.

APL 10 (EL 12)

🐉 **Foddypeak, male gnome Ill10 (1):** hp 53; see Appendix.

🐉 **Clay Golem (1):** hp 105; see *Monster Manual*.

Tactics: As APL 8. He pounds the PCs with damage-causing spells while invisible. The clay golem immediately *hastes* itself and 'goes to town.'

APL 12 (EL 14)

🐉 **Foddypeak, male gnome Ill12 (1):** hp 63; see Appendix.

🐉 **Stone Golem (1):** hp 128; see *Monster Manual*.

Tactics: As APL 10. Of course, Foddypeak attempts to avoid combat if possible. He prefers to have his illusions fight for him, and makes his escape if he can. The stone golem 'squashes things like bugs.'

Og, along with the few (12) surviving orcs and half-orcs, arrives eight rounds after the combat begins. They assist the PCs to the best of their ability and fight ferociously. It is clear that they have run across combat, as they bear a number of fresh wounds.

Without warning, Og and his orcs rush through the moors and join the battle!

"We've finished the lizardfolk, friends, and figured you could use a hand!"

He then gives the PCs a salute and proceeds to join the fray. They fight heroically. Make sure that Og survives the combat. Fudge it if you have to.

Assuming they get through his illusions and other magics, and assuming he still lives, Foddypeak tells them of his master plan and how it was foiled by the PCs. And he would have gotten away with it if it weren't for the meddling adventurers!

After the combat is over, Og and the orcs indicate that they slew a large group of lizardfolk who were trying to lure them away from the partially constructed tower. In an act of allegiance, he pledges eternal friendship to the PCs for helping to clear his tribe's name. He suggests

that they head together to Attakapas to smooth things over with the Hool halflings as well.

Conclusion

Assuming the adventure was successful, the PCs return to the Broken Tooth camp and to Attakapas as heroes. Og offers the PCs membership in their clan, and beautiful orc wives to have as their very own. The PCs may turn this offer down, although Og is clearly disappointed should they refuse. The PCs receive *Ally: The Broken Tooth Clan* (see the Treasure Summary).

In Attakapas, Marceaux and the Hool halflings are pleased as well, and offer their sincere gratitude. He does not have anything material to offer.

More importantly, when word of the orcs' valor reaches Newick, Grosspokeswoman Wendomere makes a predictably unpredictable decision--the Broken Tooth clan is granted residency in the area south and east of Newick. While she is quite pleased with her decision, many of the people in the region are not. This could have future repercussions ...

As luck may have it, Freeholder Marius Lindon himself hears of this news, and is legitimately happy to hear of humans and orcs working together, and he is especially pleased to hear that half-orcs, and 'unwanted' ones at that, took up the spear for the Yeoman cause. From a political perspective, the fact that half-orcs were leaving the Yeomanry to join the orcs means that potential allies are becoming enemies, possibly after gaining training from the Yeomanry militia. That was something he just could not risk.

In a fit of emotion, he decides to lift the ban on Yeoman citizenship for half-orcs from this day forward. Half-orc PCs receive *Citizenship Potential* (see the Treasure Summary).

This certainly spells positive things to come for half-orcs in the region!

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.

Encounter Three

Defeat the creatures

- APL 2 – 90 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Encounter Five

Parleying with the orcs (No xp awarded if the PCs attack the orcs)

- APL 2 – 45 xp;
- APL 4 – 65 xp;
- APL 6 – 85 xp;
- APL 8 – 105 xp;
- APL 10 – 125 xp;
- APL 12 – 145 xp.

Encounter Six

Defeat the ambushers

- APL 2 – 120 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Encounter Seven

Defeat Foddypeak

- APL 2 – 150 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 45 xp;
- APL 4 – 70 xp;
- APL 6 – 95 xp;
- APL 8 – 120 xp;
- APL 10 – 145 xp;
- APL 12 – 170 xp.

