

Fair Play

A One-Round D&D 3rd Edition Living Greyhawk
Adventure set in Dyvers

by Daniel Vitti

A rumor has filtered through Dyvers, possibly concerning the whereabouts of an artifact sacred to the temple of Zilchus. The church of Zilchus in Dyvers, the Holy Partners of the Golden Coin, would certainly be grateful for the return of an artifact of the faith. There is, however, the little matter of some competition from the rival city of Greyhawk. An adventure for characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Some time ago, shortly before the Horde of Elemental Evil was shattered at the battle of Emiridy Meadows, there lived a merchant-priest by the name of Toribidies. A priest of Zilchus, the god of money & commerce, Toribidies was also a highly successful merchant at that time living in the Free City of Dyvers. One day Toribidies received a vision from his god; he was to write a great work detailing the intricacies of the world of trade and commerce. He informed the Managing Partner of the church in Dyvers of his intention, purchased and sanctified the necessary supplies, left his trading company in the hands of his son (who promptly bankrupted it) and went into seclusion to write his god-inspired work.

This arcane tome, entitled *The Economicon*, was just finished as the conflict with the Horde of Elemental Evil was coming to a head. Toribidies was resting from his yearlong effort when a part of the shattered Horde came upon his small estate secluded in the Gnarley Forest. Toribidies and his servants were killed and his estate plundered. The *Economicon*, secured in a warded underground cellar, was never found—that was some thirty-two years ago.

Two weeks ago, a pair of bandits, Girn and Neves, fleeing from a patrol of Kron Hills Gnomes, stumbled on the back entrance to Toribidies' cellar in a shallow cave a short distance from the ruins of the estate. Narrowly escaping from a group of undead apparently guarding the cavern, the two bandits realized that there had to be something of value there and formed a plan profit from the find. Not willing to face the undead themselves they figured they could sell their story and the location of the 'crypt' to some gullible adventurer. Of course being the greedy bandits they are Girn headed to Greyhawk to sell his tale and Neves headed to Dyvers.

Girn has already sold his story for 100 gp to an adventuring group from Greyhawk known as the Dark Hand. Girn had another part to his plan, he intended to meet up with Neves and wait outside the cavern and then ambush the remnants of the adventuring parties if they were sufficiently weakened. However, the Dark Hand's sorcerer, Jahannan, found out about this part of the plan and made a modification of his own. He placed a *charm* spell on Girn with the command to meet up with Neves as planned but to attack everyone coming out of the cave except Jahannan, who would then keep all of the treasure and find himself a new adventuring band.

Neves traveled to Dyvers looking for someone to sell his story to. He has strict instructions from Girn (the smarter of the two) not to part with his information for less than 50 pieces of gold. Having been in Dyvers before, Neves knew generally where to find the type of 'adventurer' that he was looking for. He started frequenting the Sword and Tankard tavern, talking about 'the ancient crypt' that he had found. Perhaps because of

the almost visible aura of insincerity and sliminess that he possesses, all Neves has gotten so far is a few drinks for his story.

Adventure Synopsis

Encounter 1: A Rumor of a Rumor. The PCs hear the rumor of a rumor about a man who's found a secret crypt of some sort. There is also the rumor that the temple of Zilchus is for some reason interested in this man and his rumor. After tracking down the source of the rumor they find Neves with his information to sell. They must convince (and pay) Neves to lead them to the 'crypt.' A representative from the temple of Zilchus is also interested in Neves' tale and may offer to finance the expedition.

Encounter 2: Always Be Prepared. The PCs prepare for their expedition. They will probably visit the temple of Zilchus to find out about the *Economicon* and maybe even convince the temple to finance their expedition. They can buy any necessary equipment and do research on the area. If they don't keep a close eye on him, Neves attempts to sneak away and sell his information to yet another adventuring group.

Encounter 3: A Little Competition. Along the trail the PCs have the chance to find out about the other group from Greyhawk who came through just last night. They can also get part of the full story out of Neves.

Encounter 4: Gifts from the Dark Hand. Jahannan, the Dark Hand's sorcerer, had found out about a possible other group from Dyvers after the same prize by using a *detect thoughts* spell on Girn. Not wanting to reveal this ability to the rest of the band (he frequently used it to find out what his companions were thinking) he didn't say anything. When the band ran afoul of a few orcs, however, he used a *charm* spell convince the leader of the orcs that other small bands traveling down the trail toward the estate would be easy pickings.

Encounter 5: Patience of the Dead. Finding the small cave hiding the back entrance to Toribidies' estate the party must contend with several skeletons. The Dark Hand's cleric held them at bay while the group entered. Also near the door at the rear of the cave they find a blackened corpse, the remains of the Dark Hand's thief who tried to pry the gold inlay of Zilchus' holy symbol off the door.

Encounter 6: Rivalry or Charity. After loosing their thief, the Dark Hand's fell prey to a pit trap. Unfortunately this pit trap already had a resident, a gelatinous cube. Depending upon the tier, Karlana, the Dark Hand's priest may be the only surviving member. She is huddled on a small ledge 10 feet above the floor, barely out of reach of the cube. The trap door opening will knock her from her perch and the PCs must make

some hard decisions about risking their lives to rescue her.

Encounter 7: A Shade Better. Toribidies ghost still haunts the resting-place of his last work. The PCs must convince him that they are worthy and that he should allow them to take the *Economicon*.

Encounter 8: We'll Take That... Girn and Neves, per Girn's spell instructions, will try to take whatever the PCs and the survivors of the Dark Hand have found. In higher tiers Jahannan is still alive and will betray the party and try to take the *Economicon* and the rest of the treasure for himself.

Conclusion

The PCs hopefully return to Dyvers with the *Economicon* and receive the thanks and gratitude of the church of Zilchus.

Appendices:

Appendix 1: Description of the Sword and Tankard Inn where the meeting with Neves will probably take place.

Appendix 2: Information on the Holy Partners of the Golden Coin, the church of Zilchus in Dyvers.

Appendix 3: The Guildhall of the Accountants guild where the PCs can meet one of the Holy Partners to finance their expedition.

Appendix 4: NPC descriptions and information.

Player Introduction

To begin you need to find out a bit about the characters at the table. Who they are, if any have adventured together before and what their daily routine is when they're not adventuring. If you wish to you can have the players write a few sentences describing their character and the above information while you get things ready for the event. You need to find out how to motivate the character to take an interest in the rumors they hear. The challenge is to get all of the characters, at the same time, in front of Neves listening to his story.

Once you get an idea of the characters take each player aside or perhaps pass a note and give him a piece of the rumor. A holy Paladin might hear that there was a sell-sword talking about fighting undead in the Gnarley. A thief might get the information passed to him about someone in overhearing a story about an ancient crypt with a door made of gold. Make up bits and pieces of rumor that might entice each of the characters. If any have adventured together then your job might be a bit easier as you can give the hint of a rumor to one PC and let him or her recruit some of the rest of the party. You should drop the rumor to at least one of the PCs that the temple of Zilchus is reportedly interested in the rumor of a crypt found in the Gnarley forest in connection with a lost artifact from that temple. All of the rumors should

contain the fact that the source of these rumors is a man known to frequent the Sword and Tankard Inn.

If there is a priest of Zilchus at the table then you have his superiors tell him the story of the Toribidies and the *Economicon* and their hope that this rumor might lead to the possible whereabouts of that holy tome. In this case you can replace Artinia in encounter one with the PC priest of Zilchus. Give him access to a bit of church funds (say 50 gp). Also let the PC know that the church might be interested in financing an expedition to find the *Economicon* and that he should contact Holy Partner Darrister Parvinix once he has confirmed the rumor.

Encounter 1: A Rumor of a Rumor

This encounter occurs in the common room of the Sword and Tankard Inn unless the PCs have made other arrangements to meet with Neves.

You can read or paraphrase the following to the PCs as they approach the Sword & Tankard:

The Sword & Tankard Inn is housed in a large, rambling, set of stone and wooden buildings near the Adventurers Guildhall. Originally a single building on a corner, the Sword and Tankard has expanded and purchased a few of the adjoining buildings over the years. The first floor of the main building is made of stone and three steps lead down to a stout door from street-level.

(See Appendix 1 for information on the interior of the Sword & Tankard Inn to describe the setting to the PCs.)

For the price of a few drinks Neves will tell the story he has concocted about his discovery of 'the ancient crypt' to try to get people interested enough to pay him to find out its location. The kicker is that Neves is telling the truth for most of his story.

Also in the common room of the Sword and Tankard, listening to Neves' story, is Artinia. A priestess of Zilchus, Artinia knows the story of the *Economicon* and thinks that this might be an opportunity to get a full Partnership in the church if she can sponsor the expedition to recover it. Description, role-playing notes, and relevant skills are below; see Appendix 4 for complete information on Artinia and Neves.

Neves, male Human, Rog 1:

(Skills: Bluff -1, Diplomacy -1, Sense Motive +0)

Description: Unkempt and greasy, Neves has features vaguely resembling those of a rat. His leather armor is sweat-stained and ill fitting and his breath smells of old cheese. An old short sword hangs in a scabbard at his waist as well as a case of bolts and a light crossbow.

