

DYV3-1

Feather, Feather, Where is the Feather?

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

Round 1

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Murder has disturbed the characters while they are passing through the lovely Halfling village of Banebridge. The town's marshal is away in Dyvers on business, and won't be back for days. Are the intrepid heroes up to the task of finding the perpetrator? And adventure for characters 1 – 8.

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 rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the 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	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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.

Time Units and Upkeep

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

The Current Effect of the Dock Fire on the Populace of the Free and Independent City of Dyvers

At this point in time the Free and Independent City of Dyvers is continuing to reel from the after effects of the massive fire in the dock district. Although the Magistrate and Gentry have tried their best to aid the displaced and shore up the economy prices are still rising (Any item purchased from the PHB in this scenario, unless otherwise noted in this module, is 30% above normal value). The poor are present almost everywhere except in

the Gentry district and have begun to take to the road to look for greener pastures and will demand the PCs give them aid (see Optional Encounter #1). If aid isn't given the homeless may try to take it. Hoarding has begun. PCs paying Rich and Luxury lifestyles receive reverse the normal charisma modifiers from the poor and gentry unless they have aided the poor (This means the PCs have donated at least 3 GP per APL per PC) in Dyvers hour of need. All the cathedrals of Dyvers have begun to take in the homeless and offering them a safe place to sleep along with a morning meal.

Using Divination Spells in This Module

While it may be possible for the PCs and/or NPCs to use divination spells in this module the priesthood is loathe to do so partly because of public opinion and because of potential negative feedback (why are they wasting spell slots for such spells when they could be taking spells to help the needy in their time of woe).

Adventure Summary and Background

Pada Aemyrth, a Free City of Dyvers merchant, has been waiting patiently for his appointment, but this is about to end. The client asked specifically to be met in a private setting. Usually when Pada grants a request like this, the client is always early, and they never keep him waiting as long as this one has. When Pada gets up to leave, the door to the small private chamber opens and an individual that could possibly be a man walks in. This individual is cloaked and hooded. The interior of the hood is a deep black. The man reaches up and pulls back his hood. Pada catches his breath, is both relieved, and disappointed, that the man before him is nondescript. Using his ring, Pada checks out his customer, and he is moderately surprised to see him radiating magic, all over. Pondering this Pada thinks to himself, "he must be in disguise or protected." Still, there is nothing exceptionally unusual about this.

"You are Pada Aemyrth, yes?" The man made a slight hissing sound as speaks.

"I am, and who do I have the honor of addressing?"

"That matters not. I understand you are a man who can 'obtain' things, yes?" The man's abrupt manner, and that he was late as well, has Pada turning red. "Ah, anger, yes? Good, I can deal with this emotion. Yes." After this

the man stands there and stares at Pada, who starts shaking.

Pada realizes that he is still standing, and quickly sits down to cover his slip in demeanor. He thinks, "this man is irritating me. He better get the point soon, or I am leaving." It is then that Pada figures out that the man is waiting for him to answer the question of "obtaining things." While he does have contacts within the Alliance, this is not the type of thing you just bandy about. "Well, I do have contacts with many caravans, merchants, and other people throughout the land."

"I care not how you get it. You will get for me a feather."

"A 'Feather?'" It can't be that simple. "What kind of feather?"

"A special feather. A feather of a griffin. An old griffin." Pada can tell the man is getting agitated as he says this, possibly even angry. "A griffin of Greyhawk's Air Patrol."

So it won't be "that simple", but still all things are "obtainable." "You realize, of course, that this will cost you a pretty coin."

"Greed is good, yes. Money is of no concern, yes. You will give it to me in 5 days time, yes."

"Well, I will have to check with the market, but I expect that this is possible. How may I reach you?"

"I will reach you, yes." The man then seems to lean forward and grows in stature. He becomes menacing to Pada. "You will not fail me, no." This last statement was a low hiss that made Pada's skin crawl. With this last remark, the man puts his hood up, and turns to go. He stops at the door, and tosses a bag to the table. From the clink, Pada estimates 100 GP (Wheatsheafs) are in the bag, and this is confirmed when he counts it.