Total Possible Experience (Max. XP Allowed)

- 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. 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 (sell value)

Encounter Two:

APL 2: L: 17 gp; C: 0 gp; M: 0 gp.

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

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

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

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

APL 12: L: 0 gp; C: 0 gp; M: 0 gp.

Encounter Six:

APL 2: L: 3 gp; C: 10 gp; M: 0 gp.

APL 4: L: 13 gp; C: 10 gp; M: +1 *guisarme* (192 gp), *potion of bull's strength* (25 gp).

APL 6: L: 25 gp; C: 10 gp; M: +1 *guisarme* (192 gp), *potion of bull's strength* (25 gp).

APL 8: L: 42 gp; C: 10 gp; M: +1 *guisarme* (192 gp), *potion of bull's strength* (25 gp), 2 *divine scrolls of cure moderate wounds* – 3rd level caster (13 gp each).

APL 10: L: 42 gp; C: 10 gp; M: +1 *guisarme* (192 gp), *potion of bull's strength* (25 gp), 2 *divine scrolls of cure serious wounds* – 5th level caster (32 gp each).

APL 12: L: 42 gp; C: 10 gp; M: +1 *guisarme* (192 gp), *potion of bull's strength* (25 gp), 2 *divine scrolls of cure serious wounds* – 5th level caster (32 gp each).

Encounter Seven:

APL 2: L: 0 gp; C: 2 gp; M: *arcane scroll of dimension door* – 7th level caster (58 gp), *arcane scroll of shield* – 1st level caster (2 gp), *ring of protection* +1 (167 gp), *wand of magic missile* – 3rd level caster (188 gp), *crystal ball with telepathy* (5,833 gp).

APL 4: L: 0 gp; C: 2 gp; M: *arcane scroll of dimension door* – 7th level caster (58 gp), *arcane scroll of shield* – 1st level caster (2 gp), *ring of protection* +1 (167 gp), *wand of magic missile* – 3rd level caster (188 gp), *crystal ball with telepathy* (5,833 gp).

APL 6: L: 0 gp; C: 2 gp; M: *arcane scroll of dimension door* – 7th level caster (58 gp), *arcane scroll of shield* – 1st level caster (2 gp), *ring of protection* +1 (167 gp), *wand of magic missile* – 5th level caster (313 gp), *crystal ball with telepathy* (5,833 gp), *cloak of resistance* +1 (83 gp).

APL 8: L: 0 gp; C: 2 gp; M: *arcane scroll of dimension door* – 7th level caster (58 gp), *arcane scroll of shield* – 1st level caster (2 gp), *ring of protection* +1 (167 gp), *wand of magic missile* – 7th level caster (438 gp), *crystal ball with telepathy* (5,833 gp), *cloak of resistance* +2 (333 gp).

APL 10: L: 0 gp; C: 2 gp; M: *arcane scroll of dimension door* – 7th level caster (58 gp), *arcane scroll of shield* – 1st level caster (2 gp), *ring of protection* +1 (167 gp), *wand of magic missile* – 9th level caster (563 gp), *crystal ball with telepathy* (5,833 gp), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp).

APL 12: L: 0 gp; C: 2 gp; M: *arcane scroll of dimension door* – 7th level caster (58 gp), *arcane scroll of shield* – 1st level caster (2 gp), *ring of protection* +1 (167 gp), *wand of magic missile* – 9th level caster (563 gp),

crystal ball with telepathy (5,833 gp), *cloak of resistance +2* (333 gp), *headband of intellect +4* (1,333 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 20 gp; C: 12 gp; M: 6,248 gp - Total: 6,280 gp (450 gp).

APL 4: L: 13 gp; C: 12 gp; M: 6,465 gp - Total: 6,490 gp (650 gp).

APL 6: L: 25 gp; C: 12 gp; M: 6,673 gp - Total: 6,710 gp (900 gp).

