

SND3-M02

Harsh Words

A Mini-Module

LIVING GREYHAWK Adventure

APLs 2-8

Part of the Iron Soldiers Series.

Version 1.0

by Pieter Sleijpen

Editor: Maya Deva Kniese

There has been peace between Ahlissa and Sunndi since the end of the Greyhawk Wars. Due to the blockade of the Tilva Strait by the Scarlet Brotherhood and the tension with Ahlissa, markets to the west of Sunndi have remained closed for Sunndian goods. The time is ripe for negotiations for a trade agreement with Ahlissa. These negotiations are of special importance because relations between Sunndi and Ahlissa need to be at their best or else helping the Onnwalian fight the Scarlet Brotherhood will be impossible. Centuries of war though cannot be forgotten as easily as some people might hope.

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

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This 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 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 rule books 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 following 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.

CR	1	2	3	4
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	5	6	7

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 three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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.
1. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to

accompany them on the adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a mini-module adventure set in Sunndi. The nature of mini-modules is such that they are not play-tested to ensure appropriate challenge; all participants must understand that this is a risk. All Sunndian characters pay one Time unit to participate in the adventure. Characters from other regions pay double that amount. Adventurer's Standard Upkeep costs 12 gp (or 24 gp). Rich Upkeep costs 50 gp (or 100 gp), and Luxury Upkeep costs 100 gp (or 200 gp).

Adventure Summary and Background

This scenario is part of a series of scenarios better known as the Iron Soldiers Series, which revolves around gaining help for the Onnwal freedom fighters in their struggle against the Scarlet Brotherhood. It is the 3rd scenario of that series in Sunndi, which included Blood of Innocent and mini-module The Onnwalian Envoy. The scenario itself is not directly related to events in those two adventures and they can be played in any order.

Since the liberation of Sunndi at the end of 583 CY, Sunndi has been at peace with its neighbours. Relations with the successor states of the Great Kingdom though remained strained, especially since the rulers of Ahlissa never hid the fact that they considered Sunndi part of their kingdom. Still, cautious trade with Ahlissa has started since 590 CY. There have been no official trade agreements though and taxes and border guards make any real trade nearly impossible. Now after 10 years of peace, this might finally change and negotiations between Naerie and Sunndi have started. Obviously, centuries of warfare are not easy to forget and there are more than enough factions that would want to prevent such an agreement at any costs.

The negotiations for the trade agreement will take place in New Keep and representatives of the Queen's Hall will oversee the negotiations. The actual negotiations will be held in the relative secrecy and solitude of the Halls, because both Naerie and Sunndi realize there are many factions within and without their nations that would oppose such an agreement.

One member of Naeries delegation, Kanghes Oedil, is a young nobleman who has yet to learn a lot about diplomacy. He is perhaps a bit too free spirited for such a delicate mission and if it were

not for his father's connections and heavy purse, he probably would not have been sent along. Kanghes decided he desperately needed a break from the dreary negotiations, so one night he sneaked off into New Keep. It is here that the PCs come into the picture.

There will be two ways to start this adventure. If the PCs in general are respected citizens of Sunndi and are known for their subtlety (or have expressed the wish to join the Veil), an agent of the Veil will contact them and ask the PCs to go to a certain tavern and get Kanghes back to the compounds of the Queen' s Hall without causing a scene. If on the other hand the PCs are of questionable reputation or are unknown to the Veil, they just happen to be in the tavern that Kanghes is visiting.

At this tavern the young man gets into a heated arguments with a group of Burrowers. This discussion will quickly turn into a beating of the young man and then a full-fledged brawl.

If the PCs do not intervene, guards will arrive and arrest everybody in the tavern. In this case the PCs will be placed in the same cell as the young man. Here they will have a chance to chat with the man -who breaks down once cooled down and realizing he has done something pretty stupid- and they should realize he is not such a bad chap. The young man will ask the PCs to help him, because clearly he does not want to reveal his identity to the guards out of embarrassment. After a quick interrogation, they will be released together. The young man will ask the PCs to escort him back to the Queen' s Halls, offering a reward if necessary.

On the way to the Halls they will be attacked by a small group of Oeridian assassins (Naerie rebels) disguised as Burrowers. If the PCs are victorious, they will get a small reward from the authorities as well as a favor with the House of Oedil.

If the PCs did intervene at the tavern brawl, Kanghes will immediately have a chat with the PCs. The young man has a likable personality once his facade of an arrogant noble has been pierced. Kanghes will tell who he is and he will ask the PCs if they want to escort him and keep him out of trouble while he will have some fun in the various taverns of New Keep. Of course, he will pay for their expenses. At some point he and the PCs will want to return to the Halls. On their way home the same assassins as described above will ambush them.

If the PCs manage to keep Kanghes alive, preferably by keeping any embarrassment to the

Naerie delegation to a minimum, trade negotiations will continue and finally lead to an agreement. If they fail, relations between Naerie and Sunndi will cool down considerably with all kinds of negative consequences.

Introduction

This adventure takes place in New Keep. When the PCs were preparing spells, they were expecting a normal day in New Keep. Start with reading the boxed texts until after the PCs have prepared their spells for the adventure.

There are two ways that this adventure can start. Either the PCs are asked by an agent of the Veil of the Sun to visit the tavern known as the Hollow Inn to find and bring back a member of the diplomatic mission of Naerie without causing trouble (or at the very least preventing the trouble being associated with Naerie). Or the PCs are visiting the Hollow Inn for their own reasons when they get caught up in a tavern brawl. Which option the DM should select is dependent on the PCs at the table.

Most games will start in the tavern, since the Veil of the Sun is not quick to openly intervene. Only when the Veil trusts the PCs will they ask the PCs for this job. When determining how to start the adventure, take a look at the PCs and determine the dominant alignment, citizenship and classes in the group. If the group consists primarily of lawful neutral, lawful good and neutral good PCs or they described as subtle characters with the interest of Sunndi and the Iron League at their heart and they are primarily Sunndians, the Veil will contact them as a group. Especially if a few of the PCs have a favour with the Veil or have shown an interest to join the organization. Remember, that the Veil has to arrange the hiring of the PCs on a very short notice, so a slip up of one or two PCs that never should be hired for a mission like this should be explained easily.

If -and only if- one or two PCs fit the above description, while the Veil never would hire the rest, then as an option the DM could take the players of these PCs apart and give them the Veil introduction while the rest will start at the Hollow Inn. Only do this when those PCs are actually interested in becoming members of the Veil or are already members of the Veil.

Read aloud the following when opting for the Veil option:

You were expecting to spend a quiet night in New Keep, but it was not to be. Just after you ate your dinner you were contacted by

Mirana Rinak*, an employee of the Sunndian government. She asked you politely if you would be interested in a job of vital importance to Sunndi and the Iron League and since she also offered good gold you agreed readily.

Apparently one of the aide's -Kanghes Oedil, the son of an important Naerie nobleman- of the Naerie envoys has decided to disappear into New Keep to have some fun. There would be nothing wrong with this, were it not that the young man has shown himself to be a strong supporter of Ahlissa and lacking the sense to keep his ideals hidden. Chances are he will get into serious trouble in New Keep with all the negative consequences for the success of the negotiations between Naerie and Sunndi.

Besides the risk for a fight with the locals, the young man would also be a tempting target for assassins. After all, there are more than enough factions within and without Sunndi that would oppose the success of the trade negotiations currently going on. The Queen's Halls are heavily guarded against such intrusions, but the man did not take any bodyguards with him. Mirana did remind you that it is not public knowledge that the negotiations are going on, and that of course, no matter what happens, you should try to avoid connecting anything you or Kanghes will do with the Naerie diplomats.

When you asked Mirana where Kanghes might have gone to, she was quite certain he would be at the Hollow Inn. Apparently Kanghes had spoken with some of the guards at the Queen's Halls about a good tavern in New Keep and he seemed to have had a particular interest in this tavern. Since this tavern is also a favourite place for Hollow Highlanders, Mirana is particular worried Kanghes might end up dead by a dagger from one of those undisciplined hill-men.

So here you are at the entrance of the Hollow Inn.

* Members of the Veil know her to be an agent of the Veil of the Sun and main contact for agents of the adventurous sort.

Before proceeding with the description of tavern, allow the players to ask a few questions. The Hollow Inn has a reputation of serving good ale and offering good fun, but fights are pretty common and people who prefer a quieter place

tend to avoid it. It is popular with the hill-men (both humans and demi-humans) of the Hollow Highlands, Trithereonites and the less disciplined border guards.

Mirana offered 25 gp x APL per PC for the job and of course the gratitude of the Queens Halls and the Sunndian government. Mirana does know a lot of details on the negotiations, but the PCs do not need to know those. All they need to know is that the negotiations are about setting up a trade route between New Keep and Naerie and that the results of these negotiations will also have a larger impact on Iron League matters.

Read aloud the following when the adventure starts in the Hollow Inn or when the PCs enter the place after the previous introduction:

The Hollow Inn is not like most other taverns you have been in. It is located in the cellars of a group of warehouses. The vaulted ceiling is low and even at the highest points humans can barely stand straight. It lacks the moisture and smell though so typical of a cellar and compared to many other taverns it smells rather fresh. The furniture is made for various different sizes and is made out of heavy wood. The chairs are chained to the tables and apparently the tables are nailed to the floor. The area is lighted with what appears to be everburning torches and the place is decorated with various old mining tools.

There are no side rooms and the sound of talking guests and the echoing effects, creates a loud droning sound that makes it difficult to understand one another without speaking loudly. Most of the guests are gnomes, dwarves and halflings, though there are also several tough looking humans. The wenches of the place are all gnomes. Laughter can be heard from various directions and the mood is apparently light hearted. Something tells you though that the people in this tavern are not afraid of a good fistfight.

There are still some empty tables for you to sit down.

Let the PCs wander around a bit or take a seat somewhere. One of the barmaids will come over to them as soon as they take a seat or are clearly looking for something or somebody. Once the PCs have settled down, or are directly looking for Kanghes, proceed to Encounter One.

More information on the Hollow Inn can be found in Appendix C.