"I guess my 'Contacts' will have to earn their keep on this one. Luckily I happen to know of just such a feather." Pada Aemyrth then goes out to make some money. Through the standard contacts, drops, and messages the job found its way to Mother Flaytung.

Mother Flaytung is actually the cover name for Gryth Fasthan, a rogue who bases his operations in Dyvers. He uses a disguise of an old woman as a cover, he is quite accomplished at this disguise, and it has proven an excellent cover for him. Gryth has learned that a

Halfling by the name of Captain Alistar Windrider has recently retired from the Griffin Patrol, and that he is heading home to determine how to live out said retirement. Gryth, and his back up, set off for Captain Alistar Windrider's most likely stop over, Banebridge. This is likely because the Halfling is a member of the Darkleaf clan that virtually owns the town of Banebridge.

The characters have been traveling together for safety or as an already formed adventuring group on their trip to Dyvers. Mid-morning they are passing through the village of Banebridge, and they hear a scream from the Sleeping Sparrow Inn. The characters learn that this was from a chambermaid, and she had let loose when she found the body of a dead Halfling, Captain Alistar Windrider. The Captain had just retired from the Griffin Patrol in Greyhawk, and he was returning to his clan home outside Dyvers.

Pilnoe Safehome, the innkeeper and a friend of the Captain, asks for volunteers to investigate the murder of the Captain. Being the heroes the characters are, they should step up to the task at hand. The characters find the Captain's room has been ransacked, but it appears that nothing of value was taken, other than money. Sword and whatnot are left behind. Questioning reveals the only other things missing is a Griffin feather from the Captain's mount and a pin that was a family heirloom.

The characters should conduct questioning, and run into what appears to be at least one random fighting encounter while tracking the perpetrator down. There will be a show down with the evildoer, who has friends.

Adventure Synopsis

Encounter 1: Murder most foul-The PCs hear the maid scream, and find out about the murder. Because the marshal is out of town, the innkeeper asks them to look into it. The PCs learn that there were 4 suspects (Mother Flaytung, Turnas the blacksmith, Softpetal, and Joran the cobbler) in the Inn after the Captain went to bed.

Encounter 2: Examining the Evidence-This describes the Captain's room and its contents. The PCs learn these things are missing, money, the Griffin feather, and a pin that is an heirloom.

Encounter 3: Turnas the Blacksmith-Turnas is a taciturn old Dwarf, and will give the PCs lip about the questioning of upright citizens. The PCs may learn that Joran appeared jealous of the Captain.

Encounter 4: Softpetal-Softpetal is an attention starved young woman that was conversing with both the Captain and Joran late into the night, but Joran walked her home.

Encounter 4A: Chat Birdcall-Owner of the town's livery and a suspect in the case.

Encounter 4B: Cilis Brighteye-A furrier, vagabond and possible suspect.

Encounter 4C: Mrs. Talltree-A sharp-tongued older woman whom can vouch for her family's innocence.

Encounter 4D: Montor Fleetfoot-The town's sage.

Encounter 4E: Sjid Crooktoe-A possible suspect due to his reputation. Fortunately for him he has a strong alibi.

Encounter 5: Joran the Cobbler. Joran is Softpetal's current interest, but has been badly beaten. The PCs walk in as it is happening. The PCs may learn that Mother Flaytung has left town.

Encounter 6: Mother Flaytung's Room. Mother Flaytung has left town, but left a nasty surprise for the PCs.

Encounter 7: A Chance Meeting. Once the PCs decide to give chase to Mother Flaytung, this is their next encounter. The PCs chance to meet a fellow traveler that may be able to tell them about the rode ahead.

Encounter 8: The confrontation. Sticking to his alter ego, Mother Flaytung, Gryth Fasthan is traveling at a slow rate, and is waiting for his henchmen to catch up. The PCs will catch up to him for sure, and of course a fight ensues.