Role-playing Notes: Neves tries hard, but he's not a very good liar. The only thing that helps with his story to the players is that it happens to be true (mostly). His voice tends to squeak a bit when he's nervous and he tends to be a bit boastful when he thinks he can get away with it. He has a mistrust and dislike of priests. When he was

growing up his mother always used to threaten to hand him over to the priests of Pholtus back in the Theocracy of the Pale when he was bad. Neves only speaks the Common tongue. While in the PCs' company on the expedition Neves is generally whining, complaining, and as irritating as possible.

Artinia female Human, Exp1/Clr1 (Zilchus):

(Skills: Bluff +5, Diplomacy +5, Sense Motive +6)

Description: Artinia presents herself as very neat and precise. Her black hair is always tied back in a bun over brown eyes. She is moderately attractive but this is downplayed by a very severe manner. She usually wears the robes of one of the Holy Partners of Zilchus, and carries a case containing writing tools, and a light mace for protection.

Role-playing Notes: Artinia is an ambitious young Apprentice to the Holy Partners, the church of Zilchus in Dyvers. She serves Guildmaster Parvinox and hopes that her role in possibly securing the *Economicon* will get her promoted to Junior Partner. Artinia is well educated and this shows in her speech and proper manner. She rarely jokes, and never when discussing matters of trade or money. Her humor, when it shows is dry.

The story Neves has concocted goes something like this:

"Well, you see, I was just travelin' through the edge of the Gnarley on my way up here to Dyvers lookin' for some work. I'm a sell-sword don't you know. Anyway it got to raining something furious so I started looking for a place to hole up a bit. I saw this little bit of an opening between the roots on a big oak down on the other side of a hill from some old ruins. Well no sooner had I got in out of the wet and it turned this gods awful cold and I saw these things coming toward me moaning something awful. Creatures of just bones they was—hardly a tatter of flesh left on 'em. They'er reaching out after me with them bony claws of theirs. I started me laying into them with my trusty blade here but there was just too many of them, I down'ed one last one of 'em and high tailed it out of there.

"I don't know what the place was but I caught sight of a door in the back of that little cave. And I saw light glint off a right good-sized bit of gold on the door. It looked something like a big gold coin with two hands holdin' a bag of gold. I'm sure it's the old crypt or stash of some wealthy lord or some such, probably with lots o' treasure."

Neves attempts to act nonchalant, waiting for people to give a bit more interest. He's not willing to part with any more information unless he gets some hard gold.

Neves starts out the bargaining at 100 gp saying:

"I might be willin' to tell some good souls the whereabouts of this little 'find' of mine for say, 'bout 100 gold, just the big gold coin on the door was at least worth that."

He won't go below 50gp.

Make opposed Diplomacy rolls with any PC who is bargaining with Neves. (Neves defaults to his Cha for this

roll for a -1 on his rolls so any skilled character should be able to quickly beat him down the minimum price. You can give a bonus or penalty to Neves' roll depending upon how well the player role-plays the bargaining.)

If the PCs balk at the price, or can't afford it, Artinia will speak up, mentioning that the temple of Zilchus might be willing to finance part of their expedition, but she does not know this without further information. If she has to Artinia will invest up to 50 gold herself, but will expect an equal share of the treasure for her part in financing the expedition. She will also arrange for a meeting the next day with one of the Partners of the temple of Zilchus to see about outfitting the expedition. Artinia will not, under any circumstances, volunteer to accompany the expedition. Artinia does not explain her church's interest in Neves' tale. If the PCs ask she will tell them that the Partner will answer that tomorrow.

If they pay him well or find some other way of making him tell, this is what else Neves knows:

- He thinks the symbol on the door is a holy symbol of some sort, but priests give him the creeps so he hasn't tried talking to any of the temples. It looks like a big gold coin with the engraving of two hands holding a bag—**"like her's," he will say pointing to Artina's holy symbol.**
- The ruins of the estate that sits atop of the hill with the 'crypt' don't have anything interesting in them.
- The location of the 'crypt': One day south of Dyvers along the Gnarley Road, then head west along a narrow trail near a road marker for Beltander. The trail will lead you two days west up to the top a big hill with some ruins on it among some ancient oaks. The 'crypt' is around back amongst the roots of a giant oak tree.
- He doesn't know how many undead there were. He'll tell the PCs that **"There couldn't be more than a handful."**
- Neves will agree to accompany the PCs if they request it, but he'll make it clear that he's not interested in fighting the dead so after he shows them the place he's out of there.

What Neves won't tell unless seriously threatened with bodily harm:

- Girn went to Greyhawk to find other adventurers to sell their story to. He probably has a couple days jump on Neves since Girn was always better at swindling people.
- Girn & Neves are wanted in Verbobonc for banditry, you know just a little banditry here and there. He won't spill this fact unless specifically asked.
- Girn & Neves didn't even try to fight the skeletons, they caught one glimpse of a skeletal face and high tailed it out of the cave.

Developments:

The party could refuse to purchase the information from Neves, though this is unlikely if Artinia volunteers to help fund the expedition. They could get the information they need by various other methods as well. If they don't get the information on the whereabouts of the ruins via another method then they're not really going on the adventure now are they?

A *detect thoughts* spell could be used to get an idea of the location of the ruins. This works if the party asks leading enough questions to force Neves to think about the required information.

If they somehow get him alone the party could intimidate Neves into giving directions to the ruins. Artinia and the Holy Partners will have nothing to do with a group who uses this kind of tactic, so the PCs will get no support from the church of Zilchus.

Encounter 2: Always be Prepared

The first order of business in the preparations for the PCs is probably to visit with the Partner of the church of Zilchus. If the PCs agreed, Artinia has arranged a meeting with Darrister Parvinix, the head of the accountant's guild and a full partner in the Holy Partners of the Golden Coin, the church of Zilchus in Dyvers (See Appendices 2 & 3 for information on the Accountants Guildhall and the Holy Partners.) She will send a runner for each of the PCs at just before 6 bells in the morning with the meeting set for exactly 7 bells.

If any of the party is late they will likely miss the meeting all together as the Guildmaster has only cleared about 5 minutes for this appointment.

Remember that if you have replaced Artinia with a PC priest of Zilchus then you will need to modify the text below and insert that PC instead.

The Accountants Guildhall is a medium-size three-story plain wooden building near one of the larger temples of Zilchus. Displayed prominently above building's single doorway is an oversized abacus. Artinia is waiting for you at the door as you near, and with a curt nod she leads you inside. The interior is Spartan but well lit by magical lighting. Artinia leads you to a set of wooden chairs in a large central waiting room. The building is relatively quiet except for the constant clicking of abaci in nearby rooms. You are in this room for only a few moments before Artinia leads you upstairs to a Spartan but well equipped meeting room. Within is a long table with several wooden chairs.

Allow the PCs to seat themselves or look around the room if they wish. They have only a couple minutes to wait for the Guildmaster.

Please paraphrase the following boxed text to match the PCs questions and reactions.

After only a few minutes an older man dressed in fine but plain robes enters the room with a young boy at his elbow. The

man is slightly stooped and squints at you a bit but his eyes are clear and he definitely seems to be evaluating what he sees. He sets a small hourglass down upon the table as he takes a seat.

Artinia starts to speak, but is waved to silence by the older gentleman. "As I am quite busy let's dispense with pleasantries and move right to the matter at hand if that is acceptable." Without waiting for a confirmation he flips over the hourglass and continues, "I am Guildmaster Darrister Parvinix. Senior Apprentice Artinia has told me about this man Neves. The doorway described in his rumor bears the seal of a holy priest of Zilchus. This would interest us as we have no record of any holy places of Zilchus within the Gnarley Forest. In addition to this it brings to mind an old friend and mentor of mine who disappeared some 33 years ago. This man, by the name of Toribidies was a learned merchant-priest and a Senior Partner in the church. Zilchus sent him a dream that commanded him to go into seclusion and compile a sacred tome of his knowledge of holy matters. We never heard from him again. We know Toribidies had a small estate somewhere within the Gnarley Forest. This man, Neves, could have discovered the ruins of this estate or some hidden place that Toribidies kept.

The Holy Partners of the Golden Coin will outfit and supply your expedition to investigate this place. In return we ask that any holy items you uncover, especially Toribidies' lost tome, be returned to the church. You may keep any other valuables you find with the Holy Partners' blessing. I have contracts to that effect prepared. Apprentice Artinia can see to the details. I wish you Zilchus' luck in a speedy and successful endeavor." With this, the Guildmaster picks up the mostly spent hourglass and turns to leave.

The temple provides a light horse or pony for each character who needs a mount and one pack mule (per the contract these are expected to be returned), 10 days trail rations each, and 30 gp per character for miscellaneous supplies. The PCs may purchase the following items directly from the temple of Zilchus:

- Holy Water 20gp
- Sunrods 2gp (see PHB page 114, a maximum of 7 of these may be purchased.)
- Healers Kit 40gp

The above items, if purchased, are to be listed on the PCs log sheet and cannot be traded or given to another PC. The PCs can find places within the city to purchase any normal items they wish from the PHB for normal costs.

Developments:

If Neves is not accompanying the PCs, if they got their information another way, or if they didn't insist that he come to the meeting; Neves is currently at the Sword and Tankard attempting to sell his story to another band of adventurers.

You may adlib this encounter as you wish. It shouldn't come to combat, as the other adventurers will bow to the PCs prior claim as fellow Adventurers' Guild Members.

Encounter 3: A Little Competition

The Gnarley Road heads south out of Dyvers. It's well traveled for most of the first stretch, meandering across two bridges over the Flint Creek. After some 24 miles it reaches the edges of the Gnarley Forest.