APL 8: L: 42 gp; C: 12 gp; M: 7,074 gp - Total: 7,128 gp (1,300 gp).

APL 10: L: 42 gp; C: 12 gp; M: 7,570 gp - Total: 7,624 gp (2,300 gp).

APL 12: L: 42 gp; C: 12 gp; M: 8,570 gp - Total: 8,624 gp (3,300 gp).

Special

☛ *Contact: Sherman of Trithereon*

You have discovered a friend and ally in your bid to create safe passage for refugees fleeing from more repressive societies to the south and east. This contact thus provides you the following benefit:

Should you desire a cleric to cast a divine spell for you, you can ALWAYS use Sherman—in other words, the 20% chance of cleric unavailability is waved (see rules for Hounds and Falcons of Trithereon). Furthermore, any Influence Point requirements for such spells are waived. However, Sherman can only cast spells up to 5th level. All other rules (including gp requirements) still apply.

This contact is ONLY available to Hounds and Falcons of Trithereon.

☛ *Ally: The Broken Tooth Clan*

Because of your heroic deeds, the Broken Tooth orcs have befriended you and call you 'brother.' You are granted membership in their clan. In game terms, all orcs encountered within the Yeomanry begin with an attitude of 'neutral' towards you unless it was friendlier to begin with.

☛ *Citizenship Potential*

This half-orc PC has had his citizenship restriction lifted by the Freeholder himself. He/she is now eligible to achieve Citizen status, and all of the benefits that come therewith.

❖ *Crystal Ball with Telepathy* (Adventure, DMG)

❖ *Arcane Scroll of Dimension Door* (Adventure, 7th level caster, DMG)

❖ *Wand of Magic Missile* (Adventure, 3rd level caster, DMG)

APL 6 (APL 2 and 4 Items plus):

❖ *Wand of Magic Missile* (Adventure, 5th level caster, DMG)

APL 8 (APL 2 and 4, 6 Items plus):

❖ *Wand of Magic Missile* (Adventure, 7th level caster, DMG)

❖ *Cloak of Resistance +2* (Adventure, DMG)

APL 10 (APL 2 and 4, 6, 8 Items plus):

❖ *Wand of Magic Missile* (Adventure, 9th level caster, DMG)

❖ *Headband of Intellect +2* (Adventure, DMG)

APL 12 (APL 2 and 4, 6, 8, 10 Items plus):

❖ *Headband of Intellect +4* (Adventure, DMG)

Items for the Adventure Record

Item Access

APL 2 and 4:

Appendix: NPCs

Encounter Five

APLs 2 & 4

Og, male half-orc Bbn2: Medium Humanoid; HD 2d12+4; hp 21; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +2; Grap +5; Atk *masterwork greataxe* +7 melee (1d12+4/x3); Full attack *masterwork greataxe* +7 melee (1d12+4/x3); SA: Rage; AL NG; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 9, Wis 10, Cha 9.

Skills: Hide +3, Listen +3, Spot +4, Survival +4.

Feats: Power Attack, Weapon Focus (greataxe).

Languages: Common, Orc

Possessions: chain shirt, *masterwork greataxe*, dagger

APLs 6 & 8

Og, male half-orc Bbn4: Medium Humanoid; HD 4d12+8; hp 42; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +4; Grap +7; Atk *masterwork greataxe* +9 melee (1d12+4/x3); Full attack *masterwork greataxe* +9 melee (1d12+4/x3); SA: Rage; AL NG; SV Fort +6, Ref +2, Will +1; Str 17, Dex 13, Con 15, Int 9, Wis 10, Cha 9.

Skills: Hide +4, Listen 43, Spot +5, Survival +5.

Feats: Cleave, Power Attack, Weapon Focus (greataxe).