Conclusion A: If the PCs Save the Day

Conclusion B: If the PCs Fail and Live to Tell the Tale

Appendices:

Appendix 1: NPC's

Appendix 2: The Sleeping Sparrow Inn

Appendix 3: The Darkleaf Clan

Appendix 4: Zilchus

Handouts:

Judge's Handout 1: Dyvers area

Judge's Handout 2: Banebridge Village

Judge's Handout 3: The Sleeping Sparrow Inn

Judge's Handout 4: Joran's Shop

Judge's Handout 5: The Ambush

Player Handout 1: Banebridge Village

Player Handout 2: Joran's Shop

Player Handout 3: The Ambush

Introduction

The characters are on their way to Dyvers, and they are traveling together either for safety or because they are an adventuring group. It is mid-morning, and they are passing through the town of Banebridge.

Banebridge is a small village of about 400 citizens. It is made of wood and stone buildings as well as having burrow residences that Halflings are partial to. There is a main street that runs through the village, and has most of the storefronts on it.

Half-orc characters are typically treated with suspicion until they prove they have business in town. Stopovers are accepted/tolerated, and good company is also taken into account.

The PCs hear a scream coming from the Sleeping Sparrow Inn. In the event the PCs are not curious enough to check out the inn. Pilnoe will send out Rednar to find someone to "help". The young Halfling spots the PCs on their way by, and thinks they look very "helpful". He asks the PCs to help, and appeals to their heroic nature if they are not initially willing to follow.

Encounter #1 Murder Most Foul

Pilnoe Safehome, the Sleeping Sparrow's owner and innkeeper, is in a state of great agitation. He is in charge while the marshal is out of town, and is unsure what to do. He is positively sure that having someone murdered in your inn is quite bad for business.

The Sleeping Sparrow is at location 1 on Judge's Handout #2: Banebridge Village.

Upon entering the Sleeping Sparrow, you see the common room with its many tables, benches, bar, and chairs. There is a fireplace in the North wall, a stair case along the West wall, a bar along the South wall with a door at the West end under the stairs, and the smell of the morning's fresh bread is heavy in the air.

Gathered in the common room is a well dressed male Halfling with gray hair, who appears to be agitated, a Halfling wearing an apron, and a female Halfling with a kerchief in her hair that is sobbing.

These Halflings are Pilnoe the innkeeper, Shri the chambermaid, and Bargrid the cook.

☛ **Pilnoe:** male halfling Com3; hp 15; see Appendix 1

☛ **Shri:** female halfling Com1; hp 4; see Appendix 1

☛ **Bargrid:** male halfling Com2; hp 9; see Appendix 1

Upon seeing the party, Pilnoe realizes that a group of strangers couldn't possibly be the perpetrators of this crime. He will try to "deputize" the party, and offers them each 25 gold pieces. A "bonus" of 50 gold pieces per character will be awarded for the capture of those responsible. Once the PCs accept, Pilnoe will relate what happened.

"As you may know, Captain Alistar Windrider is err... was recently retired from the Greyhawk Griffin Patrol, and he was returning home to determine his next step in life. As we are old friends, he decided to stay here last night, and catch up on the local events.

Shri my chambermaid found him this morning, dead. Shri, please tell these deputies about the events of this morning."

Sobbing through out the story, Shri's tale is as follows.

"Well, I was going about my morning's duties. Tidying up the rooms after the guests. When I got to the Captain's room, I knocked on the door as I always do. No one answered, and as he was only going to be here one night, I tried the latch. The door swung open, and I got two steps in before I realized anything was wrong. Then I saw the room in a shambles and his body..."

At this point she trails off, crying and sobbing uncontrollably. When she recovers she doesn't have anything more to add.

Bargrid, the cook, will tell the PCs that all was quiet since he got there this morning before first light.