About 6 miles after it enters the Gnarley the Gnarley road splits. A marker here proclaims that the southern branch of the Gnarley Road heads toward the small town of Beltander while the eastern branch heads toward the ruins of Skorane. Nearby this marker a trail leads through the forest to the west. It is little more than a game trail but the traveling is relatively easy as it winds among the giant trees of the forest about 36 miles into an older section of the hilly wood.

A light horse carrying a load or a rider can travel about 32 miles in a day. If there are small folk of any weight (44 lbs. or more) on ponies then travel will be more like 24 miles in an eight-hour day. An unencumbered human can travel about 24 miles a day by foot while small folk can travel closer to 16 miles. See page 143 in the PH for details on overland travel to get an idea of how far characters can travel. Even when they enter the Gnarley they can still travel at about $X_{3/4}$ rate due mainly to hilly terrain, as underbrush in the old forest proper is relatively sparse.

The Gnarley is an old forest of towering oak and ipp trees. Along the edges of the Gnarley the forest floor is carpeted with fern but deeper within the ground is rocky and largely clear of underbrush under the shadows of the giant trees.

Shortly upon entering the forest the PCs run across a young Gnarley Ranger by the name of Kyle Surehand and his companion, a grizzled old *awakened* badger by the name of Malken. Kyle is traveling to Dyvers to meet up with young bard named Maylene, who he is quite taken with. Kyle and Malken shared a fire with another band of adventurers out from Greyhawk a night past and Kyle will share this story with the PCs if they're polite.

As the Gnarley rises above you, you see a strange sight on the trail ahead. A young man in forest garb walking along keeping pace with a badger. As you spot him he raised his hand and waves a greeting. "Hail travelers, well met, I'm Kyle Surehand, ranger of the Gnarley and this here is Malken. How fare you this fine day?"

Kyle knows the following that he can work into conversation with the PCs or answer questions if they ask.

- He shared a fire with a party of five adventurers last night. He's horrible with names but he remembers a human priestess of Trithereon named Karlana. A red haired man dressed in green and black, a dwarf, a slender human man who didn't talk much dressed in black leathers who carried many daggers and a big half-orc with a strange crossbow. The half-orc really didn't seem to fit in with the rest of the group.

- The woman mentioned that they were in search of a cave near some old ruins. I assumed for treasure or some such. The man in green glared at her when she told me. I think he thought I was going to steal it from them. I'm after a much lovelier treasure than mere gold...
- There is a trail headed west near the marker for Beltander. It's little used and only leads to a set of old ruins.
- He knows nothing of a cave or doorway around there but then again he's never really explored the area and it is pretty hilly.
- Kyle is headed to Dyvers to meet a Lady Bard by the name of Maylene. He describes Maylene as a lovely woman with strawberry blonde hair and blue eyes with a voice that could put a dryad to shame.

If it is toward evening Kyle will offer to share a fire for the night and two pheasants that he has, otherwise he will wish them well and continue on the road to Dyvers.

Regardless, when they are readying to leave and Kyle says goodbye, Malken, who has remained silent, will speak up. **"Mind you, watch out for orcs along the west trail. I caught a whiff of orc yesterday an it wasn't the ugly half-orc either... an old smell it was but they still might be around."** Kyle looks at Malken with surprise.

"What do you mean orcs, you didn't tell me about any orcs."

"Well you didn't ask, an' you should have seen the track anyway," comes the reply as the ranger and the badger walk off arguing...

"How are you ever going to learn anything if I'm always pointing things out to you?"

Developments:

If he is with them, the PCs may have some hard questions for Neves about this second adventuring party. If caught he will protest truthfully that he told the location of the ruins to no one else but the PCs. If pressed hard enough he will spill the whole story.

Neves will try to sneak away when Kyle starts talking about the other adventuring party. Make opposed Hide vs. Spot checks if the PCs start looking for him. If he's found, he runs. Remember that in the forest likely only a barbarian or higher level monk could keep up with him with his Run feat. If he gets away he will try to join up with Girn near the ruins.

The following are things that Neves won't tell unless seriously threatened with bodily harm:

- Girn went to Greyhawk to find other adventurers to sell their story to. He probably has a couple days jump on Neves since Girn was always better at swindling...I mean *convincing* people.
- Girn & Neves are wanted in Verbobonc for banditry, you know just a little banditry here and there (won't spill this unless specifically asked).
- Girn & Neves didn't even try to fight the skeletons. They caught one glimpse of a skeletal face and high tailed it out of the cave.

The PCs can get their money (less 3d8gp) back from Neves if they catch him. They will also need to decide what to do to him once they've caught him. In theory he's broken no laws in Dyvers, so they may simply let him go. If they find out about his law troubles they may try to send him back to Verbobonc to stand trial for banditry, but they'll have to figure out something to do with him until then.

If the PCs for some reason harm Kyle or Malken they will have earned the enmity of the Gnarley Rangers. This should be marked in their character log, assuming they survive.

Encounter 4: A Gift from the Dark Hand

The marker and the western trail are relatively easy to find. To stay on the trail as it meanders among the giant ipp and oak trees is a bit more difficult. A Wilderness Lore check with a DC of 8 will keep the PCs on track. (Remember that Wilderness Lore can be used untrained as a Wis check.)

Somewhere along the western trail toward the ruined estate the party will encounter the orcs that Jahannan set to watch for the Dyvers party. Give the PCs Listen Checks at DC 6 if the party has no members with medium or heavy armor or a DC 11 if they do. Likewise give the orcs a listen check at DC 11. It is likely that both parties will be aware of one another from the start.

The orcs will immediately fan out and attempt to attack the party. If the orcs loose more than half their number at any time all of them except the leader will flee. The leader will fight to the death.

Tier 1 (EL 3):

Orcs (4): CR: 1/2 Medium-Size Humanoid; HD 1d8; hp 4; Init +0; Spd 30; AC 14 (+4 scale mail); Atk +3 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6+3, javelin); AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 8;
Skills: Listen +4, Spot +3; Feats: Alertness.

Orc Leader: CR 1/2; Medium-Size Humanoid HD 1d8+1; hp 9; Init +0; Spd 30; AC 14 (+4 scale mail); Atk +3 melee (1d12 [crit x3], greataxe) or +0 ranged (1d6+3, javelin); AL CE; SV Fort +3, Ref +0, Will -1;

Str 16, Dex 10, Con 12, Int 10, Wis 8, Cha 10;
Skills: Listen +4, Spot +3, Intimidate +2; Feats: Alertness.

Tier 2 (EL 5):

Orcs (6): CR: 1/2 Medium-Size Humanoid; HD 1d8; hp 4; Init +0; Spd 30; AC 14 (+4 scale mail); Atk +2 melee (1d12+3 [crit x3], greataxe) or javelin +0 (1d6+2, javelin); AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 8;
Skills: Listen +4, Spot +3; Feats: Alertness.

Orc leader, Ftr2: CR: 2 Medium-Size Humanoid; HD 2d10+2; hp 15; Init +0; Spd 30; AC 14 (+4 scale mail); Atk greataxe +5 (1d12+4) or javelin +2 (1d6+2); AL CE; SV Fort +4, Ref +0, Will -1

Str 16, Dex 10, Con 12, Int 8, Wis 8, Cha 8;
Skills: Listen +4, Spot +3; Feats: Alertness.

Tier 3 (EL 7):

Orcs (8): CR: 1/2; Medium-Size Humanoid; HD 1d8; hp 4; Init +0; Spd 30; AC 14 (+4 scale mail); Atk +3 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6+3, javelin); AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 8;
Skills: Listen +4, Spot +3; Feats: Alertness.

Orc leader, Ftr4: CR: 4 Medium-Size Humanoid; HD 4d10+4; hp 27; Init +0; Spd 30; AC 14 (+4 scale mail); Atk +8 (1d12+4 [crit x3], greataxe) or javelin +4 (1d6+3); AL CE; SV Fort +5, Ref +1, Will +0

Str 16, Dex 10, Con 12, Int 8, Wis 8, Cha 8;
Skills: Listen +5, Spot +3 Intimidate +5; Feats: Alertness, Point Blank Shot, Power Attack, Weapon Focus (greataxe), Specialization (greataxe).

Encounter 5: Patience of the Dead

After a bit of travel and dealing with the Dark Hand's 'gift' the PCs can find the ruins relatively easily.

The ruins of a wooden building lie atop a round hill amongst some giant Oaks. At one time this was a good-sized building, now only a stone foundation and fallen and burnt timbers covered with moss and grass remain. After some searching you find an opening hidden amongst the roots of a large oak on the opposite side of the hill.

The PCs should know what to expect. Behind the roots is a cavern, it forms a rough ellipse about 80-feet long and 40-feet wide with the PCs entering one of the narrow ends and a doorway with a golden symbol set within about 40 ft. along the left wall.

As soon as the PCs enter the cavern they will see red glowing eyes and hear the clack of bone on stone as the skeletons rise to destroy them.

When Toribidies estate was ransacked by the remnants of the Horde of Elemental Evil an evil priest found the back entrance. Unfortunately for him he was destroyed by the ward on the door to Toribidies' cellar, leaving only his skeleton bodyguard behind.