Encounter One: A Brawl too Many

The Hollow Inn is quite a unique inn and tavern for a place like New Keep and it has a feel of it's own. It is the favourite tavern of the short folk as well as the rougher but good-natured tall people of town. A good description of the tavern, the inn, the fare and the employees can be found at the end of this scenario in Appendix C - The Hollow Inn. A summary on the personalities of the more important people involved in this particular scene as well as their descriptions can be found in Appendix A - Personalities of Note. It is advised to read these carefully before running this encounter.

In one of the many corners in this tavern sits a rather large group of rough looking dwarves and gnomes. By the look of things, they have come here directly from the wilderness as they are wearing worn down but well kept clothing and weaponry. Several of them are wearing the symbol of a badger on a green field below a blue sky on various places. They must have been drinking for some time and they look slightly drunk.

In itself this is nothing out of the ordinary, where it not for the one human sitting right next to this rowdy group. The human is of Oeridian descent and he is clearly a rich man. The human is holding an argument with the gnomes and dwarves and it is clear from the expressions on the faces of the people involved that it is a heated discussion.

A knowledge [nobility and royalty] or knowledge [local] check (DC 10) will allow the PCs to recognize the heraldry of the dwarves and gnomes as belonging to the Burrowers. The Burrowers are a group of irregular soldiers from the Hollow Highlands that hold allegiance to no clan in particular but serve all the clans. The Burrowers consist of individual bands whose attitude and tactics vary with the leaders and members of that group. Some bands are known to even raid Ahlissa in secret. The leader of this band is a dwarf by the name of Gruntar. His most vocal friends are his sister Daerna and his lifelong gnome friend Tallik. More information on them can be found in Appendix A en B. These people are rude, disrespectful and proud, but they are also brave and they prefer to be left alone.

Anybody overhearing the conversation can make a knowledge [local] check (DC 10) to realize

the human is a foreigner and if this check succeeds by 5 or more the PC realizes it is a Naerie accent. The human's name is Kanghes and as has been stated in the description, he is richly dressed and at the start of the discussion reasonably polite. Though there is a hint of pride and arrogance that becomes more pronounced the further the discussion goes on.

The argument between Kanghes and the Burrowers is about Ahlissa and the threat the nation poses. Kanghes is quite clear that he does not see Ahlissa as a threat to the safety of the area. According to him the Hollow Highlanders are being paranoid. Overking Xavener is a king who holds the fate of his people above his own. He is not like Ivid. After all, he is trying to open the borders for trade and he has not threatened to invade Sunndi or any other nation since his ascension to the throne. He brought peace to the region and he kicked out the Scarlet Brotherhood. The Hollow Highlanders should focus more on the real enemy - the Scarlet Brotherhood. Obviously, the Hollow Highlanders disagree with Kanghes. They compare Xavener to a harpy. All who listen to his call will fall under his spell and eventually to his doom.

If the PCs step forward, play out the discussion. At the same time let the players either make a diplomacy or intimidate check. The choice is up to the PCs, but the result will depend on what the PCs have chosen. The Burrowers do not take well to threats. So if the PCs opt to make an intimidate check, the end result will ALWAYS be a tavern brawl. The Burrowers prefer to let the PCs make the first move, since that saves them some trouble with the local guards. At some point though, Gruntar will snap and he will attack. This is the signal for the others to attack as well. Casting a spell or drawing a weapon of course makes the Burrowers attack immediately. That said, if a spell caster seeks a quiet spot or tries to hide the casting of a spell, allow an opposed hide or bluff check against a spot check.

If on the other hand the PCs opt for diplomacy, then there is a chance they might prevent a fight. This is easier said than done since Gruntar actually wants a fight and by this time Kanghes is angry enough to give what the Burrowers want. Gruntar will try to insult all those that get involved in the argument, hoping that one of the PCs will snap. Still, it is not totally impossible to avert a fight. Challenging Gruntar to a boxing duel is one way, making Kanghes look really ridiculous is another way. Let the main talker make a diplomacy check, though up to two people can assist for a +2 bonus per successful assist. If

more people get involved the arguments become difficult to follow and their assists actually give a -2 penalty of the check no matter what the result of their check (though the players do not need to know so). The basic difficulty of this check is 18 + the APL. Increase the DC if the PCs are demeaning to the Burrowers during actually role-playing the event or decrease it when you think they make particular valid arguments.

At some point in the discussion a tall, poor looking human with several scars gets involved in the discussion as well. If the PCs try to stop the argument from the start, he will step forward only when the PCs appear to be successful in lowering the emotions. If the PCs remain at the sideline he will get involved earlier. This man, Kaltern, is an old grizzled veteran with a grudge against Gruntar. The only reason he gets involved is because he wants an excuse to fight with the dwarf though he tries to hide it behind his so-called support of Kanghes. If the PCs were trying to resolve the argument peacefully, he will make things very difficult for them. They will have to make a second diplomacy check against the same DC as before. Once again, if they fail, a brawl will start. If the PCs were never involved his arrival will start the tavern brawl.

If a tavern brawl starts most of the Burrowers will focus on the PCs. Of course, there are a lot more guests and most of them will get involved. Even the serving maids and the bartender throw themselves into the fray with fervour. Most others are 1st level commoners with 4 hp and an AC of 10. Halflings will have an AC of 12, but they have a -1 on the attack and damage rolls. Gnomes will have 5 hp and an AC of 11, but they also have a -1 on the attack and damage rolls. Use your imagination when describing the tavern brawl.

After a couple of rounds of fighting, the guards will arrive. The exact time should depend on the fun the players are having and how successful they are during the fight. After all, they should be in a position to defeat the assassins later on. In Encounter 2 it is described what happens if the guards arrive.

APL 2 (EL 4)

- **Kaltern:** Male human, 1st level warrior, hp
- **Gruntar Strongheart:** Male dwarf, 1st level ranger, hp
- **Daerna Strongheart:** Female Dwarf, 1st level cleric of Trithereon, hp
- **Tallik Oakleave:** Male gnome, 1st level warrior, hp
- **Burrowers, gnome (2):** Male/female gnome, 1st level warrior, hp

- **Burrowers, dwarf (2):** Male/female dwarf, 1st level warrior, hp

APL 4 (EL 6)

- **Kaltern:** Male human, 1st level warrior, hp
- **Gruntar Strongheart:** Male dwarf, 2nd level ranger/1st level fighter, hp
- **Daerna Strongheart:** Female Dwarf, 1st level cleric of Trithereon, hp
- **Tallik Oakleave:** Male gnome, 1st level rogue, hp
- **Burrowers, gnome (2):** Male/female gnome, 1st level ranger, hp
- **Burrowers, dwarf (2):** Male/female dwarf, 1st level ranger, hp

APL 6 (EL 8)

- **Kaltern:** Male human, 1st level warrior, hp
- **Gruntar Strongheart:** Male dwarf, 3rd level ranger/2nd level fighter, hp
- **Daerna Strongheart:** Female Dwarf, 2nd level cleric of Trithereon, hp
- **Tallik Oakleave:** Male gnome, 1st level rogue/1st level wizard (illusionist), hp
- **Burrowers, gnome (2):** Male/female gnome, 2nd level ranger, hp
- **Burrowers, dwarf (2):** Male/female dwarf, 1st level ranger/1st level fighter, hp

APL 8 (EL 10)

- **Kaltern:** Male human, 1st level warrior, hp
- **Gruntar Strongheart:** Male dwarf, 4th level ranger/3rd level fighter, hp
- **Daerna Strongheart:** Female Dwarf, 4th level cleric of Trithereon, hp
- **Tallik Oakleave:** Male gnome, 1st level rogue/3rd level wizard (illusionist), hp
- **Burrowers, gnome (2):** Male/female gnome, 2nd level ranger/2nd level rogue, hp
- **Burrowers, dwarf (2):** Male/female dwarf, 1st level ranger/3rd level fighter, hp

Treasure: Obviously the PCs should not gain treasure from this encounter. If they take anything that is not theirs, count it as theft. Rules for dealing with this are stated in the treasure section below.

The Burrowers were looking for a fight and as long as the PCs fought fair, they will hold no grudge. If any PC was particular insulting during the argument or used steel again the Burrowers things will be different. In that case they will hold a grudge and that particular PC will have earned the

disfavour of the Burrowers. This can be noted down on the AR.

Encounter Two: The Aftermath

The Guards Arrive

There is a chance the PCs are able to avoid a brawl, and if so this encounter can be ignored. More then likely though, a brawl will start in the Hollow Inn. If this was the first tavern brawl in weeks in the Hollow Inn the watch of New Keep would probably react quite differently. The problem is that it is the third brawl in one week and the Watch is getting fed up with it. So whether the PCs are innocent bystanders or active participants does not matter to how the Watch will react when they arrive on the scene and they will arrive.

After a couple of rounds of fighting a patrol of guards will arrive. They will prevent anybody of leaving (unless a fire broke out or a similar catastrophe makes it dangerous to stay inside). One of them, sergeant Barden, will step inside and order everybody to stop or face the consequences. Sergeant Barden is a broad shouldered human male with long braided brown hair and a booming voice. Like all guards he is wearing chain mail, but he is armed with a sap, long sword and shield. Several scars show him to be a veteran and he looks angry and on the edge of exploding. Most people immediately stop fighting and there are whispers of respect as well as fear. More information on Barden can be found in Appendix A. The regulars know this is the third time this weak a brawl has started and they know the Watch is getting fed-up with it. If a PC keeps fighting, any NPC will keep defending himself.

Once the fighting stops, the Watch will simply detain everybody in the tavern, including the people working there. Obviously, there is not enough space in the local prison for so many people. Instead small groups of guests are placed in various rooms of the Hollow Inn. Where they will have to wait to be questioned one on one on what happened. The PCs cannot avoid this unless they want to use force against the guards (remind players that doing such a thing is not wise even if they can be assured of victory like a high APL table). If they complain, Sergeant Barden will inform them -rather irritated and loudly- that it will only be for an hour or so to give him and his men (and women) time to learn what was going on. If they did not commit anything more serious then brawling they have nothing to worry about. If somebody was murdered, his reaction will be very cool (the proverbial silence before the storm) until

he has learned who did it. In any event, the PCs will be brought to a room in the back of the Inn to await questioning.