At this point in the questioning Driphen Curehand comes down the stairs. Driphen is wearing the robes and a holy symbol of Zilchus, and is a middle-aged Human. He reports that the Captain died late in the night, about 2 a.m. If asked, Driphen says his findings are based on his examination of the Captain, and communing with Zilchus. This should get the cook and the chambermaid

off the hook. Drephin casts “Discern Lies” if asked to verify those in the room. Driphen was called in because the Darkleaf clan employs him and the Captain is of the clan. Driphen also explains that the murder weapon was something with a long thin point, like a stiletto or a rapier.

☞ **Driphen Curehand**, male human Exp1/Clr7; hp 51; see Appendix 1

Pilnoe will tell the PCs that there were 4 people in the inn after the Captain went to bed. One is a guest that checked in two days ago, but who was not in the common room last night. The other three were customers of the bar, and not staying the night.

- Mother Flaytung, the guest
- Turnas the blacksmith
- Softpetal the seamstress
- Joran the cobbler

Encounter #2

Examining the Evidence

This describes the route to the Captain’s room, the room, and it’s contents. The PCs learn that two things are missing as well as the money, the Griffin feather and a pin that is an heirloom.

Pilnoe leads you up the stairs on the west wall, and down a hall with doors on either side, nine total. Pilnoe stops at the third door on the right, and pushes the door open to reveal the room.

This spacious (to a Halfling) room is in a shambles. The bed mattress is shredded, and ticking is strewn throughout the room. The wardrobe is open with the left door hanging by one hinge. The one table, which normally could be used for writing or taking a meal in the room, is in three pieces. In the center of the pieces is the face-up body of Captain Windrider. You would judge, by the blood on the body, that he was stabbed through the heart by a thin weapon.

Pilnoe laments, “I can not believe all of this damage. I heard nothing last night, and my room is below this one.” Pilnoe is obviously grieving as much for the late Captain as he is for the condition of the room.

If the characters search the room, they won’t find anything missing, except the Captain’s money. Pilnoe can tell the PCs that there are 2 things missing.

“Well as I said before, the Captain and I are, err... were, old friends, and we were talking last night before he went to bed. I noticed that he had that pin that he always wore, but I don’t see it now. It was a gold pin in the shape of griffin. But he was more proud of the feather he had. The feather was from his mount in the Griffin Patrol of Greyhawk. Evidently, the beast made a special point of giving it to the Captain when he retired. The Captain said that he and ‘Kilsef’ (that’s the name of the griffin) had been together since his commission.”

On a successful Search check (DC15+APL) a PC will see signs on the window that it was forced open, from the outside. There are no other signs found outside or inside the room.

Pilnoe will give the PCs directions to the shops of Turnas, Softpetal, and Joran. Turnas’ is closest, and Joran’s is farthest. Due to this, and the fact that the character’s have never seen the pin, makes using *Locate Object* from within the Inn will fail.

No one has seen Mother Flaytung since yesterday’s evening meal.

Encounter #3

Turnas the Blacksmith

Turnas is a taciturn old dwarf, and will give the PCs lip about the questioning of upright citizens. The PCs may learn that Joran appeared jealous of the Captain.

Turnas’ smithy is at location 2 on Judge’s Handout #2: Banebridge Village.

☞ **Turnas**, male dwarf (hill) Exp2; hp 9; see Appendix 1

Turnas is the town blacksmith, and he is one of the few dwarves in town. He is wearing a leather apron, is broad shouldered, and is covered with soot and sweat. He appears to be working on horseshoes.

He isn’t be particularly inclined to talk to the PCs. Turnas is suffering from a hangover, and all of this pounding has really soured his mood. If the characters see this, Sense Motive (DC 7, 5 for dwarves) and commiserate with him he will be more helpful. Eventually he will talk to the PCs.

“Yeah, I was there. Always go there for supper. Pilnoe and I have a deal, I get free supper, and he gets a discount on my services. Nothing much going on. I was there and Softpetal, she’s Banebridge’s seamstress. Oh, and there was that kid Joran. He’s been trying to get Softpetal to accept him for ages now. They were talking to the Captain for a while. I had my drinks umm... supper and then went home.”

Turnas knows of Mother Flaytung as a exceedingly opinionated woman.