Tier 1 (EL 3)

Skeletons (8): CR 1/3; Medium-Size Undead (6 ft. tall); HD 1d12; hp 6; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13; Atk +0 melee (1d4, [x2], claws); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats: Improved Initiative

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain; immune to anything requiring a Fortitude save. *Immunities (Ex)*—Skeletons take only half damage from piercing & slashing weapons (like arrows & swords). They take full damage from bashing weapons (like maces).

Tier 2 (EL 5)

Large Skeletons (5): CR 1; Large-size undead (9 ft. tall); HD 2d12; hp 13; Init +5 (Dex, Improved Initiative); Spd 40 ft.; AC 13 (+1 Dex, -1 size, +3 Natural); Atk +2 melee (1d6+2 [x2], claws); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +3

Str 14, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats: Improved Initiative

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain; immune to anything requiring a Fortitude save. *Immunities (Ex)*—Skeletons take only half damage from piercing & slashing weapons (like arrows & swords). They take full damage from bashing weapons (like maces).

Tier 3 (EL 6)

Large Skeletons (8): CR 1; Large-Size Undead (9 ft. tall); HD 2d12; hp 13; Init +5 (Dex, Improved Initiative); Spd 40 ft.; AC 13 (+1 Dex, -1 size, +3 Natural); Atk +2 melee (1d6+2 [x2], claws); SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +3

Str 14, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats: Improved Initiative

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain; immune to anything requiring a Fortitude save. *Immunities (Ex)*—Skeletons take only half damage from piercing & slashing weapons (like arrows & swords). They take full damage from bashing weapons (like maces).

When the PCs defeat or turn the skeletons or otherwise approach the door they will see:

The stone in this part of the cavern has been smoothed and a wooden door stands slightly ajar here. The door is emblazoned with a golden disc in which two carved hands hold a bag of coins. Lying in front of the door is a body that smells of burnt flesh. It has been thoughtfully covered with a cloak. Slightly to one side of the door the twisted remains of a set of blackened bones can be seen.

If they examine the fresh body closer the PCs can discover partially melted pieces of metal in several

sheaths (daggers) and a mostly melted piece of metal in the right hand (the dagger that he attempted to pry the symbol off the door with). These are the remains of the Dark Hand's thief.

The only thing left on the old corpse is a twisted, melted symbol of some sort around its neck.

Any character that attempts to remove or damage the seal of Zilchus on the door will take 6d6 points of fire damage and 6d6 points of electrical damage from the wards upon the seal.

Encounter 6: Rivalry or Charity

Through the door:

A 10-ft. by 10-ft. tunnel lined with worked stone bores into the hill. It runs 100 ft. forward and then turns a sharp right.

Pit Trap (20 ft deep): CR 1; no attack roll necessary (2d6 points of damage); Reflex save avoids (DC 20); Search (DC 20); Disable Device DC 15.

Some 50 feet along the tunnel lies a counterweighted pit trap. If anything heavier than 20 pounds steps anywhere except for a narrow, 2 ft. wide ledge along the left wall, the floor tilts and dumps the PCs down into a pit. The tilting section of floor is 8-ft. wide and 10-ft. long. The trap door tilts left or right on a pivot in the middle of the section. As soon as the weight is off the pit it returns to level making it very difficult to get out of the pit without help from above.

In fact that is where two members of the Dark Hand currently are. Jahannan and Karlana had found perches on small ledges partway up each of the walls to escape the pit's other resident, a large gelatinous cube. Unfortunately they have both been knocked from their perches by the opening pit trap. Even if none of the PCs fall in the pit they will hear muffled yells for help from below the floor.

The interior of the pit is larger than the opening. It is a 30' wide corridor running off to the right for 50ft; perpendicular to the one the PCs are in. The only easy climb is the left wall of the pit that will climb up to the ledge on the left side of the upper corridor.

The Rescue:

The party can easily open the pit and can use pitons or spikes of some sort to hold it open with a Disable Device check (DC 15). Both NPCs and any PCs who fell in the pit can attempt to climb the walls of the pit to escape the cube. They can move 1/2 their speed up the wall with a DC 15 climb check. If a rope is used then the climb check is only DC 5.

If any PCs are rendered unconscious by the fall into the pit Karlana will attempt to rescue them before saving herself. What Jahannan does is determined by what tier the PCs are playing at.

Tier 1

One set of yells is cut off as Jahannan is swallowed by the Gelatinous Cube (they didn't want to fight him later anyway.)

Gelatinous Cube: CR 3; Huge Ooze (10 ft. x 10 ft.); HD 4d10+36; hp 58; Init -5 (Dex); Spd 15 ft.; AC 3 (+5 Dex, -2 size); Face/Reach 10 ft x 10 ft/10 ft; Atk +1 melee (1d6+4 slam + acid 1d6); SQ Blindsight, transparent, electricity immunity, ooze; AL N; SV Fort +5, Ref -4, Will +1;

Str 10, Dex 1, Con 19, Int —, Wis 11, Cha 1

SQ: *Engulf* (Ex)—The cube may simply move over Large or smaller foes. They receive opportunity attacks but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at Ref saves (DC 13) or be engulfed. On a success they are pushed back or aside as the cube moves forward. Engulfed creatures are subject the cubes paralysis and acid and are considered to be grappled and trapped within its body; *Paralysis* (Ex)—A target hit by a cube's slam or engulf attack must succeed at a Fort save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent; *Acid* (Ex)—Any hit by the cube deals 1d6 acid damage. This does not harm metal or stone; *Transparent* (Ex)—It takes a Spot check DC 15 to notice a cube even under ideal conditions; *Ooze*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph. Not subject to critical hits or sneak attacks; *Blindsight* (Ex)—A Gelatinous cube can detect and locate prey by sent and vibration within 60ft.

Tier 2

Jahannan will attempt to escape by climbing the walls or a rope if one is lowered.

Gelatinous Cube: CR 5 Huge Ooze (12ftX12ft); HD 8d10+56; hp 98; Init -5 (Dex); Spd 15 ft.; AC 3 (+5 Dex, -2 size); Face/Reach 12ftX12ft/10ft; Atk +1 Slam (2d6+6 and Acid 2d6); SQ Blindsight, transparent, electricity immunity, ooze; AL N; SV Fort +5, Ref -4, Will +1.

Str 14, Dex 1, Con 21, Int —, Wis 11, Cha 1

SQ: *Engulf* (Ex)—The cube may simply move over Large or smaller foes. They receive opportunity attacks but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at Ref saves (DC 13) or be engulfed. On a success they are pushed back or aside as the cube moves forward. Engulfed creatures are subject the cubes paralysis and acid and are considered to be grappled and trapped within its body; *Paralysis* (Ex)—A target hit by a cube's slam or engulf attack must succeed at a Fort save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent; *Acid* (Ex)—Any hit by the cube deals 1d6 acid damage. This does not harm metal or stone; *Transparent* (Ex)—It takes a Spot check DC 15 to notice a cube even under ideal conditions; *Ooze*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph. Not subject to critical hits or sneak attacks; *Blindsight* (Ex)—A Gelatinous cube

can detect and locate prey by sent and vibration with within 60ft.

Tier 3:

Jahannan will attempt to escape by climbing the walls or a rope if one is lowered.

Gelatinous Cube: Huge Ooze (15ftX15ft); HD 12d10+76; hp 138; Init -5 (Dex); Spd 15 ft.; AC 3 (+5 Dex, -2 size); Face/Reach 15ftX15ft/10ft Atk +1 Slam (3d6+8 and Acid 3d6); SQ Blindsight, transparent, electricity immunity, ooze; AL N; SV Fort +5, Ref -4, Will +1; Str 18, Dex 1, Con 21, Int —, Wis 11, Cha 1

SQ: *Engulf* (Ex)—The cube may simply move over Large or smaller foes. They receive opportunity attacks but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at Ref saves (DC 13) or be engulfed. On a success they are pushed back or aside as the cube moves forward. Engulfed creatures are subject the cubes paralysis and acid and are considered to be grappled and trapped within its body; *Paralysis* (Ex)—A target hit by a cube's slam or engulf attack must succeed at a Fort save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent; *Acid* (Ex)—Any hit by the cube deals 1d6 acid damage. This does not harm metal or stone; *Transparent* (Ex)—It takes a Spot check DC 15 to notice a cube even under ideal conditions; *Ooze*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph. Not subject to critical hits or sneak attacks; *Blindsight* (Ex)—A Gelatinous cube can detect and locate prey by sent and vibration within 60ft.

Developments:

The PCs do not have to fight the cube. They should easily be able to run around it or climb out of its reach. If they do decide to stay and fight it, things could get messy.

Encounter 7: A Shade Better

Beyond the pit the corridor continues for another 40 feet and then turns right. Where it runs for 50 feet and ends in an ironbound wooden door.

There is a lock on the door (DC 25) or the PCs may bash it down (Hardness 5, hp 20, Break DC 23.) If it takes a while to break down the door you might tell the PCs that dirt and dust are starting to fall from the ceiling, but there is no real danger.

The door opens into a large room 15-ft wide and running for 15 feet ahead until it disappears into a wall of rubble from an apparent collapse. A wooden table sticks out from the rubble and an overturned chair lies nearby. Dirt and debris lies scattered all around the room. Other than this the room appears empty.

If the PCs Search (Search, DC 10) around the rubble near the table they can find a wooden chest bound by iron bands. The chest is locked (DC 25 to open) and trapped.