Since the inn is built partially underground, only magic can get a PC out. Fleeing the scene is risky, since the Watch will assume that people who flee have something to hide. As long as the PCs only used subdual damage or non-lethal magic, there is little risk for being convicted of a real crime. More than likely they will be released within a hour or so when the Watch has sorted out everything. Any Sunndian will know so, so remind PCs who are thinking of all kinds of escape plans of this. A tavern brawl simply is not worth angering the guards and breaking the laws for. More information over what to do when a PC committed more serious crimes during the brawl can be found below. If they insist, deal with it on a case-by-case basis. Just remember that the guards will have a watchdog with them at the common room and that the two side exits have been barred. Of course the PCs and Kanghes will be placed in one room together.

Unless the PC actually killed somebody, everybody will be released after being questioned even if the PCs did commit a more serious crime than vandalism or disturbing the peace. If one of the PCs actually killed somebody, that PC will not be released, but he will be brought to prison. As strangers the PCs will be questioned first. Let them tell what happened in character to sergeant Barden.

After the interview the PCs will be left alone for about an hour during which they can talk with each other. Kanghes will be rather worried and though he tries to be a bigger man than he is at some point he will break down and tell the PCs who he is and that he needs their help. All he wanted was to have some fun away from protocol. It was not his intention to start a brawl and now he clearly fears the consequences. He will ask the PCs if they either want to show him some more taverns in New Keep and prevent him from insulting more locals (he will pay all expenses of course) or to escort him to the Queen's Halls. If pressed, he is a bit afraid for assassins, but he will not give that information on his own out of fear of scaring the PCs away. Try to role-play this scene using the information from Appendix A. Of course, if the PCs ask what is in it for them, he will say that he does not have much gold, but his father is a powerful man in Naerie and a weapon trader to boot. He will also suggest that the government of Sunndi might pay a small reward, but on that he is not sure.

DMs Note: If the PCs were actually hired to keep Kanghes out of trouble you might have to adjust the above text.

Guards (EL 5 on all APLs)

[Note - If the guards are outclassed by the PCs, they will let the PCs go. If any witness survives, the PC will become wanted, either for questioning or if having used force against the guards resisting arrest. See below for how to deal with it.]

- **Barden:** human male, fr 3, hp 28.
- **Guards (5):** human male/female, war 2, hp 11.

Dealing with Crimes

It is assumed that when the PCs get involved in a tavern brawl, they will not cast spells or draw steel and will not protest overly about their arrest. Of course, one or more of the PCs might actually be stupid enough to do exactly those things and by doing so commit a (serious) crime. The Veil might be able to use their influence to get a PC quick out of prison for a simple brawl, but if a PC committed assault, resisting an arrest or even murdered somebody then it is out of the hands of the Veil. Especially since the local Count is not too friendly with the Veil or the King. Though in case of fine, the PC might use his or her favour with the Veil to prevent a fine or 1 TU of imprisonment (as described on the favour).

If one PC used any other weapon than a sap or their fists (even if only for subdual damage) or had cast any spell (even only defensive spells), the PC will need to spend 1 TU extra at the end of the scenario to sort it out with the authorities. This time unit is used because the PC has to remain in town and instantly available to the authorities for questioning to sort out who did what, whether the PCs should get more serious punishment and to deal with minor complaints by others involved in the battle. The authorities are clearly slow on purpose to teach the PCs a lesson: no magic or steel in a brawl. 1 Favour with the Veil -including the one earned during this scenario- can be used to remove this penalty.

If they actually used lethal damage against an opponent or used aggressive magic (with the exception of spells which can only deal subdual damage) they will be convicted for 1 TU of hard labour and a fine of 25 gp per APL, which is in addition to the above mentioned TU for the investigations. Once again 1 favour with the Veil can be used to either pay the fine or remove the sentence of 1 TU of hard labour. If a PC cannot afford the fine, the prison sentence will be extended by 1 TU. If the PCs actually killed

somebody contact the triad, because that could lead to permanently removing the character from play. Resisting an arrest with force will lead to 4 TUs of hard labour; again if they actually killed a guard or fled the scene after having wounded a guard, contact the triad. If they did not wound a guard, the PC can either voluntarily go to the guards or spend 1 TU while being questioned or you should contact the Triad together with the player¹.

Remember that the Burrowers will never draw steel except in self-defence. The Burrowers will use lethal damage only against opponents that use lethal damage against them even though by Sunndian law they are in their right to use lethal force against anybody drawing a weapon or casting a spell. So the PCs can never handle out of self-defence.

There was no fight

There is a chance the PCs were able to avoid the tavern brawl due to a combination of good role-playing as well as a good diplomacy check. Of course, if they failed the diplomacy check they might have taken that into account while role-playing the argument. If this happens Kanghes will thank the PCs and offer them some drinks. He honestly tries to befriend the PCs, though he might be a bit aloof. The close call with the Burrowers made him realize he is not very good at making friends and he also does not know New Keep. So he tries to get the PCs to come along on a trip along several different taverns. Of course, he will pay for any expenses. If needed, he will even mention he is a nobleman from Naerie who is part of the negotiation team currently residing at the Queen's Hall. If the PCs actually were looking for him, he will beg the PCs to visit some other taverns on the trip home. He is desperate for some fun. In any event, Kanghes is a likable fellow once he lets his walls down. If the PCs do not want to travel with Kanghes or are particular rude then this adventure is over for them and Kanghes will be assassinated.

Encounter Three: From the Shadows

While the trade negotiations between Naerie and Sunndi are low profile, it was impossible to keep

¹ This scenario will only be run at HomeCon and perhaps Ducosim, where two triad members will be available for help. Deal with it after the adventure.

them completely secret. There were simply too many people involved. One of the factions to hear of these negotiations were the rebels of Naerie who want Idee to rise again. A few of the more violent rebels went to New Keep in the hope to get an opportunity to prevent any agreement to be formed. They see these negotiations as a betrayal to their cause and the old friendship of Sunndi with Idee. They also rightly fear that trade might normalize relations between Sunndi and Ahlissa, which would dash in any hopes of ever being free again. Of course, they were ill prepared and they would never pose a threat where it not for unexpected help. It appears some Sunndians do remember Idee and still do uphold the values of the Iron League, because they got unexpected help. None of the attackers will know who exactly gave them help, though their leader Pandarn suspects their helper has more sinister motives than the cause of the Idee Freedom Fighters. He is not complaining though as long as he can strike in the name of freedom and revenge.

Still even with outside backing, there was never an opportunity to strike. Both the Sunndians and Naerians ran a tight security. Then one night a message arrived that there was an opportunity to strike. The message warned that the target - according to their information an important noble - would have well-trained bodyguards, mercenaries who were utterly loyal to the target. So they went out and prepared for the attack - they knew they would either die and kill as many opponents as possible or succeed and strike a heavy blow against the oppressors. Of course, they dressed up like Hollow Highlanders to harm the negotiations even if the assassination would fail.

The attackers are all fanatics who have all been harmed greatly by Ahlissa. Their outward goal is to free Naerie at any cost. Revenge though is much closer to their heart. Their hatred of Ahlissa is immense and both leaders suffered greatly in the past. They might have dressed like Hollow Highlanders, but in reality their fanatic attitude makes it hard to keep up their disguise once questioned. Only Pandarn is a good liar, but even he lacks the skill to keep the disguise up (lacking knowledge of the Hollow Highlands and missing the accents). They know it and once captured they will remain silent. Only the normal rebels might give in under the pressure of violence, but they know little.

The assassins will try to ambush the PCs in a relatively quiet street. They know when the next patrol comes through and they know they have all the time. They will pose as drunken mercenaries, which are relatively common in the area. Once the

PCs are within reach of their spells, they will start their attack. Let the PCs make a sense motive check DC 15 as a surprise roll. Do not describe the arrival of the drunken mercenaries before rolling the sense motive check, because the fact you actually describe them, might alert the players to the fact something is going to happen while to their characters the presence of drunken mercenaries is normal. If the players described certain tactics beforehand though, you should take those into account.

Tactics

The assassins are well trained and fanatic. Their first goal is to disable the bodyguards of the nobleman, rightly assuming they are more dangerous. So if any of the PCs think of disguising Kanghes as one of their own, they are making a mistake, since that means that he might actually become a primary target until he has proven not to be as dangerous as the PCs.

Depending on the APL the scenario is run different tactics will be followed. Though in all cases the primary attacks will focus on archers and spell casters first and melee fighters second. Pandarn will focus his spells on obvious fighters and barbarians, while Tarrak will either fight or focus on wizards (armour and martial weapons are good indications of fighters, while armour and simple weapons tend to be clerics; light armoured and hardly any weapons tend to be wizards, but since rogues and wizards are susceptible to the same spells they are not too worried about it).

On higher APLs they will start with glitterdust and blindness is the perfect spell to be used on wizards. A spell like sound burst will only be used once the PCs get close to give the thugs the opportunity to use sneak attack. Magic missile is saved for high AC people or those who remain at the back. If there is an archer, Tarrak will use obscuring mist as soon as possible once melee has started. Tanglefoot bags will be used against heavy armoured opponents, because they are probably easy to hit and more prone to be disabled.

In any event, the fight takes place in a street. Adjust the tactics to the situation and remember that these go for the kill and not necessarily their own safety. Though they will try to keep other combatants out of the battle so that they can more easily focus on others.

APL 2 (EL 5)

- **Pandarn:** human male sor 2, hp 11.
- **Tarrak:** human male clr (Joramy) 2, hp 14.
- **Thugs:** human male war 1, hp 5.

APL 4 (EL 7)

- **Pandarn:** human male sor 4, hp 20.
- **Tarrak:** human male clr (Joramy) 4, hp 25.
- **Thugs:** human male rog 1, hp 5.

APL 6 (EL 9)

- **Pandarn:** human male sor 6, hp 29.
- **Tarrak:** human male clr (Joramy) 6, hp 36.
- **Thugs:** human male rog 1/ft 1, hp 16.

APL 8 (EL 11)

- **Pandarn:** human male sor 8, hp 42.
- **Tarrak:** human male clr (Joramy) 8, hp 55.
- **Thugs:** human male rog 3/ft 1, hp 25.