If he is being more helpful or is asked outright, he will add the following.

“Joran didn’t seem to appreciate the Captain’s company. If’n yeah get my meaning. I think Softpetal was playing one ‘gainst the t’other.”

Otherwise, he has not seen anyone, or anything, unusual today.

Encounter #4

Softpetal the Seamstress

Softpetal is an attention starved young woman that was conversing with both the Captain and Joran late into the night, but Joran walked her home. Local gossip says she is way too much the “flirt”.

Softpetal’s shop is at location 3 on Judge’s Handout #2: Banebridge Village.

The shop of Softpetal the Seamstress is very tidy, even from the outside. Inside there are several shelves with bolts of fabric, and mannequins with partially done dresses hanging on them.

A young, female Halfling wearing a kerchief over her head and a nice dress is working on one of the mannequins. She looks up as you enter, and eyes the party.

If there is a young, male Halfling in the party she focuses on him.

“Hello gentle people. How can I be of service to you?”

If the PCs tell her of the morning’s events, she will be quite mortified.

“Oh, how dreadful! He was such a nice old man. He told such lovely stories of flying into adventure on Kilsef.”

She will not care to be implicated in the murder, and will get upset if the characters press her like she is a criminal. On the other hand, if the PCs treat her like she is helping with the case, she will be a fount of information. Most of it will not be useful.

- ❖ “Well, Chat Birdcall is a burly sort, and is mean tempered.”
- ❖ “And Cilis Brighteye is certainly spiteful enough.”
- ❖ “Joran told me he was a little jealous last night.”
- ❖ “Oh, and Mrs. Talltree could flay a person with her tongue if they offended her. Wouldn’t be much a stretch for her. I should think not.”
- ❖ “And then there is Montor Fleetfoot, a snootish old man if there ever was one.”
- ❖ “And Sijd Crooktoe, not a nice person at all.”

There are many more like this that she could rattle off, but they will all be as vague as the ones above except for Joran’s, the third one listed above.

Encounter #4A

Chat Birdcall

Chat Birdcall is the owner of the livery, and is a burly man, for a Halfling. He is a straightforward type of person and will tell it like it is. He has seen the way that Softpetal treats people, and refused her advances when she set her sites on him. He not only refused to court her, but actually told her why he refused to. Needless to say this did not work well with Softpetal’s world view. So even though this happened two years ago she still takes every opportunity to “show him the error of his ways.” Upon arriving at the livery the characters see the following.

The livery is at location 5 on Judge’s Handout #2: Banebridge Village.

Chat is sitting on a wagon with a woman next to him, and three children in the back. They are all listening to Rednar’s version of what has happened. Chat is shaking his head from side to side. The woman has her hand over her mouth, but she is leaning forward to be sure she catches every word. The children appear to be edging closer to the front of the wagon to better hear the news.

The woman is the widow Straighttree. Chat knows nothing about the murder, and he has an alibi. He is currently courting the Widow, whose barn was damaged in the last storm. He had dinner with her and her three children, and proceeds to spend most of the night repairing the barn with her oldest son Wilfed. They worked so late that they actually slept in the barn. Chat and the Straighttrees did not get back to town until just a few moments ago. The Straighttrees have come into town for supplies. If he hears that his name was obtained from Softpetal he will sigh, shake his head, and will say the following.

"I am sorry, but your time has been wasted. You see Softpetal and I don't get along so well." He glances at the widow. "It doesn't surprise me that she indicated that I might had something to do with this, but I assure you that I could never have done this thing."

At this point, the widow and her family will pitch in to support his story.

Encounter #4B

Cilis Brighteye

Cilis Brighteye is one of the few who has tried to court Ms. Softpetal, but has not been "worth her time". This might be because Cilis is a trapper, and is a typically unwashed. He also has all the social graces of Tarasque that hasn't eaten for about 500 years. That is to say none at all. Since Softpetal refused his suit, he has viewed her as someone that is the cause of most of the world's problems.