Languages: Common, Orc

Possessions: chain shirt, *masterwork greataxe*, dagger

APLs 10 & 12

Og, male half-orc Bbn6: Medium Humanoid; HD 6d12+12; hp 63; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +6/+1; Grap +9; Atk *+1 greataxe* +11 melee (1d12+5/x3); Full attack *+1 greataxe* +11/+6 melee (1d12+5/x3); SA: Rage; AL NG; SV Fort +7, Ref +3, Will +2; Str 17, Dex 13, Con 15, Int 9, Wis 10, Cha 9.

Skills: Hide +5, Listen +5, Spot +6, Survival +6.

Feats: Cleave, Great Cleave, Power Attack, Weapon Focus (greataxe).

Languages: Common, Orc

Possessions: chain shirt, *+1 greataxe*, dagger

Encounter Six

APL 4

Sssssss, male lizardfolk Ftr1/Bbn1: Medium Humanoid (reptilian); HD 2d8+1d10+1d12+12; hp 38; Init +1; Spd 40 ft.; AC 20 (+1 Dex, +5 Natural, +4 chain shirt), touch 11, flat-footed 17; Base Atk +3; Grap +7; Atk *+1 guisarme* +8 melee (2d4+7/x3); Full attack *+1 guisarme* +8 melee (2d4+7/x3); SA: Rage; SQ Hold Breath; AL NE; SV Fort +7, Ref +5, Will -1; Str 18, Dex 14, Con 16, Int 13, Wis 8, Cha 6.

Skills: Hide +3, Listen +3, Spot +4, Survival +7.

Feats: Cleave, Combat Expertise, Power Attack

Languages: Common, Lizardfolk.

Possessions: chain shirt, *+1 guisarme*, dagger, *potion of bull's strength*

APL 6

Sssssss, male lizardfolk Ftr2/Bbn1: Medium Humanoid (reptilian); HD 2d8+1d10+2d12+15; hp 49; Init +1; Spd 40 ft.; AC 20 (+1 Dex, +5 Natural, +4 chain shirt), touch 11, flat-footed 17; Base Atk +4; Grap +8; Atk *+1 guisarme* +9 melee (2d4+7/x3); Full attack *+1 guisarme* +9 melee (2d4+7/x3); SA: Rage; SQ Hold Breath; AL NE; SV Fort +8, Ref +5, Will -1; Str 18, Dex 14, Con 16, Int 13, Wis 8, Cha 6.

Skills: Hide +4, Listen +4, Spot +5, Survival +8.

Feats: Cleave, Combat Expertise, Great Cleave, Power Attack

Languages: Common, Lizardfolk.

Possessions: chain shirt, *+1 guisarme*, dagger, *potion of bull's strength*

Ffffff, male lizardfolk Clr3: Medium Humanoid (reptilian); HD 2d8+3d8+5; hp 34; Init +1; Spd 30 ft.; AC 21 (+1 Dex, +5 Natural, +1 light shield, +4 chain shirt), touch 11, flat-footed 19; Base Atk +3; Grap +4; Atk morningstar +4 melee (1d8+1/x2); Full attack morningstar +4 melee (1d8+1/x2); SQ Hold Breath; AL NE; SV Fort +5, Ref +3, Will +6; Str 13, Dex 13, Con 13, Int 11, Wis 16, Cha 10.

Skills: Concentrate +6, Hide +4, Listen +4, Spot +5

Feats: Multiattack, dodge

Languages: Common, Lizardfolk.

Possessions: chain shirt, morningstar, light shield

Spells (DC 13 + spell level): (4/3+1/2+1): o: guidance (x2), resistance (x2); 1st: cure light wounds, doom, entangle*, magic weapon; 2nd: barkskin*, cure moderate wounds, hold person. (* indicates a domain spell which cannot be substituted)

APL 8

Sssssss, male lizardfolk Ftr2/Bbn2/TribalProtector1: Medium Humanoid (reptilian); HD 2d8+3d10+2d12+15; hp 64; Init +1; Spd 40 ft.; AC 20 (+1 Dex, +5 Natural, +4 chain shirt), touch 11, flat-footed 17; Base Atk +6; Grap +10; Atk +1 *guisarme* +11 melee (2d4+7/x3); Full attack +1 *guisarme* +11/+6 melee (2d4+7/x3); SA: Rage; SQ Hold Breath; AL NE; SV Fort +11, Ref +7, Will -1; Str 18, Dex 14, Con 16, Int 13, Wis 8, Cha 6.