Conclusion: Rewards

The easiest way for the PCs to end this scenario is if they kept Kanghes alive. This will earn them either a favour with the Queen's Hall or the Veil. If they were working for the Veil, they will earn the favour of the Veil. If they were working for Kanghes, they will earn the favour of the Queen's Hall. It will also make dealing with the guards easier. Once Kanghes returns at the Hall, the PCs are sent home immediately. The next day they will receive a letter from Kanghes with the seal of House Oedil in which he thanks the PC extensively and informs them they can use this letter when in need of help from the house of Oedil or when they want to buy a particular enchanted weapon. Mirana will thank the PCs in person either as an agent of the Veil or in name of the Queen's Hall. She will give the PCs a monetary reward as well for their services. Of course, she also wants to hear their side of the story.

If on the other hand the PCs treated Kanghes badly or Kanghes died by the hands of the assassins, solving matters will not be as easy. In this case the PCs will only get their monetary reward if it was promised in advance, else they will get only half (unless they were particularly stupid during the assassination attempt). Obviously, they will not get a favour of House Oedil in this case either. They will have to give a full report to in this case a rather angry Mirana. Her anger will not necessarily be directed at the PCs, though she might react a bit curtly to normal questions and remarks. In the end, even if Kanghes died that does not have to mean the end of the negotiations. That will depend on how the PCs dealt with the assassins and whether the blame for

Kanghes death can be placed at the Sunndians or not.

In any event, answer the questions in the Critical Even Summary and mail it to the Sunndi Triad.

The End?

Critical Event Summary

- At what APL was this adventure run?
- Did the PCs roll into this adventure by accident or where they hired by the Veil/government of Sunndi?
- How was the argument with the Burrowers resolved? Was the fight averted or where they all arrested by the guards? If they were arrested what did they tell them?
- Did Kanghes survive the assassination attempt?
- Did the PCs capture any of the assassins alive?
- If so, who was captured and what did they do with him?
- What exactly did the PCs report to the Watch or Mirana during the debriefing at the end of the scenario?

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + role-playing) to each character

Encounter 1: The Hollow Inn

Defeating the Burrowers (either through combat or through diplomacy):

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 3: From the Shadows

Defeating the assassins:

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

Discretionary Role-playing Award

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	100 XP

Total Possible Experience

APL 2	225 XP
APL 4	340 XP
APL 6	450 XP
APL 8	550 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 Sunndian regional scenario, characters from Sunndi may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key

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

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 200 gp

APL 4: 300 gp

APL 6: 400 gp

APL 8: 625 gp

Encounter Three: From the Shadows

Looting the assassins

APL 2

L 60 gp; C 30 gp; M 2x *scroll of shield* (2 gp each), 4x *tanglefoot bag* (4 gp each), 5x *potion of cure light wounds* (4 gp each), *divine scroll of silence* (12.5 gp), *arcane scroll of invisibility* (12.5 gp).

APL 4

L 126 gp; C 30 gp; M 2x *scroll of mage armour* (2 gp each), 8x *tanglefoot bag* (4 gp each), 2x *potion of cure light wounds* (4 gp each), *divine scroll of silence* (12.5 gp), 2x *arcane scroll of invisibility* (12.5 gp each).

APL 6

L 140 gp; C 30 gp; M 2x *scroll of mage armor* (2 gp each), 8x *tanglefoot bag* (4 gp each), 2x *potion of cure light wounds* (4 gp each), *divine scroll of silence* (12.5 gp), 2x *arcane scroll of invisibility* (12.5 gp each), 1x *arcane scroll of fireball* (31 gp).

APL 8

L 142 gp; C 30 gp; M 2x *scroll of mage armor* (2 gp each), 8x *tanglefoot bag* (4 gp each), 2x *potion of cure light wounds* (4 gp each), *divine scroll of*

silence (12.5 gp), 2x *arcane scroll of invisibility* (12.5 gp each), 1x *arcane scroll of fireball* (31 gp).

Conclusion: Showdown

Reward by the Sunndi Government

APL 2

L 0 gp; C 50 gp; M 0 gp

APL 4

L 0 gp ; C 100 gp; M 0 gp.

APL 6

L 0 gp; C 150 gp; M 0 gp.

APL 8

Loot 0 gp; C 200 gp; M 0 gp.

Other Possible Rewards

- **1 Influence with the House of Oedil:** By rescuing the life of a scion of the House of Oedil the PC has acquired a favor. This favor can either be used in Naerie (for more information contact the Triad of Naerie) **OR** it can be used for a one-time access to any weapon with a +2 enhancement or a +1 weapon with the *keen* special ability. The character still needs to pay the normal amount of gold for buying the weapon.

- **Disfavor of the Burrowers:** As long as the PC has this status, the character cannot become a member of the Burrowers. Any Burrower aware of this status will treat the PC coolly and with distrust. By spending 1 influence with the Burrowers this status can be removed.

One of the following:

- **1 Influence with the Veil of the Sun:** By skillfully avoiding a diplomatic incident in name of the Veil one has earned the gratitude of the Veil.

- **1 Influence with the Queen's Hall:** By skillfully avoiding a diplomatic incident in name of the Veil one has earned the gratitude of the Queen's Hall.

- There is a slight possibility the PC has been arrested in a tavern brawl. If the PC is convicted of any crime note down the result below:

Appendix A: Personalities of Note

Naerians

[Note - except for Kanghes Oedil, the PCs will not meet any of the others. There are mentioned here, because Kanghes might talk about them. Their descriptions are based on Kanghes opinions and might not be true.]

Kanghes Oedil:

Kanghes is a tall young man with short curly brown hair, a tanned skin and brown eyes. He is well shaven and clean. His clothing are those of a rich man.

Kanghes tries to keep up the appearance that he thinks is expected from him. So at first he might act arrogantly and a bit snobbishly towards people of obvious lower rank than he is. When he lets all pretence go though he is a likable curious young lad. He has a good sense of humor and a love for stories and drinks. He dreams to become a hero one day. He actually hates what his father want him to be something he is not - a politician. At the same time he is afraid of his father and to lose his easy access to money.

Lady Oerin Heshun:

Lady Oerin leads the delegation. Kanghes does not like her very much and describes her as somebody who is always doing something and who cannot relax. This attitude in it self would be no problem if she did not expect the same from those who work under her. Kanghes is sure she despises him and would rather get rid of him.

Standeu Shalworth:

Standeu is the squire responsible for Kanghes. Kanghes finds him a rather dull responsible young man, a lackey of Oerin. Though he must admit that Standeu has a way with the ladies that any man would envy. Luckily for Kanghes, this same knack with those of the opposite gender gave him the opportunity to leave the Queen's Halls for some relaxation and to see New Keep.

Lord Fhalren and Gowre Haxx:

Lord Fhalren and Lord Gowre are responsible for security. Kanghes is quite afraid of Fhalren and what he will do if he learns about Kanghes escapade. If asked why he fears Fhalren so much, he will tell that he has no particular reason for such fear. It is just that the man looks

so threatening almost all the time. Gowre is better, though he might be a bit slow.

The Burrowers

Gruntar Strongheart:

Gruntar Strongheart is a small broad-shouldered dwarf with long braided red hair and an even longer beard. He wears the clothing of a wilderness warrior. His beloved "Tharakduk" -his battle axe- is never far away.

Gruntar is a proud stubborn dwarf with no sense of social tact. He leads by example. He is brave though and his men respect him greatly (though there is a little bit of fear in there as well). Sometimes he loves his drinks a bit too much and he is prone to violent outbursts when drunk. He hates anything that has to do with Ahlissa. His family was betrayed and killed during the Greyhawk Wars by the Great Kingdom (they died at the hands of orcs) and he does not believe much has changed now the same nation is called the Great Kingdom.

Daerna Strongheart:

Like her brother, she is small for a dwarf and she also has long braided red hair. She does not have a beard though. An ugly scar crosses her face and she wears an eye-patch over her left eye. She too wears the clothes of a wilderness warrior and around her neck the symbol of Trithereon can be seen clearly.

Daerna is a silent dwarf who once in a while gives a snort in agreement to something her brother said. She is probably the only one who can talk Gruntar out of something or who can match him in a shouting match. It does not happen to often though that the two disagree and she can drink just as much if not more than Gruntar. She shares his hatred for Ahlissa, though unlike her brother she also blames the elves of Rieuwood for the death of her family at the hands of a unit of orcs from the Great Kingdom during the Greyhawk Wars. She considers worshippers of Trithereon who protect Kanghes as traitors.

Tallik Oakleave:

Tallik is not a typical gnome. He is badly scarred as if he has been in a fire of some sort and there are also other signs he has been tortured in the past. He has a hoarse voice and it obviously hurts him to talk. He has lost his sense of humour in the dungeons of the Great Kingdom and with the loss of many friends. He will make few remarks, except when people are saying

overly friendly things about Ahlissa. Then he will react with a rather unheard viciousness.

Others

Kaltern:

Kaltern, is an old grizzled veteran with a grudge against Gruntar. Both despise each other and nobody but them (even Daerna does not know why) knows what is the cause of this hatred. His short black hair is becoming grey and he has not shaven in several days. He wears simple dirty clothes full with ale stains.

Kaltern is an embittered old man who constantly complains about his age. His insults can be quite venomous, but when threatened with violence he first tries to lure his opponents in a sense of security by using his age as a reason not to fight. Once his opponent lets his guard down, Kaltern is quick to use the opening for an attack.

Appendix B - Opposition

APL 2

Encounter 2 - Tavern Brawl

- Kaltem, Male human war lvl 1: CR ½; Medium-size humanoid (human); HD 1d8+3; hp 8; Init +0; Spd 30 ft.; AC 10 [touch 10, flat-footed 10]; Atk +2 melee (1d3+1 subdual, fist); AL N; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Intimidate +4, Craft (leather working) +4, Ride +4; Weapon Focus [short spear], toughness.

Possessions: Dagger, clothes, couple of coins.

- Gruntar Stronghear, male dwarf ran 1st lvl: CR 1; Medium-size humanoid (dwarf); HD 1d10+2; hp 12; Init +1 (Dex); Spd 20 ft.; AC 15 [touch 12, flat-footed 13]; Atk +3 melee (1d3+2 subdual, fist) or +5 melee (1d8+2 [x3], battle axe) or +2 missile (1d6 [x3], short bow); SA favoured enemy (human) +1; SQ dwarven abilities; AL CN; SV Fort +4, Ref +1, Will +2; Str 15, Dex 12, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Hide +5, Listen +4, Move Silently +5, Spot +4, Wilderness Lore +6; Track, Weapon Focus [battle axe].