Cilis is currently in town selling some furs, and catching up on his drinking. He has set up camp South of town (at location 6 on Judge's Handout #2: Banebridge Village) that most people know about, and they can give directions to the PCs.

You find Cilis sitting in front of a fire, a blanket over his shoulders, and a cup of something steaming (that vaguely smells like tea) cradled in his hands. Cilis appears to be a tall, thin Halfling with oily hair hanging down the sides of his face. He has some big dark circles under his eyes.

Cilis happens to be suffering from dysentery right now, and refuses to see a healer or herbalist about it. Instead, he is trying to treat himself by drinking lots of a traditional herbal recipe of his grandmother's, and supplementing that with beer. So far his "treatment" has

given him hangovers and some serious diarrhea Needless to say he is in not in the best of moods, and will excuse himself after a few minutes to go relieve himself behind some bushes (downwind). He will tell the PCs this about last night.

"I was treating my ailment to a few over 'ta The Leather Jack. I think someone brought me back here."

If the PCs mention the captain he also says..

"I don't know nothin' about no Captain. And just why are you comin' 'round here and naggin' me about it?"

When he hears that Softpetal gave out his name, he will start into a tirade, stop suddenly, a pained expression will cross his face, he will throw off his blankets, and he will excuse himself while holding his stomach and stumbling towards the bushes. If the PCs follow him or try to detain him, he has this to say.

"I have to go! These are my only breeches! Leave off, unless you want to pay for some cleaning!"

Cilis was born after the Captain left Banebridge, and really knows nothing about him.

Encounter #4C

Mrs. Talltree

Softpetal was unfortunate enough to sell a dress with a flaw in it to Mrs. Talltree. Mrs. Talltree is a practical woman who does have a very sharp tongue when she pays good money for something that turns out to be a waste. Most citizens of Banebridge Village can direct the PCs to her burrow, at location 7 on Judge's Handout #2: Banebridge Village.

Mrs. Talltree is a short, plump female Halfling of advanced years. She is wearing a homespun gown, and has an apron on over it. She doesn't look like she could give a cat a hard time much less the Captain. She is currently digging up potatoes in her garden, which is in front of her burrow. The burrow and the surrounding area looks to be well kept. Upon seeing the characters she will stand up and say, "Hello travelers, what brings you to my door step?"

When asked about last night she will relate that she was home with her family. Her husband is inside repairing a chest of drawers, and will support her statements. She

can not think of anyone that would want to do such a terrible thing.

Encounter #4D Montor Fleetfoot

Montor Fleetfoot is a retired sage. He is especially good with lore about Halfling's and Halfling Dogriders. It is actually more a hobby for him, and as Banebridge is the home base of the Darkleaf Clan's Dogrider Brigade he moved here after he retired. He is actually an accomplished Dogrider himself. He is a prominent member of the Banebridge citizenship, and is well respected by most. Most people can direct the characters to his establishment.

He has a tendency to talk down to Softpetal, and as she does not understand half of what he is saying it annoys her a great deal. Thus the snooty comment. In spite of her ill temper towards him, he tends to think of her as a misunderstanding young adult.

Montor's residence is at location 8 on Judge's Handout #2: Banebridge Village.

Montor Fleetfoot's home is a two-floor dwelling of wood and stone. Two windows and a door face the road. As you enter, you are immediately enveloped by the smell of parchment (somewhat mildewy). It appears the first floor is a large room, which is devoted almost entirely to books, parchments, and scrolls. There are stairs leading up along the south wall, and a small alcove with a small stove in it.

Montor himself is seated in a chair in front of a fireplace. He is peering at you over the top of a large book. He smiles and asks, "Hmm... travelers. Looking to learn something of the Dogrider Brigade, are you?"

The book he is reading is "Marvelously Monstrous Mounts".

Montor knows nothing of the Captain as he moved to Banebridge after the Captain left the village.

"Captain Alistar Windrider you say? Windrider... no I don't know that name at all. I was here last night taking notes from this marvelous book. It is a bit arcane in places, but it if one wades through those thick passages one is rewarded with much understanding in the nature of mounts of monstrous origin. But getting back to business, why would you

come to me? Or are you investigating everyone in this village?"