Skills: Hide +6, Listen +6, Spot +7, Survival +10.

Feats: Cleave, Combat Expertise, Great Cleave, Improved Trip, Knockdown, Power Attack

Languages: Common, Lizardfolk.

Possessions: chain shirt, +1 *guisarme*, dagger, *potion of bull's strength*

Ffffff, male lizardfolk Clr5: Medium Humanoid (reptilian); HD 2d8+5d8+7; hp 48; Init +1; Spd 30 ft.; AC 21 (+1 Dex, +5 Natural, +1 light shield, +4 chain shirt), touch 11, flat-footed 19; Base Atk +4; Grap +5; Atk *masterwork morningstar* +6 melee (1d8+1/x2); Full attack *masterwork morningstar* +6 melee (1d8+1/x2); SQ Hold Breath, Uncanny Dodge, Tribal Enemy (swamp bugbears); AL NE; SV Fort +6, Ref +3, Will +7; Str 13, Dex 13, Con 13, Int 11, Wis 16, Cha 10.

Skills: Concentrate +8, Hide +6, Listen +6, Spot +7

Feats: Multiattack, dodge

Languages: Common, Lizardfolk.

Possessions: chain shirt, *masterwork morningstar*, light shield, scroll of *cure moderate wounds* x2 (3rd-level caster)

Spells (DC 13 + spell level): (5/4+1/3+1/2+1): 0: *guidance* (x3), *resistance* (x3); 1st: *cure light wounds*, *doom*, *entangle**, *magic weapon*, *shield of faith*; 2nd: *barkskin**, *cure moderate wounds*, *hold person*, *silence*; 3rd: *dispel magic*, *invisibility purge*, *plant growth**. (* indicates a domain spell which cannot be substituted)

APL 10

Sssssss, male lizardfolk Ftr2/Bbn2/TribalProtector3: Medium Humanoid (reptilian); HD 2d8+5d10+2d12+21; hp 84; Init +1; Spd 40 ft.; AC 22 (+1 Dex, +5 Natural, +4 chain shirt, +2 home terrain), touch 11, flat-footed 17; Base Atk +8; Grap +12; Atk +1 *guisarme* +13 melee (2d4+7/x3); Full attack +1 *guisarme* +13/+8 melee (2d4+7/x3); SA: Rage; SQ Hold Breath, Uncanny Dodge, Tribal Enemy (swamp bugbears). Wild Fighting; AL NE; SV Fort +12, Ref +8, Will +0; Str 18, Dex 14, Con 16, Int 13, Wis 9, Cha 6.

Skills: Hide +8, Listen +8, Spot +9, Survival +12.

Feats: Cleave, Combat Expertise, Great Cleave, Improved Sunder, Improved Trip, Knockdown, Power Attack

Languages: Common, Lizardfolk.

Possessions: chain shirt, +1 *guisarme*, dagger, *potion of bull's strength*

Ffffff, male lizardfolk Clr7: Medium Humanoid (reptilian); HD 2d8+7d8+9; hp 61; Init +1; Spd 30 ft.; AC 21 (+1 Dex, +5 Natural, +1 light shield, +4 chain shirt), touch 11, flat-footed 19; Base Atk +6/+1; Grap +7; Atk *masterwork morningstar* +8 melee (1d8+1/x2); Full attack *masterwork morningstar* +8/+3 melee (1d8+1/x2); SQ Hold Breath; AL NE; SV Fort +7, Ref +6, Will +8; Str 13, Dex 13, Con 13, Int 11, Wis 16, Cha 10.