Possessions: Studded Leather, masterwork battle axe, hand axe, short bow, quiver + 20 arrows, 12 gp.

- Daerna Strongheart, female dwarf clr 1 (Trithereon): CR 1; Medium-size humanoid (dwarf); HD 1d8+2; hp 10; Init +4 (+4 improved initiative); Spd 20 ft.; AC 14 [touch 10, flat-footed 14]; Atk +2 melee (1d6+2, light mace) or +2 melee (1d3+2 subdual, fist) or +0 missile (1d8 [19-20/x2], light crossbow); SQ dwarven abilities; AL CN; SV Fort +4, Ref +0, Will +4; Str 14, Dex 10, Con 14, Int 8, Wis 15, Cha 11.

Skills and Feats: Heal +4, Spellcraft +1; Improved Initiative.

Spells prepared (3/3; base DC = 12 + spell level): 0 - *create water, detect poison, guidance*; 1st - *bless, endure elements, remove fear*.

* Domain Spells. *Deity*: Trithereon; *Domains*: Protection (ward 1/day, +1 on first saving throw within 1 hr), Strength (1/day +1 strength for 1 round).

Possessions: Chain shirt, light mace, light crossbow, quiver + 20 bolts, dagger.

- Tallik Oakleave, male gnome, 1st lvl war: CR ½; Medium-size humanoid (gnome); HD 1d8+1; hp 6; Init +4 (+4 Improved Initiative); Spd 20 ft.; AC 11 [touch 11, flat-footed 11]; Atk +2 melee (1d2 subdual, fist) or +2 melee (1d4 [19-20/x2],

dagger); SQ Gnome abilities; AL CG; SV Fort +3, Ref +0, Will -1; Str 10, Dex 11, Con 13, Int 13, Wis 8, Cha 10.

Skills and Feats: Hide +2, Move Silently +2; Improved Initiative

Possessions: Dagger, clothes, couple of coins.

- **Burrowers, gnome (2)**: Male/female gnome, 1st level warrior, hp 6. see Tallik.

- **Burrowers, dwarf (2)**: Male/female dwarf, 1st level warrior, hp 6, see Tallik (except str of 13, int 12, cha 6).

Encounter 3 - The Guards Arrive

- Barden, human male fighter lvl 3: CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 17 [touch 10, flat-footed 17]; Atk +8 melee (1d8+3 [19-20/x2], long sword) or +6 melee (1d6+3 s, sap) or +3 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +3, Ref +1, Will +4; Str 16, Dex 10, Con 15, Int 13, Wis 12, Cha 10.

Skills and Feats: Handle Animal +2, Jump -2, Listen +5, Profession [Guard] +3, Ride +4, Sense Motive +3, Spot +5, Swim +7; Weapon Focus [long sword], Expertise, Iron Will, Alertness, Improved Trip.

* This is the basic swim check without penalties due to equipment.

Language Spoken: Common, Sylvan.

Possessions: Chain mail, large wooden shield, masterwork long sword, dagger, sap, light crossbow, quiver +20 bolts, 2x *tanglefoot bag*, 2x *potion of cure light wounds*.

- Guards, human male/female warrior lvl 2: CR 1; Medium-size humanoid (human); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 15 [touch 10, flat-footed 15]; Atk +4 melee (1d10+3 [x3], halberd) or +4 melee (1d6+2s, sap) or +2 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +4, Ref +0, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Listen +4, Ride +4, Spot +4; Alertness, Iron Will.

Possessions: Chain mail, halberd, dagger, sap, light crossbow, quiver +20 bolts.

Encounter 4 - Assassins

- Pandarn, human male sorcerer lvl 2: CR 2; Medium-size humanoid (human); HD 2d4+4; hp 11; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [touch 12, flat-footed 10]; Atk +0 melee (1d4-1 [19-20/x2], dagger) or +3 missile (1d8 [19-20/x2], light crossbow); AL CN; SV Fort

+2, Ref +2, Will +3; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: 30 Concentration +7, Bluff +5, Hide +4, Knowledge [arcane] +5, Move Silently +4, Profession [soldier] +2, Spellcraft +6, Tumble +4; Improved Initiative, Spell Focus [enchantment].

Languages Spoken: Common and Elven.

Sorcerer Spells (6/5; base DC = 13 + spell level): 0 - *dancing lights*, *daze*^ψ, *detect magic*, *ghost sound*, *read magic*; 1st - *charm person*^ψ, *magic missile*.

^ψ Because of Spell Focus (Enchantment), the base DC for saves against these spells is 15 + spell level).

Possessions: Dagger, light crossbow, quiver + 20 bolts, spell component pouch, *scroll of shield* x2, *potion of cure light wounds*, *scroll of invisibility*.

- Tarrak, human male cleric lvl 2: CR 2; Medium-size humanoid (human); HD 2d8+2; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 16 [touch 12, flat-footed 14]; Atk +3 melee or +1/+1 melee (1d6+3 (and 1d6+1) [x2], quarterstaff) or +3 missile (1d8 [19-20/x2], light crossbow); SA spontaneous inflict, rebuke undead; AL CN; SV Fort +5, Ref +2, Will +5; Str 14, Dex 15, Con 13, Int 9, Wis 15, Cha 11.

Skills and Feats: Concentration +5, Heal +4, Knowledge [religion] +1, Spellcraft +1; Ambidexterity, Two-Weapon Fighting.

Spells Prepared (4/4; base DC = 12 + spell level): 0 - *cure minor wounds*, *detect poison*, *detect magic*, *resistance*; 1st - *burning hands*, *cause fear*, *cure light wounds*, *shield of faith*.

Domain Spells. *Deity:* Joramy. *Domains:* Destruction (*smite* 1/day, +4 on attack and +2 on damage); Fire (*turn water creatures*, *rebuke fire creatures* 3/day).

Possessions: Quarterstaff, dagger, light crossbow, quiver + 20 bolts, chain shirt, *scroll of silence*.

- Thugs (4): CR ½; Medium-size humanoid (human); HD 1d8; hp 5 each; Init +1 (+1 Dex); Spd 30 ft.; AC 17 [touch 11, flat-footed 16]; Atk +3 melee (1d6+2 [x4], heavy pick) or +2 missile 1d6 [x3], short bow); AL CN; SV Fort +2, Ref +1, Will +0; Str 14, Dex 13, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide -1, Listen +2, Move Silently -1, Spot +2, Wilderness Lore +2; Alertness, Point Blank Shot.

Possessions: Heavy pick, dagger, short bow, quiver + 20 arrows, large wooden shield,

chain shirt, *tanglefoot bag*, *potion of cure light wounds*.

APL 4

Encounter 2 - Tavern Brawl

• Kalturn, Male human war lvl 1: CR ½; Medium-size humanoid (human); HD 1d8+3; hp 8; Init +0; Spd 30 ft.; AC 10 [touch 10, flat-footed 10]; Atk +2 melee (1d3+1 subdual, fist); AL N; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Intimidate +4, Craft (leather working) +4, Ride +4; Weapon Focus [short spear], toughness.

Possessions: Dagger, clothes, couple of coins.

• Gruntar Stronghear, male dwarf ran 2nd lvl/fttr 1st lvl: CR 3; Medium-size humanoid (dwarf); HD 3d10+6; hp 28; Init +1 (Dex); Spd 20 ft.; AC 15 [touch 12, flat-footed 13]; Atk +5 melee (1d3+2 subdual, fist) or +7 melee (1d8+2 [x3], battle axe) or +4 missile (1d6+1 [x3], comp. short bow); SA favoured enemy (human) +1; SQ dwarven abilities; AL CN; SV Fort +8, Ref +2, Will +5; Str 15, Dex 12, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +4, Hide +7, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +7; Track, Weapon Focus [battle axe], Iron Will, Power Attack.

Possessions: Masterwork Studded Leather, masterwork battleaxe, hand axe, might composite short bow (str +1), quiver + 20 arrows, 12 gp, cloak of resistance +1.

• Daerna Strongheart, female dwarf clr 1 (Trithereon): CR 1; Medium-size humanoid (dwarf); HD 1d8+2; hp 10; Init +4 (+4 improved initiative); Spd 20 ft.; AC 14 [touch 10, flat-footed 14]; Atk +2 melee (1d6+2, light mace) or +2 melee (1d3+2 subdual, fist) or +0 missile (1d8 [19-20/x2], light crossbow); SQ dwarven abilities; AL CN; SV Fort +4, Ref +0, Will +4; Str 14, Dex 10, Con 14, Int 8, Wis 15, Cha 11.

Skills and Feats: Heal +4, Spellcraft +1; Improved Initiative.

Spells prepared (3/3; base DC = 12 + spell level): 0 - *create water, detect poison, guidance*; 1st - *bless, endure elements*, remove fear*.

* Domain Spells. *Deity*: Trithereon; *Domains*: Protection (ward 1/day, +1 on first saving throw within 1 hr), Strength (1/day +1 strength for 1 round).

Possessions: Chain shirt, light mace, light crossbow, quiver + 20 bolts, dagger.

• Tallik Oakleave, male gnome, 1st lvl rog: CR 1; Medium-size humanoid (gnome); HD 1d6+2; hp 8; Init +6 (+2 Dex; +4 Improved Initiative); Spd 20 ft.; AC 15 [touch 13, flat-footed 13]; Atk +1

melee (1d2 subdual, fist) or +1 melee (1d4 [19-20/x2], dagger); SA sneak attack +1d6; SQ gnome abilities; AL CG; SV Fort +2, Ref +4, Will -1; Str 10, Dex 15, Con 15, Int 14, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Diplomacy +4, Disable Device +6, Hide +10, Listen +3, Move Silently +6, Search +6, Sense Motive +3, Spot +3, Tumble +6; Improved Initiative

Possessions: Dagger, leather armour, couple of coins.

• Burrowers (2), male/female gnome 1st lvl rng: CR 1; Medium-size humanoid (gnome); HD 1d10+2; hp 12; Init +2 (Dex); Spd 20 ft.; AC 16 [touch 13, flat-footed 14]; Atk +3 melee (1d2+1 subdual, fist) or +2 melee (1d6+1 [19-20/x2], short sword) or +4 missile (1d6 [x3], short bow); SA favoured enemy (human) +1; SQ gnome abilities; AL CN; SV Fort +4, Ref +2, Will +2; Str 13, Dex 14, Con 15, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +10, Knowledge [nature] +4, Move Silently +6, Wilderness Lore +6; Track, Dodge.