Trap: Poisoned Needle in the lock. If an Open Locks check if failed a needle jabs out (Reflex save DC 18 to avoid, Fort save DC 14 to resist 1d4Con/1d4Con damage; Search DC 21 to find and Disable Device DC 20.)

The chest can be bashed open (Hardness 5, hp 25, Break DC 23.) But doing so will destroy the *potion of glibness* within.

Within the chest is a glass vial filled with clear fluid. (This is broken if force was used to open the chest.) Also within are 5 strips of white metal engraved with gold, a large money belt and a book with covers and bindings of beaten gold, a clasp and hinges of silver and a lock of bronze bearing the title 'The *Economicon*' engraved in what looks like platinum.

If the chest is opened or taken from the room then a ghostly apparition will appear through the wall of rubble. This is the shade of Toribidies, merchant-priest of Zilchus. It advances on the party asking in a hollow voice:

"I am the merchant-priest Toribidies of Zilchus. Who seeks to take the sacred *Economicon* from my custody?"

If the PCs answer (and do not attack) Toribidies will ask:

"What use do you intend with this most sacred of tomes?"

Acceptable answers include returning it to the Holy Partners in Dyvers or to Guildmaster Parvinix. As a token of their faithfulness Toribidies will ask a character to take a *geas* to symbolize the promise to return the *Economicon*.

If the PCs promise to take the *Economicon* back to the church of Zilchus, Toribidies' shade will allow this if they answer two more questions to prove their worthiness. If the PCs are having difficulty then you can have Karlana give hints if she is present, or you can give hints to any characters with ranks in skills such as Profession (bookkeeper), Knowledge: (economics), or other similar suitable mercantile knowledge or profession skills.

And you think that you are worthy to bear the *Economicon* from this place? What do you know of its sacred knowledge? If you are truly worthy then two simple questions answer me.

Think you now as a merchant would: If the moneylenders of a city raise the rates at which they lend money for mercantile ventures, what would the effect be on merchants and consumers?

Answer: It would lead to increased prices for goods in that city (inflation), and the consumers would tend to buy less, causing the merchants to have lower overall profits.

Hint: It should affect prices in some way.

"What would be the effect on existing mercantile endeavors, say the raising of cattle, if a new similar industry say (Zilchus forbid) the raising of axebeaks began operating in said area?"

Answer: Prices of similar goods, for example beef, would drop. Profit for all similar industries would decrease.

Hint: You've just decreased the demand for the existing industry.

If you feel comfortable enough with the economic subject matter you can have Toribidies expand on and discuss any answers the PCs give much like an old college professor expounding on his favorite subject. If the PCs at least act genuinely interested in what Toribidies has to say and listen to him politely he may still release the book to them—Your judgement call.

When he releases the book Toribidies will start to fade from view giving the PCs his blessing:

"May the great contract always hold favorable terms for you..."

Toribidies, male Human (Ghost), Clr 11 (Zilchus): CR 13; Medium-Size Humanoid; HD 11d12; hp 80; Init 0; Spd 30 ft.; AC 13 (+3 Deflection); Atk +8/+3 melee (damage special); SA Spells, Manifestation, Telekinesis; SQ Undead, Incorporeal, Rejuvenation, Turn Resistance +9; Domains: Knowledge & Trickery; AL LN; SV Fort +7, Ref +3, Will +13.

Str 10, Dex 10, Con —, Int 20, Wis 18, Chr 16

Skills: Profession (bookkeeper) +20, Appraise +21, Bluff +11, Knowledge (religion)+15, Knowledge (economics) +21, Diplomacy +11, Spellcraft +15, Knowledge (arcana) +15, Hide +8, Listen +12, Search +13, Spot +12. Feats: Skill Focus (appraise), Skill Focus (Know [economics]), Skill Focus (Profession [bookkeeper]), Iron Will, Craft Wondrous Item.

SQ: *Undead*—Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will and own attacks pass through armor.

Spells: (6/6+1/5+1/5+1/4+1/2+1/1+1) 0-level—*detect magic*, *read magic*, *guidance* (x2), *light* (x2); 1st-level—*comprehend languages* (x2), *detect chaos*, *bless*, *shield of faith*, *obscuring mist*, *change self*; 2nd-level—*spiritual weapon*, *summon monster II*, *hold person*, *augury*, *zone of truth*, *detect thoughts*; 3rd-level—*prayer*, *dispel magic*, *locate object*, *helping hand*, *magic circle against chaos*, *clairvoyance*; 4th-level—*discern lies*, *neutralize poison*, *restoration*, *summon monster IV*, *divination*; 5th-level—*flame strike*, *wall of stone*, *true seeing*; 6th-level—*geas*, *find the path*.

Encounter 8: We'll take that...

Tier 1

On Jahannan's charmed command, Girn is waiting outside the cavern to ambush the PCs. Since he has had time to set himself up hidden directly above the entrance the PCs must make a Spot check DC 26 to avoid surprise. He will attempt a Sneak attack as soon as the PCs show themselves. Don't forget that Karlana is present as well. (Climb Check DC 10 to get up to him as a full round action.)

Tier 2

On Jahannan's charmed command, Girn is waiting outside the cavern to ambush the PCs. Since he has had time to set himself up hidden directly above the entrance the PCs must make a Spot check DC 26 to avoid surprise. He will attempt a Sneak attack as soon as the PCs show themselves. Don't forget that Karlana is present as well. (Climb Check DC 10 to get up to him as a full round action.)

If he escaped the PCs or was left somewhere nearby while the PCs entered the cave the Neves is also lying in wait. He is also in hiding, but in the branches of a tree 10 feet up and 15 feet away from the cave entrance. He is also DC 26 to detect. (Climb Check DC 15 to get up to him as a full round action.)

If he escaped from the pit then Jahannan will be waiting to betray the party. He is only at 16hp and only has 5 Cantrips and 4 first level spells left to cast.

Tier 3

On Jahannan's charmed command, Girn is waiting outside the cavern to ambush the PCs. Since he has had time to set himself up hidden directly above the entrance the PCs must make a Spot check DC 26 to avoid surprise. He will attempt a Sneak attack as soon as the PCs show themselves. (Climb Check DC 10 to get up to him as a full round action.)

If he escaped the PCs or was left somewhere nearby while the PCs entered the cave the Neves is also lying in wait. He is also in hiding, but in the branches of a tree 10ft up and 15ft away from the cave entrance. He is also DC 26 to detect. (Climb Check DC 15 to get up to him as a full round action.)

Having escaped from the pit and after drinking a hidden healing potion Jahannan is feeling fine and well rested. He is at full health and spell compliment. Don't forget that Karlana is present as well.

Girn, male Half-Orc, Ftr2/Rog1: CR 3; Medium-Size Humanoid; HD 2d10+1d8+3; hp 23; Init +5; Spd 30 ft.; AC 14 (Dex +1, studded leather +3); Atk +4 (1d8+2 [crit 19-20], longsword) or +3(1d8 [crit 19-20], repeating crossbow); SA Sneak Attack +1d6; AL NE; SV Fort +4, Ref +3, Will +0;

Str 16, Dex 12, Con 13, Int 11, Wis 10, Chr 11

Skills: Climb +7, Hide +6, Jump +7, Move Silently +6, Spot +3, Listen +3, Intimidate +5, Bluff +5; *Feats:* Improved Initiative, Point Blank Shot (+1 to hit and damage in 30'), Alertness, Exotic Weapon Proficiency (repeating crossbow)

SA: Sneak Attack +1d6 damage.

Possessions: studded leather armor, dagger, longsword, repeating crossbow, 20 bolts, and 89gp.

Description: A large man with grayish skin and jutting jaw and orcish pug nose. He has a coarse black hair and beard, ugly by human standards. He keeps his person, armor, and weapons clean and well kept. He wears well-oiled Studded Leather armor with a longsword at his left hip. His pride and joy is a complex repeating crossbow he took off a gnomish warrior he killed and has taught himself to use.

Neves, male Human, Rog 1: CR 1; Medium-Size Humanoid; HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 14 (Dex +2, Leather +2); Atk +0 melee (1d6 [crit 19-20], Shortsword) or +2 ranged (1d8 [crit 19-20], Light Crossbow); SA Sneak Attack +1d6; AL CN; SV Fort +0, Ref +5, Will +0

Str 10, Dex 14, Con 11, Int 10, Wis 11, Chr 8

Skills: Climb +4, Hide +6, Move Silently +6, Pick Pocket +6, Search +4, Disable Device +4, Spot +2, Listen +2, Craft (traps) +4, Wilderness Lore +2; *Feats:* Improved Initiative, Run (x5 basic move is top running speed.)

SA: Sneak Attack +1d6

Possessions: leather armor, daggers 3, shortsword, light crossbow, and 20 bolts, thieves' tools.

Description: Ill-kept and greasy, Neves has features vaguely resembling those of a rat. His leather armor is sweat stained and ill fitting and his breath smells of old cheese. An old short sword hangs in a scabbard at his waist as well as a case of bolts and a light crossbow.

Jahannan, male Human, Sor 5: CR 5; Medium-size humanoid; HD 5d4(+5); hp 25; Init +1; Spd 30 ft.; AC 11; Atk +3 melee (1d4+1 [crit 19-20], dagger or punch dagger); SQ Spells, Familiar; AL Chaotic Evil; SV Fort +2, Ref +2, Will +4; Str 12, Dex 12, Con 12, Int 12, Wis 10, Chr 17

Skills: Bluff+7 Spellcraft+8, Concentration+12, Knowledge (arcana) +4, Diplomacy+7, Spot +2, Listen +2; *Feats:* Combat Casting, Toughness, Spell Focus (enchantment).