Skills: Concentrate +10, Hide +8, Listen +8, Spot +9

Feats: Multiattack, dodge, lightning reflexes

Languages: Common, Lizardfolk.

Possessions: chain shirt, *masterwork morningstar*, light shield, scroll of *cure serious wounds* x2 (5th-level caster)

Spells (DC 13 + spell level): (6/5+1/4+1/3+1/1+1): 0: *guidance* (x3), *resistance* (x3); 1st: *cure light wounds*, *doom*, *entangle* (x2)*, *magic weapon*, *shield of faith*; 2nd: *barkskin**, *cure moderate wounds*, *hold person* (x2), *silence*; 3rd: *dispel magic* (x2), *invisibility purge*, *plant growth**; 4th: *command plants**, *freedom of movement*. (* indicates a domain spell which cannot be substituted)

APL 12

Sssssss, male lizardfolk Ftr3/Bbn3/TribalProtector3: Medium Humanoid (reptilian); HD 2d8+6d10+3d12+27; hp 105; Init +1; Spd 40 ft.; AC 22 (+1 Dex, +5 Natural, +4 chain shirt, +2 home terrain), touch 13, flat-footed 20; Base Atk +10; Grap +14; Atk +1 *guisarme* +15 melee (2d4+7/x3); Full attack +1 *guisarme* +15/+10 melee (2d4+7/x3); SA: Rage; SQ Hold Breath, Uncanny Dodge, Tribal Enemy (swamp bugbears). Wild Fighting; AL NE; SV Fort +12, Ref +8, Will +1; Str 18, Dex 14, Con 16, Int 13, Wis 10, Cha 6.

Skills: Hide +10, Listen +10, Spot +11, Survival +14.

Feats: Cleave, Combat Expertise, Great Cleave, Improved Disarm, Improved Sunder, Improved Trip, Knockdown, Power Attack

Languages: Common, Lizardfolk.

Possessions: chain shirt, +1 *guisarme*, dagger, *potion of bull's strength*

Ffffff, male lizardfolk Clr9: Medium Humanoid (reptilian); HD 2d8+9d8+22; hp 83; Init +1; Spd 30 ft.; AC 21 (+1 Dex, +5 Natural, +1 light shield, +4 chain shirt), touch 11, flat-footed 19; Base Atk +7/+2; Grap +8; Atk *morningstar* +8 melee (1d8+1/x2); Full attack *morningstar* +8/+3 melee (1d8+1/x2); SQ Hold Breath; AL NE; SV Fort +8, Ref +5, Will +9; Str 13, Dex 13, Con 14, Int 11, Wis 16, Cha 10.

Skills: Concentrate +12, Hide +10, Listen +10, Spot +11

Feats: multiattack,

Languages: Common, Lizardfolk.

Possessions: chain shirt, *masterwork morningstar*, light shield, scroll of *cure serious wounds* x2 (5th-level caster)

Spells (DC 13 + spell level): (6/5+1/5+1/3+1/2+1/1+1): 0: *guidance* (x3), *resistance* (x3); 1st: *cure light wounds*, *doom*, *entangle* (x2)*, *magic weapon*, *shield of faith*; 2nd: *barkskin**, *cure moderate wounds* (x2), *hold person* (x2), *silence*; 3rd: *dispel magic* (x2), *invisibility purge*, *plant growth**; 4th: *command plants**, *freedom of movement* (x2); 5th: *flame strike*, *ice storm**. (* indicates a domain spell which cannot be substituted)

Encounter Seven

APL 2 & 4

Foddypeak, male gnome Ill4: Small Humanoid; HD 4d4+12; hp 21; Init +5; Spd 20 ft.; AC 11 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Atk +2; Grap -4; Atk dagger +0 melee (1d4-2/19-20x2); Full attack dagger +0 melee (1d4-2/19-20x2); AL NE; SV Fort +4, Ref +2, Will +8; Str 6, Dex 12, Con 16, Int 19, Wis 10, Cha 6.