Possessions: Studded leather, short bow, short sword.

• Burrowers (2) male/female dwarf, 1st lvl rng: CR 1; Medium-size humanoid (dwarf); HD 1d10+2; hp 12; Init +2 (Dex); Spd 20 ft.; AC 15 [touch 12, flat-footed 13]; Atk +3 melee (1d3+2 subdual, fist) or +3 melee (1d8+2 [19-20/x2], long sword) or +3 missile (1d6 [x3], short bow); SA favoured enemy (human) +1; SQ dwarf abilities; AL CN; SV Fort +4, Ref +2, Will +2; Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Hide +6, Knowledge [nature] +4, Move Silently +6, Wilderness Lore +6; Track, Dodge.

Possessions: Studded leather, short bow, short sword.

Encounter 3 - The Guards Arrive

• Barden, human male fighter lvl 3: CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 17 [touch 10, flat-footed 17]; Atk +8 melee (1d8+3 [19-20/x2], long sword) or +6 melee (1d6+3 s, sap) or +3 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +3, Ref +1, Will +4; Str 16, Dex 10, Con 15, Int 13, Wis 12, Cha 10.

Skills and Feats: Handle Animal +2, Jump -2, Listen +5, Profession [Guard] +3, Ride +4, Sense Motive +3, Spot +5, Swim +7; Weapon Focus [long sword], Expertise, Iron Will, Alertness, Improved Trip.

* This is the basic swim check without penalties due to equipment.

Language Spoken: Common, Sylvan.

Possessions: Chain mail, large wooden shield, masterwork long sword, dagger, sap, light crossbow, quiver +20 bolts, 2x *tanglefoot bag*, 2x *potion of cure light wounds*.

• Guards, human male/female warrior lvl 2: CR 1; Medium-size humanoid (human); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 15 [touch 10, flat-footed 15]; Atk +4 melee (1d10+3 [x3], halberd) or +4 melee (1d6+2s, sap) or +2 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +4, Ref +0, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Listen +4, Ride +4, Spot +4; Alertness, Iron Will.

Possessions: Chain mail, halberd, dagger, sap, light crossbow, quiver +20 bolts.

Encounter 4 - Assassins

• Pandarn, human male sorcerer lvl 4: CR 4; Medium-size humanoid (human); HD 4d4+8; hp 20; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [touch 12, flat-footed 10]; Atk +1 melee (1d4-1 [19-20/x2], dagger) or +4 missile (1d8 [19-20/x2], light crossbow); AL CN; SV Fort +3, Ref +3, Will +6; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +9, Bluff +5, Hide +5, Knowledge [arcane] +5, Move Silently +4, Profession [soldier] +2, Spellcraft +8, Tumble +5; Improved Initiative, Spell Focus [enchantment], Iron Will.

Languages Spoken: Common and Elven.

Sorcerer Spells (6/7/4; base DC = 13 + spell level): 0 - *dancing lights*, *daze*^ψ, *detect magic*, *ghost sound*, *read magic*, *resistance*; 1st - *charm person*^ψ, *magic missile*, *shield*; 2nd - *Tasha's Hideous Laughter*^ψ.

^ψ Because of Spell Focus (Enchantment), the base DC for saves against these spells is 15 + spell level).

Possessions: Dagger, light crossbow, quiver + 20 bolts, spell component pouch, 2x *scroll of mage armour*, 2x *scroll of invisibility*, *potion of cure light wounds*.

• Tarrak, human male cleric lvl 4: CR 4; Medium-size humanoid (human); HD 4d8+4; hp 25; Init +2 (+2 Dex); Spd 30 ft.; AC 16 [touch 12, flat-footed 14]; Atk +6 (+8) melee or +4(+6)/+4(+6) melee (1d6+3(6) (and 1d6+1(2)) [x2], quarterstaff) or +5 missile (1d8 [19-20/x2], light crossbow); SA spontaneous inflict, rebuke undead; AL CN; SV Fort +6, Ref +3, Will +6; Str 14 (18), Dex 15, Con 13, Int 9, Wis 16, Cha 11.

Skills and Feats: Concentration +7, Heal +5, Knowledge [religion] +1, Spellcraft +3; Ambidexterity, Two-Weapon Fighting.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 - *cure minor wounds*, *detect poison*, *detect magic*, *resistance* x2; 1st - *burning hands*, *cause fear*, *cure light wounds*, *obscuring mist*, *shield of faith*; 2nd - *cure moderate wounds*, ~~*bull's strength*~~, *produce flame*, *sound burst*.

Domain Spells. Deity: Joramy. *Domains:* Destruction (*smite* 1/day, +4 on attack and +4 on damage); Fire (*turn water creatures*, *rebuke fire creatures* 3/day).

Possessions: Masterwork quarterstaff, dagger, light crossbow, quiver + 20 bolts, chain shirt, *scroll of silence*, *potion of cure light wounds*.

• Thugs, 1st level rogues (4): CR 1; Medium-size humanoid (human); HD 1d6+1; hp 5 each; Init +3 (+1 Dex); Spd 30 ft.; AC 17 [touch 16, flat-footed 14]; Atk +2 melee (1d6+2 [19-20/x2], short sword) or +3 (+4) missile (1d6 [x3], short bow); SA sneak attack +1d6; AL CN; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Disable Device +2, Hide +5, Listen +4, Move Silently +5, Open Lock +2, Pick Pockets +5, Tumble +5, Spot +4, Search +4, Wilderness Lore +2; Alertness, Point Blank Shot.

Possessions: Short Sword, dagger, short bow, quiver + 10 arrows + 10 masterwork arrows, chain shirt, 2x *tanglefoot bag*.

APL 6

Encounter 2 - Tavern Brawl

• Kalturn, Male human war lvl 1: CR ½; Medium-size humanoid (human); HD 1d8+3; hp 8; Init +0; Spd 30 ft.; AC 10 [touch 10, flat-footed 10]; Atk +2 melee (1d3+1 subdual, fist); AL N; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Intimidate +4, Craft (leather working) +4, Ride +4; Weapon Focus [short spear], toughness.

Possessions: Dagger, clothes, couple of coins.

• Gruntar Stronghear, male dwarf ran 3rd lvl/ftr 2nd lvl: CR 5; Medium-size humanoid (dwarf); HD 5d10+10; hp 44; Init +5 (Dex; +4 improved initiative); Spd 20 ft.; AC 15 [touch 12, flat-footed 13]; Atk +8 melee (1d3+3 subdual, fist) or +11 melee (1d8+4 [x3], battle axe +1) or +7 missile (1d8+2 [x3], mighty comp. long bow); SA favoured enemy (human) +1; SQ dwarven abilities; AL CN; SV Fort +9, Ref +3, Will +6; Str 16, Dex 12, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +5, Hide +8, Jump +5, Listen +5, Move Silently +8, Spot +5, Wilderness Lore +8; Track, Weapon Focus [battle axe], Iron Will, Power Attack, Improved Initiative.

Possessions: Masterwork Studded Leather, battleaxe +1, hand axe, might composite long bow (str +2), quiver + 20 arrows, 12 gp, cloak of resistance +1.

• Daerna Strongheart, female dwarf clr 2 (Trithereon): CR 2; Medium-size humanoid (dwarf); HD 2d8+4; hp 16; Init +4 (+4 improved initiative); Spd 20 ft.; AC 14 [touch 10, flat-footed 14]; Atk +3 melee (1d6+2, light mace) or +3 melee (1d3+2 subdual, fist) or +1 missile (1d8 [19-20/x2], light crossbow); SQ dwarven abilities; AL CN; SV Fort +5, Ref +0, Will +5; Str 14, Dex 10, Con 14, Int 8, Wis 15, Cha 11.

Skills and Feats: Heal +4, Spellcraft +2; Improved Initiative.

Spells prepared (4/4; base DC = 12 + spell level): 0 - *create water, detect magic, detect poison, guidance*; 1st - *bane, bless, endure elements, remove fear*.

* Domain Spells. *Deity*: Trithereon; *Domains*: Protection (ward 1/day, +2 on first saving throw within 1 hr), Strength (1/day +2 strength for 1 round).

Possessions: Chain shirt, light mace, light crossbow, quiver + 20 bolts, dagger.

• Tallik Oakleave, male gnome, 1st lvl rog/1st lvl wiz (ilu): CR 2; Medium-size humanoid (gnome);

HD 1d6+1d4+4; hp 15; Init +6 (+2 Dex; +4 Improved Initiative); Spd 20 ft.; AC 14 [touch 12, flat-footed 12]; Atk +0 melee (1d2 subdual, fist) or +0 melee (1d4 [19-20/x2], dagger); SA sneak attack +1d6; SQ gnome abilities; AL CG; SV Fort +2, Ref +4, Will +1; Str 10, Dex 15, Con 15, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +4, Bluff +4, Diplomacy +4, Disable Device +6, Hide +10, Knowledge [arcane] +3, Listen +3, Move Silently +6, Search +6, Sense Motive +3, Spellcraft +3. Spot +3, Tumble +7; Improved Initiative, Scribe Scroll.

Spells Prepared (4/3; base DC = 12 + spell level): 0 - *daze, detect magic, ghost sound, read magic*; 1st - *color spray x2, grease*.

Possessions: Dagger, leather armour, couple of coins.

• Burrowers (2), male/female gnome 2nd lvl ranger: CR 2; Medium-size humanoid (gnome); HD 2d10+4; hp 20; Init +2 (Dex); Spd 20 ft.; AC 16 [touch 13, flat-footed 14]; Atk +4 melee (1d2+1 subdual, fist) or +2 melee (1d6+1 [19-20/x2], short sword) or +5 missile (1d6 [x3], short bow); SA favoured enemy (human) +1; SQ gnome abilities; AL CN; SV Fort +5, Ref +2, Will +2; Str 13, Dex 14, Con 15, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +2, Hide +10, Knowledge [nature] +4, Move Silently +6, Wilderness Lore +7; Track, Dodge.

Possessions: Studded leather, short bow, short sword.