SQ: Familiar—Snake (Tiny): HD 4; Init +3; Spd 15(Can climb or swim); AC 19; Atk bite +5 (Fort DC 11 or 1d6 Con); SV Fort +2, Ref +5, Will +4. *Skills:* Climb +14, Hide +19, Listen +9, Spot +9.

Possessions: spell component pouch, change of clothing (noble), dagger, and a punch dagger.

Spells (6/7/5): 0-level—*detect magic, read magic, prestidigitation, arcane mark, light, daze*; 1st-level—*charm person, sleep, shield, magic missile*; 2nd-level—*detect thoughts, Tasha's hideous laughter*

Description: The first thing you notice about Jahannan are his compelling green eyes. A handsome man in his mid 20s, Jahannan wears tight fashionable black trousers, black hip high boots, and a dark green silken

shirt, the better to emphasize his shoulder length auburn hair. He is of medium build, about 5 ft. 10 in., but well muscled.

Developments:

Obviously if Jahannan or Neves died earlier or are otherwise unavailable they will not be in this encounter. Girn will be and he will fight to the death.

Conclusion

Unless the party somehow avoided the orcs earlier and you have enough time for the PCs to encounter them on the way home then they will have an uneventful journey back to Dyvers.

If the PCs successfully return to Darrister Parvinix with the *Economicon*:

Bearing the sacred tome to the unassuming building of the accountant's guildhall, you are immediately ushered into Guildmaster Parvinix's presence. Reverently he touches his holy symbol to the clasp of the book and whispers a few low words. The clasp silently slides open and the Guildmaster touches the tome lightly as he looks up at you; "I thank you for the return of the masterwork of one of our brothers. The Holy Partners do not forget those who have done them a favor."

Developments:

If the PCs decide not to return the *Economicon* the geased player will suffer a -2 to each ability score each day he deviates from returning the tome. (Maximum is -8 on each ability score.)

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Bargaining Neves down from his original price 25 xp

Encounter Four

Defeating or evading the Orcs: 100 xp

Encounter Five

Destroying or getting past the skeletons 100 xp

Encounter Six

Rescuing Karlana 100 xp

Encounter Seven

Defeating the locks and traps 50 xp

Encounter Two

Convincing Toribidies to give over the Economicon 75 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter 2:

- 30 gp each from the Holy Partners of the Golden Coin.

Encounter 4:

- Between 5 and 9 Orcish greataxes, depending upon the tier, can be scavenged if the PCs wish. (They can be sold for 10 gp each)
- The scale mail in this encounter is bent, dirty, and worthless.

Encounter 7:

- 5 gold engraved platinum trade bars (50 gp each)
- 1 *potion of glibness* (Value 500 gp, ½ lb)
- Money Belt (Value unknown, 2 lb.). This ornate leather belt has six coin holders, three on each side. The belt is magical but you have been unable to determine its properties. (This will be revealed in a later event.)

Encounter 8:

From Girn's body:

- 89 gp
- Repeating Crossbow. This exotic crossbow has a clip of 5 bolts and can be reloaded by pulling back on the front handgrip (a free action). It weighs 15 lbs. This crossbow can be sold for 125 gp to a collector or someone skilled in its use, or half that on the open market.
- Longsword (15 gp) - Sale price 7 gp, 5 sp.
- Studded Leather Armor (25 gp) - Sale price 12gp, 5sp.
- Dagger (2 gp) - Sale price 1gp.

From Neves:

- Whatever the PCs paid Neves minus 3d8 gp.
- Light Crossbow (35 gp) - Sale price 17gp, 5 sp.
- Shortsword (10 gp) - Sale price 5 gp.
- Dagger (2 gp) - Sale price 1 gp.

From Jahannan:

- Nobles' Clothing (Green & Black silk sized for a human of medium build – 75 gp) - Sale price 37 gp, 5 sp. -These may well be destroyed in the fight.
- Punch Dagger (2 gp) - Sale price 1 gp.
- Dagger (2 gp) - Sale price 1 gp.

Conclusion:

If the PCs returned the *Economicon* to Guildmaster Parvinix.

- Influence point with the Holy Partners of the Golden Coin in Dyvers. For the successful return of the *Economicon* to the church of Zilchus in Dyvers. This Influence point can be traded in for certain favors from the Holy Partners or Guildmaster Darrister Parvinix of the Accountants Guild.

Remember that the party must pay Artinia an equal share of the treasure in gold if she helped to finance the expedition. The prices listed for the items above (except for the actual money) are listed at full price not sale value

(which is presumed to be 1/2 the full price.) Artinia will insist that the total sale price of all treasure kept by the party be added up and an equal share given to each character (including herself).

Appendix 1: The Sword & Tankard Inn

The Sword & Tankard Inn is housed in a large, rambling set of stone and wooden buildings near the Adventurers Guildhall. Originally a single building on a corner, the Sword and Tankard has expanded and purchased a few of the adjoining buildings over the years. The first floor of the main building is made of stone and three steps lead down to a stout door from street level.

Through this door lies a large entryway with many pegs of various heights for the hanging of cloaks and outer garments. Steep stairs run up to the next floor to the left while three more steps lead down to the common room on the right. A small counter sits along the back wall of the entryway to see to the needs of those with rooms. An alcove near the stairs to the second level holds a small table with a very thick book containing the names of past guests of the inn, the famous, infamous, and merely unknown.

Walking down the three stairs to the right you find yourself in a large common room. Stairs along the far wall lead up to a balcony that rings this two-story room. There are tables of every description scattered seemingly haphazardly about the ground floor with plenty of space in shadowed corners and alcoves that adventurers seem to love so well. Directly ahead of the entrance lies a large stone fireplace while the left wall is taken up by a long well polished bar of oak. The second story of the Sword (as it is known as to the regulars) is open to the middle of the common room below. It houses a second stone fireplace, directly above other, a small bar stocking mainly a selection of brandy, ports, and pipe weeds, several small comfortable seating areas, and two private meeting rooms. The meeting rooms contain long tables with comfortable chairs and dumbwaiters to the kitchen below.

The rest of the Sword and Tankard Inn houses rooms of all descriptions and size and several fine luxuries.

There are low close rooms under ground level, for the comfort of small folk, to suites of rooms on the third floor. The expansion of the Sword to several of the adjoining buildings has given the inn an almost mazelike quality as the third floor of one building connects to the second of the next. There are also two sets magically heated baths for gentlemen and women and indoor privies on each floor.

A former warrior by the name of Argyle Gannon owns the Sword & Tankard. A stocky middle aged man standing a hair under 6' tall, Argyle has piercing, green eyes that are often seen glimmering with laughter. He much is given to ruefully bemoaning his advancing age and a receding hairline and talking much about the 'good ole days'. However, other than perhaps a bit of extra weight about the middle, he keeps in fighting trim. Many a rowdy, young warrior that Argyle has frog marched out of the front door with his large hands locked on the scruff of the neck and wrist can attest to this fact. Argyle brooks no fighting in his tavern or disrespect to his serving maids or staff. Late in the evening, on slow nights he often speaks of his adventures with more candor than the tall tales he tells on normal days. Young adventurers are wise to listen closely on these occasions as Argyle Gannon's eyes have seen much of the world.

Argyle is sometimes seen behind the bar or in the kitchen, but most often he is conversing with the inn's patrons who keep him well-informed on local events of import within the city.

A Gather Information roll of 15 or more will yield the following about Argyle:

Argyle was at one time the Guildmaster of the Adventurers Guild; his nephew now holds that position. Even though he is semi retired, Argyle still wields much influence within the guild.

A Gather Information roll of 20 or more will yield:

The Sword and Tankard is a favorite haunt of guild adventurers much guild business is accomplished in the upstairs meeting rooms much to the displeasure of the current Guildmaster who resents being overshadowed by his uncle.

Appendix 2: The Holy Partners of the Golden Coin

The priesthood of Zilchus in Dyvers is collectively known as The Holy Partners of the Golden Coin. The priests are sometimes referred to as the Holy Partners, or simply the Partners while the various temples are called Houses of the Golden Coin or Gold Houses by parishioners. There are several Gold Houses around the city of Dyvers each catering to merchants, traders, and businessmen nearby. The temples are organized, in reality, more like a business than a religion; they offer various services to their parishioners depending upon need and of course ability to pay. Gold Houses in more affluent portions of the city are usually more prestigious, advantageous, and expensive to attend.

In addition to preaching Zilchus' teachings of profit through hard work, skill, dedication and fairness services often contain reports on business conditions, advice on managing employees, and other information of interest to its particular parishioners. The Holy Partners also tend to the spiritual needs of their flock. They officiate at marriages (often somewhat similar to contract negotiations) and burials (which include a listing of the deceased's assets and heirs) and in general try to guide their parishioners to success both in business and life.

In addition to local services given at local Gold Houses as a whole the Holy Partners offer several services to the people of Dyvers over and above the normal business of religion:

The Holy Partners offer their services (for a fee of course) as mediators in conflicts and disputes between merchants, guilds, or trading houses. Often the Dyvers City Council will require conflicting guilds to accept (and pay for) such mediation so that disputes do not hurt the flow of trade in the city. In this role the temple attempts to remain scrupulously impartial.