Skills: concentration +10, hide +5, spot +5

Feats: improved initiative, scribe scroll, spell focus (illusion)

Languages: Common, Gnome, Lizardfolk

Equipment: dagger, scroll of *dimension door*, scroll of *shield*, *ring of protection* +1, *wand of magic missiles* (3rd-level caster, 5 charges); *crystal ball with telepathy*

Spells (DC 14 + spell level--1 for Illusions): (5+1/4+1/3+1): 0: *acid splash* (x2), *daze* (x2), *ghost sound*, *mage hand*; 1st: *burning hands* (x2), *color spray*, *mage armor*, *silent image*; 2nd: *blur*, *mirror image*, *minor image*, *scare*.

Familiar: Owl, hp 12

APL 6

Foddypeak, male gnome Ill6: Small Humanoid; HD 6d4+18; hp 35; Init +5; Spd 20 ft.; AC 11 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Atk +3; Grap -3; Atk dagger +1 melee (1d4-2/19-20x2); Full attack dagger +1 melee (1d4-2/19-20x2); AL NE; SV Fort +6, Ref +4, Will +10; Str 6, Dex 12, Con 16, Int 19, Wis 10, Cha 6.

Skills: concentration +12, hide +7, spot +7

Feats: empower spell, extend spell, improved initiative, scribe scroll, spell focus (illusion)

Languages: Common, Gnome, Lizardfolk

Equipment: dagger, scroll of *dimension door*, scroll of *shield*, *ring of protection* +1, *wand of magic missiles*

(5th-level caster, 5 charges), *cloak of resistance* +1; *crystal ball with telepathy*

Spells (DC 14 + spell level--1 for Illusions): (5+1/4+1/4+1/3+1): 0: *acid splash* (x2), *daze* (x2), *ghost sound*, *mage hand*; 1st: *burning hands* (x2), *color spray* (x2), *mage armor*, *silent image*; 2nd: *blur*, *darkvision*, *mirror image*, *minor image*, *scare*; 3rd: *displacement*, *stinking cloud*, *lightning bolt*, *major image*.

Familiar: Owl, hp 18

APL 8

Foddypeak, male gnome Ill8: Small Humanoid; HD 8d4+24; hp 42; Init +5; Spd 20 ft.; AC 11 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Atk +4; Grap -2; Atk dagger +2 melee (1d4-2/19-20x2); Full attack dagger +2 melee (1d4-2/19-20x2); AL NE; SV Fort +7, Ref +5, Will +12; Str 6, Dex 12, Con 16, Int 20, Wis 10, Cha 6.

Skills: concentration +14, hide +9, spot +9

Feats: empower spell, extend spell, improved initiative, scribe scroll, spell focus (illusion)

Languages: Common, Gnome, Lizardfolk

Equipment: dagger, scroll of *dimension door*, scroll of *shield*, *ring of protection* +1, *wand of magic missiles* (7th-level caster, 5 charges), *cloak of resistance* +2; *crystal ball with telepathy*

Spells (DC 14 + spell level--1 for Illusions): (5+1/5+1/4+1/4+1/3+1): 0: *acid splash* (x2), *daze* (x2), *ghost sound*, *mage hand*; 1st: *burning hands*, *color spray* (x3), *mage armor*, *silent image*; 2nd: *darkvision*, *flaming sphere*, *mirror image*, *shield* (extended), *scare*; 3rd: *burning hands* (empowered) *displacement*, *stinking cloud*, *lightning bolt*, *major image*; 4th: *greater invisibility*, *phantasmal killer*, *shadow conjuration*, *wall of fire*.