• Burrowers (2), male/female dwarf 1st lvl rng/1st lvl ftr: CR 2; Medium-size humanoid (dwarf); HD 2d10+4; hp 20; Init +2 (Dex); Spd 20 ft.; AC 16 [touch 13, flat-footed 14]; Atk +4 melee (1d3+2 subdual, fist) or +4 melee (1d8+2 [19-20/x2], long sword) or +4 missile (1d8 [x3], long bow); SA favoured enemy (human) +1; SQ dwarf abilities; AL CN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Hide +6, Knowledge [nature] +4, Move Silently +6, Wilderness Lore +6; Track, Dodge, Combat Reflexes.

Possessions: Studded leather, long bow, long sword.

Encounter 3 - The Guards Arrive

• Barden, human male fighter lvl 3: CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 17 [touch 10, flat-footed 17]; Atk +8 melee (1d8+3 [19-20/x2], long sword) or +6 melee (1d6+3 s, sap) or +3 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort

+3, Ref +1, Will +4; Str 16, Dex 10, Con 15, Int 13, Wis 12, Cha 10.

Skills and Feats: Handle Animal +2, Jump -2, Listen +5, Profession [Guard] +3, Ride +4, Sense Motive +3, Spot +5, Swim +7; Weapon Focus [long sword], Expertise, Iron Will, Alertness, Improved Trip.

* This is the basic swim check without penalties due to equipment.

Language Spoken: Common, Sylvan.

Possessions: Chain mail, large wooden shield, masterwork long sword, dagger, sap, light crossbow, quiver +20 bolts, 2x *tanglefoot bag*, 2x *potion of cure light wounds*.

• Guards, human male/female warrior lvl 2: CR 1; Medium-size humanoid (human); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 15 [touch 10, flat-footed 15]; Atk +4 melee (1d10+3 [x3], halberd) or +4 melee (1d6+2s, sap) or +2 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +4, Ref +0, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Listen +4, Ride +4, Spot +4; Alertness, Iron Will.

Possessions: Chain mail, halberd, dagger, sap, light crossbow, quiver +20 bolts.

Encounter 4 - Assassins

• Pandarn, human male sorcerer lvl 6: CR 4; Medium-size humanoid (human); HD 6d4+12; hp 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [touch 12, flat-footed 10]; Atk +2 melee (1d4-1 [19-20/x2], dagger) or +5 missile (1d8 [19-20/x2], light crossbow); AL CN; SV Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +11, Balance +4, Bluff +5, Hide +5, Knowledge [arcane] +5, Move Silently +4, Profession [soldier] +2, Spellcraft +10, Tumble +7 (5 ranks); Improved Initiative, Spell Focus [enchantment], Iron Will, Silent Spell.

Languages Spoken: Common and Elven.

Sorcerer Spells (6/7/6/4; base DC = 13 + spell level): 0 - *dancing lights*, *daze*^ψ, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*, *resistance*; 1st - *charm person*^ψ, *magic missile*, *ray of enfeeblement*, *shield*; 2nd - *glitterdust*, *Tasha's Hideous Laughter*^ψ; 3rd - *hold person*^ψ.

^ψ Because of Spell Focus (Enchantment), the base DC for saves against these spells is 15 + spell level).

Possessions: Dagger, light crossbow, quiver + 20 bolts, spell component pouch, 2x *scroll of*

mage armour, 2x *scroll of invisibility*, *potion of cure light wounds*, 1x *scroll of fireball*.

• Tarrak, human male cleric lvl 6: CR 6; Medium-size humanoid (human); HD 6d8+6; hp 36; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [touch 12, flat-footed 14]; Atk +7 melee or +5/+5 melee (1d6+3 (and 1d6+1) [x2], quarterstaff) or +6 missile (1d8 [19-20/x2], light crossbow); SA spontaneous inflict, rebuke undead; AL CN; SV Fort +7, Ref +4, Will +8; Str 14, Dex 15, Con 13, Int 9, Wis 16, Cha 11.

Skills and Feats: Concentration +9, Heal +5, Knowledge [religion] +1, Spellcraft +5; Ambidexterity, Two-Weapon Fighting, Improved Initiative.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0 - *cure minor wounds*, *detect poison*, *detect magic*, *resistance* x2; 1st - *bane*, *burning hands*, *cause fear*, *cure light wounds*, *obscuring mist*; 2nd - *bull's strength*, *cure moderate wounds*, *hold person*, *produce flame*, *sound burst*; 3rd - *blindness/deafness* x2, *dispel magic*, *resist elements*.

Domain Spells. Deity: Joramy. *Domains:* Destruction (*smite* 1/day, +4 on attack and +6 on damage); Fire (*turn water creatures*, *rebuke fire creatures* 3/day).

Possessions: Masterwork quarterstaff, dagger, light crossbow, quiver + 20 bolts, chain shirt, *scroll of silence*, *potion of cure light wounds*.

[Bull's strength add a +2 to attack rolls, and a +2 to damage or +3 depending on the way the quarterstaff is used.]

• Thugs, 1st level rogues/1st level fighters (4): CR 2; Medium-size humanoid (human); HD 1d6+1d10+2; hp 16 each; Init +3 (+1 Dex); Spd 30 ft.; AC 17 [touch 16, flat-footed 14]; Atk +3 melee (1d8+2 [19-20/x2], long sword) or +4 missile (1d8 [x3], short bow); SA sneak attack +1d6; AL CN; SV Fort +3, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +3, Bluff +4, Disable Device +2, Hide +5, Jump +2, Listen +4, Move Silently +5, Open Lock +2, Pick Pockets +5, Tumble +6 (5 ranks), Spot +4, Search +4, Wilderness Lore +2; Alertness, Point Blank Shot, Rapid Shot.

Possessions: Long Sword, dagger, longbow, quiver + 10 arrows + 10 masterwork arrows, chain shirt, 2x *tanglefoot bag*.

APL 8

Encounter 2 - Tavern Brawl

• Kalturn, Male human war lvl 1: CR ½; Medium-size humanoid (human); HD 1d8+3; hp 8; Init +0; Spd 30 ft.; AC 10 [touch 10, flat-footed 10]; Atk +2 melee (1d3+1 subdual, fist); AL N; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Intimidate +4, Craft (leather working) +4, Ride +4; Weapon Focus [short spear], toughness.

Possessions: Dagger, clothes, couple of coins.

• Gruntar Stronghear, male dwarf ran 4th lvl/ft 3rd lvl: CR 7; Medium-size humanoid (dwarf); HD 7d10+14; hp 60; Init +5 (Dex; +4 improved initiative); Spd 20 ft.; AC 15 [touch 12, flat-footed 13]; Atk +10 melee (1d3+3 subdual, fist) or +13 melee (1d8+4 [x3], battle axe +1) or +9 missile (1d8+2 [x3], mighty comp. long bow); SA favoured enemy (human) +1; SQ dwarven abilities; AL CN; SV Fort +10, Ref +4, Will +7; Str 16, Dex 12, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +5, Hide +9, Jump +5, Listen +5, Move Silently +9, Spot +6, Swim +5, Wilderness Lore +9; Track, Weapon Focus [battle axe], Iron Will, Power Attack, Improved Initiative, Point Blank Shot.

Spells Prepared (1; base DC = 12 + spell level): 1st - *pass without trace*.

Possessions: Masterwork Studded Leather, battleaxe +1, hand axe, might composite long bow (str +2), quiver + 20 arrows, 12 gp, cloak of resistance +1.

• Daerna Strongheart, female dwarf clr 4 (Trithereon): CR 4; Medium-size humanoid (dwarf); HD 4d8+8; hp 34; Init +4 (+4 improved initiative); Spd 20 ft.; AC 14 [touch 10, flat-footed 14]; Atk +5 melee (1d6+2, light mace) or +5 melee (1d3+2 subdual, fist) or +3 missile (1d8 [19-20/x2], light crossbow); SQ dwarven abilities; AL CN; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 11.

Skills and Feats: Heal +4, Spellcraft +2; Improved Initiative.

Spells prepared (5/5/4; base DC = 13 + spell level): 0 - *create water* x2, *detect magic*, *detect poison*, *guidance*; 1st - *bane*, *bles*, *endure elements*, *remove fear* x2; 2nd - *bull's strength*, *hold person*, *remove paralysis*.

* Domain Spells. *Deity*: Trithereon; *Domains*: Protection (ward 1/day, +4 on first saving throw within 1 hr), Strength (1/day +4 strength for 1 round).

Possessions: Chain shirt, light mace, light crossbow, quiver + 20 bolts, dagger.

• Tallik Oakleave, male gnome, 1st lvl rog/3rd lvl wiz (ilu): CR 2; Medium-size humanoid (gnome); HD 1d6+3d4+12; hp 29; Init +6 (+2 Dex; +4 Improved Initiative); Spd 20 ft.; AC 14 [touch 12, flat-footed 12]; Atk +1 melee (1d2 subdual, fist) or +1 melee (1d4 [19-20/x2], dagger); SA sneak attack +1d6; SQ gnome abilities; AL CG; SV Fort +4, Ref +5, Will +2; Str 10, Dex 15, Con 16, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +4, Bluff +4, Concentration +7, Diplomacy +4, Disable Device +6, Hide +10, Knowledge [arcane] +5, Listen +3, Move Silently +6, Search +6, Sense Motive +3, Spellcraft +5. Spot +3, Tumble +7; Improved Initiative, Scribe Scroll, Spell Focus [Illusions].

Spells Prepared (4/4/3; base DC = 12 + spell level): 0 - *daze*, *detect magic*, *ghost sound*, *read magic*; 1st - *color spray* x2, *grease*, *mage armour*; 2nd - *glitterdust*, *invisibility*, *minor image*.

Possessions: Dagger, leather armour, couple of coins.

• Burrowers, gnome (2): Male/female gnome, 2nd level ran/2nd lvl rog: CR 4; Medium-size humanoid (gnome); HD 2d10+2d6+8; hp 32; Init +2 (Dex); Spd 20 ft.; AC 16 [touch 13, flat-footed 14]; Atk +5 melee (1d2+1 subdual, fist) or +5 melee (1d6+1 [19-20/x2], short sword) or +6 missile (1d6+1 [x3], short bow); SA favoured enemy (human) +1, sneak attack +1d6; SQ gnome abilities, evasion; AL CN; SV Fort +5, Ref +5, Will +2; Str 13, Dex 15, Con 15, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +2, Balance +4, Hide +12, Knowledge [nature] +4, Listen +4, Move Silently +9, Spot +4, Tumble +7, Wilderness Lore +7; Track, Dodge, Point Blank Shot.