The local Gold House will often recommend capable professionals such as lawyers, accountants, or moneychangers to its parishioners or contract its priests to act as consultants, giving business advice and helping new operations get started. (Some of the more charitable Gold Houses have been known to finance promising new businesses from time to time, but always for a perpetual share of the profits and not via loans.) The Holy Partnership's priests are often contacted by the Council or the Magister on fiscal government matters and give a full report to the council regarding such each year. They also preside at the ceremony that accompanies each new run of coins from the Dyvers mint.

Local businesses will often turn first to their local Gold House for a mediator for contract negotiations or to settle minor disputes instead of settling such matters in the courts. Both parties must agree to consider any decision by their House's partner binding.

The Wheatsheaf Academy (named for the Dyvers gold coin) is a Holy Partnership run school for accountants and moneychangers. While many in both professions are still trained via apprenticeship, graduates from Wheatsheaf are both respected and sought after by Dyvers business.

Priests of the Holy Partners of the Golden Coin do not have a strict ranking system as such; their title is dependent upon their wealth and influence within the partnership. An acolyte in the Holy Partners is known as an Apprentice, they spend several years serving a Partner or Junior Partner in one of the Gold Houses. After several years or a few fortunate investments they may attempt to purchase a position from a current Partner or apply for a vacant position on merit. Junior Partners usually have positions as mediators, instructors, or immediate assistants to a Partner or Senior Partner. A full Partner is usually the head (owner) of a Gold House or some other prestigious position. (For example Darrister Parvinix, Guildmaster of the Accountants Guild, holds the position of Partner even though he is not a head of a Gold House.) When a Partner who is head of a Gold House steps down or moves on he may sell his position to another priest (subject to the approval of the Senior Partners). The Holy Partners are controlled collectively by the Senior Partners who elect a Managing Partner from their number each year. The Managing Partner officiates at citywide events and festivals and is the Partners' representative to the Council.

There is also a Journeyman position within the partnership. While not a partner, a Journeyman has completed her training and is an ordained priest. Journeymen are adventuring priests, traveling merchants, or other priests without a specific position within the Partnership. Journeymen often return from their travels and adventures quite wealthy and able to buy a position within the partnership or they don't return at all.

Appendix 3: The Dyvers Guild of Accountants and Ciphers

Guildmaster: Darrister Parvinix (LN, Exp3/Clr 7 of Zilchus) Guildmaster Parvinix is a stern but fair gentleman about 60 years old. He dresses in plain, neat, robes of a priest of Zilchus hanging on a thin frame. A slightly crooked back and a squint come from years of pouring over books and ledgers. Darrister usually wears a slightly crumpled hat when outdoors to cover a balding plate. He is meticulously organized and has a brilliant mind for details.

Guildhall Location: The Accountants Guildhall is a medium sized three-story plain wooden building near one of the larger temples of Zilchus. Displayed prominently above building's single doorway is an oversized abacus. The interior is spartan but well-lit by magical lighting. The lower floor is given over to several classrooms for apprentice accountants and a large waiting/entry area. The clicking and clacking of abaci have been known to drive those in the waiting room to distraction. The second floor contains meeting and interview rooms for prospective clients and guild members. The third floor houses the offices of the Guildmaster and his Assistant as well as several, always locked, rooms containing rows upon rows of various files, contracts, and paperwork.

Description: The Dyvers' Accountant's Guild is firmly allied, some say controlled, by the temple of Zilchus. Guildmaster Parvinix is indeed a priest of good standing with the temple of Zilchus and is often in attendance at services there. In a city dominated by merchants and trade the Dyvers' Accountants Guild is a large organization with some 300 members throughout the city. There are some merchant houses and trade coasters who have their own internal bookkeepers; however, most prospective investors and all Dyvers' tax inspectors will require the signature of a guild accountant for authentication. Guildmaster Parvinix is dedicated to preserving his guild's reputation for impartiality and accuracy. Any member found falsifying records or making negligent mistakes is summarily dismissed from the guild and barred from working in the profession within the region of Dyvers.

Intra-Guild Relations: The Dyvers Guild of Accountants and Ciphers has neutral relations with most other guilds. While not required, most guild accountants are worshipers of Zilchus and some of the Priests of that temple are also members and instructors at the guildhall.

Appendix 4: NPCs

Girn, male Half-Orc, Ftr2/Rogr1: CR 3; Medium-Size Humanoid; HD 2d10+1d8 +3; hp 23; Init +5; Spd 30ft.; AC 14 (Dex +1, studded leather +3); Atk +4(1d8+2 [crit 19-20], longsword) or +3(1d8 [crit 19-20], repeating crossbow); SA Sneak Attack +1d6; AL NE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 12, Con 13, Int 11, Wis 10, Chr 11

Skills: Climb +7, Hide +6, Jump +7, Move Silently +6, Spot +3, Listen +3, Intimidate +5, Bluff +5; *Feat:* Improved Initiative, Point Blank Shot (+1 to hit and damage in 30'), Alertness, Exotic Weapon Prof: Repeating Crossbow

SA: Sneak Attack +1d6 damage.

Possessions: studded leather armor, dagger, longsword, repeating crossbow, 20 bolts, and 89gp.

Description: A large man with grayish skin and jutting jaw and orcish pug nose. He has a coarse black hair and beard, ugly by human standards. He keeps his person, armor, and weapons clean and well kept. He wears well-oiled Studded Leather armor with a longsword at his left hip. His pride and joy is a complex repeating crossbow he took off a gnomish warrior he killed and has taught himself to use.

Role-playing Notes: Girn is pushy, coarse, and crass used to intimidating weaker folk to get his way. Being a bit smarter than the usual half-orc he is an accomplished liar and cheat. He avoids combat unless he has the advantage of surprise or numbers. Girn speaks Common and orcish.

Neves, male Human, Rog 1: CR 1; Medium-Size Humanoid; HD 1d6; hp 6; Init +2; Spd 30ft.; AC 14 (Dex +2, Leather +2); Atk +0(1d6 [crit 19-20], shortsword) or +2(1d8 [crit 19-20], light crossbow); SA Sneak Attack(+1d6); AL CN; SV Fort +0, Ref +5, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 11, Chr 8

Skills: Climb +4, Hide +6, Move Silently +6, Pick Pocket +6, Search +4, Disable Device +4, Spot +2, Listen +2, Craft (traps) +4, Wilderness Lore +2; *Feats:* Improved Initiative, Run (x5 basic move is top running speed.)

SA: Sneak Attack (+1d6)

Possessions: leather armor, daggers 3, shortsword, light crossbow, and 20 bolts, thieves' tools.

Description: Ill kept and greasy, Neves has features vaguely resembling those of a rat. His leather armor is sweat stained and ill fitting and his breath smells of old cheese. An old short sword hangs in a scabbard at his waist as well as a case of bolts and a light crossbow.

Role-playing Notes: Neves tries hard, but he's not a very good liar. The only thing that helps with his story to the players is that it happens to be true (Mostly). His voice tends to squeak a bit when he's nervous and he tends to be a bit boastful when he thinks he can get away with it. He has a mistrust and dislike of priests as his mother always used to threaten him with priests of Pholtus back in the Theocracy of the Pale where he grew up. Neves speaks only the Common tongue. While in the PCs company on the expedition Neves is generally whining, complaining, and being as irritating as possible.

Artinia female Human, Exp1/Clr1 (Zilchus, Law & Knowledge): CR 2; Medium-Size Humanoid; HD 1d6+1d8; hp 11; Init +0; Spd 30ft.; AC 14; Atk -1 (1d6-1, Light Mace); SQ Spells; AL LN; SV Fort +2, Ref +0, Will +7; Str 9, Dex 10, Con 10, Int 16, Wis 15, Chr 13

Skills: Profession (bookkeeper) +7, Appraise +9, Bluff +5, Sense Motive +6, Knowledge (religion) +7, Knowledge (economics) +8, Gather Information +5, Diplomacy +5, Spellcraft +5, Knowledge (arcana) +5; *Feats:* Skill Focus (appraise), Iron Will

Spells: (3/2+1) 0-level—detect magic, guidance, light; 1st-level—comprehend languages, detect chaos, protection from chaos

Possessions: Holy Symbol, Quill, Ink, Parchment, Light Mace, Robes, and Chain Shirt.

Description: Artinia presents herself as very neat and precise, her black hair is always tied back in a bun over brown eyes. She is moderately attractive but this is downplayed by a very severe manner. She usually wears the robes of one of the Holy Partners of Zilchus, a case containing writing tools, and a light mace for protection.

Role-playing Notes: Artinia is an ambitious young Apprentice to the Holy Partners, the church of Zilchus in Dyvers. She serves Guildmaster Parvinix and hopes that her role in possibly securing the Economicon will get her promoted to Junior Partner. Artinia is well educated and this shows in her speech and proper manner. She rarely jokes, and never when discussing matters of trade or money. Her humor, when it shows is always dry and sarcastic. She speaks Common, Dwarvish, Baklunish, and Gnomish.