Familiar: Owl, hp 24

APL 10

Foddypeak, male gnome Ill10: Small Humanoid; HD 10d4+30; hp 53; Init +5; Spd 20 ft.; AC 11 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Atk +5; Grap -1; Atk dagger +3 melee (1d4-2/19-20x2); Full attack dagger +3 melee (1d4-2/19-20x2); AL NE; SV Fort +6, Ref +4, Will +11; Str 6, Dex 12, Con 16, Int 20 (22), Wis 10, Cha 6.

Skills: concentration +16, hide +11, spot +11

Feats: empower spell, extend spell, improved initiative, greater spell focus (illusions), quicken spell, scribe scroll, spell focus (illusion)

Languages: Common, Gnome, Lizardfolk

Equipment: dagger, scroll of *dimension door*, scroll of *shield*, *ring of protection* +1, *wand of magic missiles* (9th-level caster, 5 charges), *cloak of resistance* +2, *headband of intellect* +2; *crystal ball with telepathy*

Spells (DC 15 + spell level--2 for Illusions): (5+1/5+1/5+1/4+1/4+1/3+1): 0: *acid splash* (x2), *daze* (x2),

ghost sound, mage hand; 1st: burning hands (x2), color spray (x3), magic missile, silent image; 2nd: darkvision, mage armor (extended) mirror image, minor image, scare, scorching ray; 3rd: displacement (x2), stinking cloud, lightning bolt, major image; 4th: greater invisibility, phantasmal killer (x2), shadow conjuration, wall of fire; 5th: cone of cold (x2), shield (quicken), shadow evocation.

Familiar: Owl, hp 30

APL 12

Foddypeak, male gnome Ill12: Small Humanoid; HD 12d4+36; hp 63; Init +5; Spd 20 ft.; AC 11 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Atk +6/+1; Grap +0; Atk dagger +4 melee (1d4-2/19-20x2); Full attack dagger +4/-2 melee (1d4-2/19-20x2); AL NE; SV Fort +7, Ref +5, Will +12; Str 6, Dex 12, Con 16, Int 21 (25), Wis 10, Cha 6.

Skills: concentration +18, hide +13, spot +13

Feats: empower spell, extend spell, improved initiative, greater spell focus (illusions), quicken spell, scribe scroll, silent spell, spell focus (illusion)

Languages: Common, Gnome, Lizardfolk

Equipment: dagger, scroll of *dimension door*, scroll of *shield*, *ring of protection +1*, *wand of magic missiles (9th-level caster, 5 charges)*, *cloak of resistance +2*, *headband of intellect +4*; *crystal ball with telepathy*

Spells (DC 17 + spell level-+2 for Illusions): (5+1/5+1/5+1/5+1/4+1/4+1/2+1): 0: *acid splash (x2)*, *daze (x2)*, *ghost sound*, *mage hand*; 1st: *burning hands (x2)*, *color spray (x2)*, *mage armor*, *shield*, *silent image*; 2nd: *blur*, *darkvision*, *mirror image*, *minor image*, *scare*, *scorching ray*; 3rd: *displacement (x2)*, *stinking cloud*, *lightning bolt (x2)*, *major image*; 4th: *greater invisibility*, *phantasmal killer (x2)*, *shadow conjuration*, *wall of fire*; 5th: *cone of cold (x2)*, *persistent image*, *shadow evocation*, *wall of force*; 6th: *chain lightning*, *mislead*, *programmed illusion*.

Familiar: Owl, hp 36

Player Handout #1: The Summons

Greetings dear friends!

Once again the Yeomanry has need of you. Our scouts tell us that strange things are afoot in the frontier town of Bogspur. You would do your country a great honor if you would travel to Bogspur and get to the bottom of whatever is afoot within its confines. I know the people of that town will show you great respect, as your past deeds speak for themselves.

When you arrive in Bogspur, you are to seek out Sherman, a cleric in those parts. He will fill you in on the details more comprehensively than I can. What will follow from there, I cannot say.

Be certain that you send a messenger to Newick to inform me of your findings once your investigation is complete.

I bid you Godspeed and good luck.

Melinda Wendomere