Possessions: Studded leather, short bow, short sword.

• Burrowers (2), male/female dwarf 1st lvl rng/3rd lvl ftr: CR 2; Medium-size humanoid (dwarf); HD 4d10+8; hp 36; Init +2 (Dex); Spd 20 ft.; AC 16 [touch 13, flat-footed 14]; Atk +7 melee (1d3+3 subdual, fist) or +7 melee (1d8+3 [19-20/x2], long sword) or +6 missile (1d8 [x3], long bow); SA favoured enemy (human) +1; SQ dwarf abilities; AL CN; SV Fort +6, Ref +3, Will +5; Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 6.

Skills and Feats: Hide +6, Knowledge [nature] +4, Move Silently +6, Wilderness Lore +6; Track, Dodge, Combat Reflexes, Iron Will.

Possessions: Studded leather, long sword, long bow.

Encounter 3 - The Guards Arrive

- Barden, human male fighter lvl 3: CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 17 [touch 10, flat-footed 17]; Atk +8 melee (1d8+3 [19-20/x2], long sword) or +6 melee (1d6+3 s, sap) or +3 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +3, Ref +1, Will +4; Str 16, Dex 10, Con 15, Int 13, Wis 12, Cha 10.

Skills and Feats: Handle Animal +2, Jump -2, Listen +5, Profession [Guard] +3, Ride +4, Sense Motive +3, Spot +5, Swim +7; Weapon Focus [long sword], Expertise, Iron Will, Alertness, Improved Trip.

* This is the basic swim check without penalties due to equipment.

Language Spoken: Common, Sylvan.

Possessions: Chain mail, large wooden shield, masterwork long sword, dagger, sap, light crossbow, quiver +20 bolts, 2x *tanglefoot bag*, 2x *potion of cure light wounds*.

- Guards, human male/female warrior lvl 2: CR 1; Medium-size humanoid (human); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 15 [touch 10, flat-footed 15]; Atk +4 melee (1d10+3 [x3], halberd) or +4 melee (1d6+2s, sap) or +2 missile (1d8 [19-20/x2], light crossbow); AL NG; SV Fort +4, Ref +0, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Listen +4, Ride +4, Spot +4; Alertness, Iron Will.

Possessions: Chain mail, halberd, dagger, sap, light crossbow, quiver +20 bolts.

Encounter 4 - Assassins

- Pandarn, human male sorcerer lvl 8: CR 8; Medium-size humanoid (human); HD 8d4+16; hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [touch 12, flat-footed 10]; Atk +3 melee (1d4-1 [19-20/x2], dagger) or +6 missile (1d8 [19-20/x2], light crossbow); AL CN; SV Fort +4, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats: Concentration +13, Balance +4, Bluff +5, Hide +5, Knowledge [arcane] +5, Move Silently +4, Profession [soldier] +2, Spellcraft +12, Tumble +8 (5 ranks); Improved Initiative, Spell Focus [enchantment], Iron Will, Silent Spell.

Languages Spoken: Common and Elven.

Sorcerer Spells (6/7/7/6/4; base DC = 14 + spell level): 0 - *dancing lights*, *daze*^ψ, *detect magic*, *ghost sound*, *light*, *prestidigitation*, *read*

magic, *resistance*; 1st - *charm person*^ψ, *endure elements*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd - *glitterdust*, *invisibility*, *Tasha's hideous laughter*^ψ; 3rd - *hold person*^ψ, *slow*; 4th - *confusion*^ψ.

^ψ Because of Spell Focus (Enchantment), the base DC for saves against these spells is 16 + spell level).

Possessions: Dagger, light crossbow, quiver + 20 bolts, spell component pouch, 2x *scroll of mage armour*, 2x *scroll of invisibility*, *potion of cure light wounds*, *scroll of fireball*.

- Tarrak, human male cleric lvl 8: CR 8; Medium-size humanoid (human); HD 8d8+16; hp 55; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [touch 12, flat-footed 14]; Atk +8/+3 melee or +6/+6/+1 melee (1d6+3 (and 1d6+1) [x2], quarterstaff) or +8 missile (1d8 [19-20/x2], light crossbow); SA spontaneous inflict, rebuke undead; AL CN; SV Fort +8, Ref +4, Will +9; Str 14 (18), Dex 15, Con 14, Int 9, Wis 16, Cha 11.

Skills and Feats: Concentration +11, Heal +5, Knowledge [religion] +1, Spellcraft +7; Ambidexterity, Two-Weapon Fighting, Improved Initiative.

Spells Prepared (6/6/5/5/3; base DC = 13 + spell level): 0 - *cure minor wounds* x2, *detect poison*, *detect magic*, *resistance* x2; 1st - *burning hands*, *cause fear*, *cure light wounds* x2, *obscuring mist*, *shield of faith*; 2nd - *bull's strength*, *cure moderate wounds*, *hold person*, *produce flame*, *sound burst*; 3rd - *blindness/deafness*, *dispel magic* x2, *magical vestment*, *resist elements*; 4th - *cure critical wounds*, *greater magic weapon*, *wall of fire*.

Domain Spells. *Deity*: Joramy. *Domains*: Destruction (*smite* 1/day, +4 on attack and +8 on damage); Fire (*turn water creatures*, *rebuke fire creatures* 3/day).

Possessions: Masterwork quarterstaff, dagger, light crossbow, quiver + 20 bolts, chain shirt, *scroll of silence*, *potion of cure light wounds*.

[Bull's strength add a +2 to attack rolls, and a +2 to damage or +3 depending on the way the quarterstaff is used.

Greater magic weapon adds a +2 to attack and damage when using the quarterstaff.

Magical Vestment add +2 AC.]

- Thugs, 3rd level rogues/1st level fighters (4): CR 4; Medium-size humanoid (human); HD 3d6+1d10+4; hp 25 each; Init +3 (+1 Dex); Spd

30 ft.; AC 17 [touch 16, flat-footed 14]; Atk +5 melee (1d8+2 [19-20/x2], long sword) or +5 melee (1d10+3 [x3], glaive) or +6 missile (1d8 [x3], short bow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +4, Ref +6, Will +1; Str 14, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +4, Bluff +4, Climb +5, Disable Device +2, Hide +7, Jump +5, Listen +6, Move Silently +7, Open Lock +2, Pick Pockets +5, Tumble +10 (5 ranks), Spot +6, Search +4, Wilderness Lore +2; Alertness, Point Blank Shot, Rapid Shot, Combat Reflexes.

Possessions: Long Sword, dagger, glaive, longbow, quiver + 10 arrows + 10 masterwork arrows, chain shirt, 2x *tanglefoot bag*.

Appendix C - The Hollow Inn

The Hollow Inn is located just behind the Adder Pass Gate within the city walls of New Keep. It is not particular easy to find, since it is located in the cellars of several warehouses along the main road. These warehouses are used by the various clans of the Hollow Highlands to store their trade products before transporting them into the Hollow Highlands or selling them to the merchants of New Keep. They are big Spartan looking buildings made out of stone with stone roofs. Nothing hints that there might be an inn and tavern in their cellars.

Both the inn and the tavern are popular with the short folk of the Hollow Highlands. The tavern has a reputation to serve salty meals, excellent drinks and being a hotbed of trouble. Fights are relatively common, though these almost never lead to permanent injury or death. The Inn itself has a slightly better reputation. The guests value their privacy and due to the thick walls sounds will rarely disrupt the guests.

Description

The entrance to the tavern lies next to the main entrance of the warehouse. A small steep staircase leads down to a strong looking wooden door. A wooden sign with on it a merry dwarf and gnome toasting with a pint of beer with above that the golden letters "The Hollow Inn" hangs above the stairs. Since the door is made out of thick wood, few sounds originating from the tavern can be heard on the streets. This door leads directly into the common room.

The common room consists of one big room that in the past were clearly different rooms. The vaulted ceiling and the locations of support walls are a clear sign of this. The Hollow Inn is mainly a place for the small folk. As a result the ceilings are low and a tall human cannot stand straight without bumping his head into the ceiling in the lower parts. The heavy wooden furniture is partially made for halflings and gnomes, but there are more than enough tables and chairs for taller people. The chairs are chained to the tables with heavy iron chains, which is a clear sign that fights are relatively common. The wooden floors are covered with straw.

The common room is lit by strategically placed torches, which are burning with continual flame spells. It is a relatively dark place and those who are not used to live underground might find it a cramped place. The smell in the air though is surprisingly fresh, though it still

strongly reeks of ale and wet straw. Along the walls hang various mining equipment.

The entrance of the inn lies under the 2nd warehouse to the left of the of the tavern entrance. Just as the tavern it is also located under the ground. There is a direct connection to the tavern. The inn has a dining room of its own, but they share the same kitchen. In this part of the Hollow Inn, directly to the left of the entrance to the inn lies a small shrine dedicated to Garl Glittergold.

There are several emergency exits and the gnomes who run the place make very sure that the guests know where these are located.

Employees

A family of gnomes of the Nolar clan runs the Hollow Inn. These fun loving, hard working gnomes started this tavern to create a home away from home for their clan members, but soon expanded to include all Hollow Highlanders. The Nolars are normal gnomes and as such they have a good sense of humor and a cheerful attitude. They limit their pranks to family members though, realizing that customers might not like such treatment.

The current patriarch of the family is Bel "Ashface" and he is responsible for the tavern. At most nights he can be found behind the bar. His wife Lasswyn runs the inn and the family with an iron hand. They love each other, but their arguments are infamous in whole New Keep.

The Fare

The gnomes have an extensive knowledge on liquor and Bel is a famous alchemist as well as a sage on liquors. Hence the Hollow Inn serves the best drinks money can buy and due their contacts within the Hollow Highlands their wine cellar includes many special drinks. The most famous drink that is served at the inn though are Gnome Golden Light and Dwarfhead Stout. There is a limited selection of wines and strong liquors.

While the gnomes are excellent with drinks, they are not nearly as good cooks. In general their food is too salty and too thoroughly cooked for most people. So in general guests order a platter with various cheeses and bread or a bowl of nuts and fruit.