Darrister Parvinix, male Human, Exp 3/Clr 7 (Zilchus): CR 9; Medium-Size Humanoid; HD 3d6+7d8(-10); hp 32; Init -1; Spd 30ft.; AC 9; Atk +4 (1d6-1, Light Mace); SQ Spells, Domains: Knowledge & Law; AL Lawful Neutral; SV Fort +5, Ref +2, Will +11; Str 8, Dex 9, Con 8, Int 18, Wis 16, Chr 14

Skills: Profession (bookkeeper) +19, Appraise +19, Bluff +15, Sense Motive +16, Know (religion)+14, Know (economics) +15, Diplomacy +19, Spellcraft +14, Know (arcana) +14; *Feats:* Skill Focus (Appraise), Iron Will, Leadership, Skill Focus (Profession [bookkeeper]).

Spells: (5/4+1/4+1/3+1/1+1) 0-level—*detect magic, guidance (x2), light (x2)*; 1st-level—*comprehend languages, detect chaos, bless, sanctuary, protection from chaos*; 2nd-level—*make whole, animal messenger, augury, zone of truth, detect thoughts*; 3rd-level—*prayer, locate object, helping hand, clairvoyance*; 4th-level—*discern lies, divination*.

Possessions: holy symbol, cane (light mace), and robes.

Description: Guildmaster Parvinix is a stern but fair gentleman about 60-years-old. He dresses in plain, neat, robes of a priest of Zilchus hanging on a thin frame. A slightly crooked back and a squint come from years of pouring over books and ledgers. Darrister usually wears a slightly crumpled hat when outdoors to cover a balding plate. He is meticulously organized and has a brilliant mind for details.

Role-playing Notes: Darrister treats the party and the matter of their expedition as just another appointment in his busy schedule. His manner is concise and to the point. He speaks Common, Dwarvish, Gnomish, Baklunish, and Elvish.

Jahannan, male Human, Sor 5: CR 5; Medium-Size Humanoid; HD 5d4 (+5); hp 25; Init +1; Spd 30ft.; AC 11; Atk +3 (1d4+1, dagger or punch dagger); SQ Spells, Familiar; AL CE; SV Fort +2, Ref +2, Will +4; Str 12, Dex 12, Con 12, Int 12, Wis 10, Chr 17

Skills: Bluff +7 Spellcraft +8, Concentration +12, Knowledge (arcana) +4, Diplomacy +7, Spot +2, Listen +2; Feats: Combat Casting, Toughness, Spell Focus (enchantment).

Spells (6/7/5): 0-level—*detect magic, read magic, prestidigitation, arcane mark, light, daze*; 1st-level—*charm person, sleep, shield, magic missile*; 2nd-level—*detect thoughts, Tasha's hideous laughter*

SQ: Familiar—Snake (Tiny): HD 4; Init +3; Spd 15(Can climb or swim); AC 19; Atk bite +5 (Fort DC 11 or 1d6 Con); SV Fort +2, Ref +5, Will +4. Skills: Climb +14, Hide +19, Listen +9, Spot +9.

Possessions: spell component pouch, change of clothing (noble), dagger, and a punch dagger.

Description: The first thing you notice about Jahannan are his compelling green eyes. A handsome man in is mid 20s, Jahannan wears tight fashionable black trousers, black hip high boots, and a dark green silken shirt, the better to emphasize his shoulder length auburn hair. He is of medium build, about 5'10", but well muscled.

Role-playing: Jahannan looks good and he knows it. He gets by in the world by taking advantage of women and relying on his inborn talent for magic. Jahannan looks out for himself and himself only, he'll help another only when he thinks he can turn it to his advantage. He is a manipulator and a master at using people. Currently he has Karlana convinced that he is forthright and noble man who loves her completely, nothing could be further from the truth, he'll discard Karlana when ever he thinks she's no longer useful. He speaks Common and Draconic.

Karlana, female Human, Clr2 (Trithereon, Chaos & Protection): CR 2; Medium-Size Humanoid; HD 2d8; hp 15; Init +1; Spd 30 ft.; AC 15 (Chain Shirt +4, Dex +1); Atk +3 (1d8+1, Heavy Mace), +3 (1d4, Sling); SQ Spells, Turn Undead; AL CG; SV Fort +3, Ref +1, Will +7;

Str 12, Dex 12, Con 12, Int 14, Wis 14, Chr 12

Skills: Profession:(Innkeeper) +5 Profession:(bookkeeper) +5, Concentration +6, Spellcraft+7, Heal+7, Know(Religion)+5; Feats: Iron Will, Great Fortitude.

SQ: Cast Chaos Spells at +1 Level, Protective Ward 1/day

Spells: (4/3+1,2+1) 0-level—*detect magic, guidance, light, resistance*; 1st-level—*bless, divine favor, command, protection from law*

Possessions: silver holy symbol, chain shirt, heavy mace, sling, and 20 stones.

Description: A pretty young woman wearing a chain shirt and the robes of a priestess of Trithereon, the god of liberty and rebels. Karlana has short blonde hair, large blue eyes, and a medium build. She is tall, about 5'10" and proudly displays Trithereon's symbol on a chain about her neck.

Role-playing: Karlana is a true rebel without a cause. Mortified at the thought of staying at the family Inn and becoming a simple Innkeep she turned to the church of Trithereon in youthful rebellion. In truth she kind of regrets her decision, while dedicated to Trithereon's teachings she misses her parents and sisters. She believes that she is in love with Jahannan. Karlana speaks Common, Elvish, and Dwarvish.

Kyle Surehand, male human, Rgr3: CR 3; Medium-size humanoid; HD 3d10 (+3); hp 23; Init +2; Spd 30 ft.; AC 15 (Dex +2, Studded Leather +3); Atk +2(1d8+1, longsword) & +2 (1d6, shortsword) or +6 (1d8, longbow); SA Favored Enemy: Aberrations (+1); AL Chaotic Good; SV Fort +4, Ref +2, Will +3; Str 12, Dex 14, Con 12, Int 12, Wis 14, Chr 12

Skills: Wilderness Lore +9, Animal Handling +8, Animal Empathy +6, Climb +6, Jump +6, Swim +6, Search +3, Spot +4, Listen +4. Feats: Track, Ambidexterity, Two-Weapon Style, Skill Focus: Wilderness Lore, Point Blank Shot, Weapon Focus: Longbow.

Possessions: Studded Leather Armor, Composite Longbow, 20 arrows, longsword, shortsword, handaxe, holy symbol of Ehlonna.

Description: An easy-going young man with brown hair and eyes, Kyle dresses in leathers and forest green. A longbow and quiver is slung over his shoulder while two swords and a handaxe are attached at his belt.

Role-playing: Kyle is open and honest, he'll hail the PCs to see what their purpose in the Gnarley forest, not because he's suspicious but he honestly wants to see if he can provide any minor help. (Directions, Information, and the like.) He has

a ready smile and is generally friendly to most as long as they show respect to the forest and their fellow man. He'll often talk to Malken as though he's just another person even though the badger generally refuses to talk while in company. Kyle speaks Common and Sylvan.

Malken, old male awakened badger: SZ T (animal); HD 3d8+6; hp 24; Spd 20, burrow 10; AC 16 (+2 size, +4 Dex); Atk 2 claws+6 (1d2+2), bite +1 (1d3+1); face 2.5ftX2.5ft; Reach oft; SQ scent; SV Fort +5, Ref +7, Will +5; Str 14, Dex 18, Con 15, Int 10, Wis 14, Cha 9; AL NG.

Skills: Escape Artist +7, Listen +5, Spot +5, Wilderness Lore +7; *Feats:* Iron Will, Scent.

Description: A large old badger with a graying muzzle.

Role-playing: Malken doesn't talk much, though he can speak Common and Sylvan. He genuinely likes Kyle though he'd never admit it, according to him he's just along to keep the kid out of trouble.

Toribidies, male Human (Ghost), Clr 11 (Zilchus, Trickery & Knowledge): CR 13; Medium-size humanoid; HD 11d12; hp 80; Init 0; Spd 30ft; AC 13 (+3 Deflection); Atk +8/+3 (damage special); SA Spells, Manifestation, Telekinesis; SQ Undead, Incorporeal, Rejuvenation, Turn Resistance +9; Domains: Knowledge & Trickery; AL Lawful Neutral; SV Fort +7, Ref +3, Will +13; Str 10, Dex 10, Con -, Int 20, Wis 18, Chr 16

Skills: Profession(bookkeeper) +20, Appraise +21, Bluff +11, Know(Religion)+15, Know(Economics) +21, Diplomacy +11, Spellcraft +15, Know(Arcana) +15, Hide +8, Listen +12, Search +13, Spot +12; *Feats:* Skill Focus (Appraise), Skill Focus (Know: Economics), Skill Focus (Profession: bookkeeper), Iron Will, Craft Wonder.

Spells: (6/6+1/5+1/5+1/4+1/2+1/1+1) 0-level—*detect magic, read magic guidance (x2), light (x2)*; 1st-level—*comprehend languages(x2), detect chaos, bless, shield of faith, obscuring mist, change self*; 2nd-level—*spiritual weapon, summon monster II, hold person, augury, zone of truth, detect thoughts*; 3rd-level—*prayer, dispel magic locate object, helping hand, magic circle against chaos, clairvoyance*; 4th-level—*discern lies, neutralize poison, restoration, summon monster IV, divination*; 5th-level—*flame strike, wall of stone, true seeing*; 6th-level—*geas, find the path*.

Description: Toribidies in his ghostly form looks like a translucent image of a neatly if unfashionable dressed older gentleman.

Role-playing: Toribidies acts very much like a stuffy college economics instructor.