Upon learning of Softpetal's involvement he will thus respond.

"Ah yes, a sweet child Softpetal. A mite confused about this world. Her outlook can be quite refreshing at times, and other times it can be extremely bothersome." He frowns, and goes on. "I am afraid she has given you faulty information, or perhaps incomplete information. You see she has trouble following my work, and while I continually try to explain it to her, I am afraid she gets tired of hearing about my passion."

Encounter #4E Sijd Crooktoe

Sijd Crooktoe is a vagrant, and happens to be in the lockup. He has been there for a day, so everyone in the village will know where to find him. Of all the leads Softpetal has provided, Sijd is actually the best one. Sijd is a low-level thief, but is not very good at burglary. He was caught stealing about 3 days ago. As it was only a loaf of bread, he is serving a 5-day term. There are 4 Halflings that take shifts watching him night and day, and they can vouch that he did not get out and then back in.

The Sheriff's office is at location 9 on Judge's Handout #2: Banebridge Village.

As you approach the sheriff's office, you see a stout Halfling sitting on a rocking chair just inside the door. He stands as you approach, and says, "Ah you must be those adventuring sorts that Pilnoe hired. He came over a while ago, told me what had happened, and said that I might expect you. I'm Nervid Greytoe. So now that you are here how may I be of service?"

This is not normally his shift. Pilnoe got him up in anticipation of questions. When asked about Sijd he says this.

"Sijd?!?! Nah, he couldn't have done it. He was in there all night. He and I played cards late last night, and then he went to sleep. I smoked my pipe and did some whittling. You are welcome to look around, but you won't find anything."

Sijd himself has this to say about the murder.

“Kill someone? Me?!?! That’s not my style. Besides why would I kill this fellow?”

And he will say this about Softpetal.

“Softpetal, eh? Well she is pretty to look at, but hasn’t much to work with if’n yeah get my meanin’.”

Encounter #5 Joran the Cobbler

Joran is Softpetal’s current interest, is currently being badly beaten. The PCs walk in as some of Mother Flaytung’s flunkies are trying to plant some evidence.

Mother Flaytung wants it to look like the jealous lover tried to hire some toughs to do a job on the Captain. Then something went wrong with the payoff, and Joran was killed. The Captain’s pin was to be left to connect the two events. The thugs know they are to beat Joran to death, leave the pin on the floor by the body, and to take all the money they can find.

Joran’s shop is at location 4 on Judge’s Handout #2: Banebridge Village.

The thugs have Vash posted as a lookout. The PC’s can spot her by making a Spot check (DC 10+APL). If the PC’s are doing nothing to hide themselves then Vash will spot the PCs on a DC 10, or when the PCs are within 30 feet from the building. The PCs may decide to enter the building from the rear entrance, and if they do so they will catch the thugs unaware.

If the thugs are aware of the PCs they will try for an ambush. They will wait for all of the PCs to get into the building and will attempt to catch the PCs flat-footed. The thug nearest the door will try to close it to prevent “help” from coming in.

The thugs will fight until they are down to about 4 hit points, and then will try to make a break for it. The back door is unlatched to allow free movement through it. If any thugs get away they will catch up to and warn Gryth.

Vash has the Griffin pin.

APL 2 (EL 4)

☛ **Vash:** hp 20; see Appendix 1

☛ **Jullana:** hp 24; see Appendix 1

Vash and Jullana are here. If they know the party is coming then Vash will be hiding behind the door, and Jullana will be in the back room. Vash will wait until the party is all in the store before making his move, and Jullana is waiting for Vash to make the first move.

APL 4 (EL 7)

☛ **Erik:** hp 28; see Appendix 1

☛ **Vash:** hp 22; see Appendix 1

☛ **Jullana:** hp 28; see Appendix 1

☛ **Muktor:** hp 28; see Appendix 1

Erik, Vash, Jullana, and Muktor are here. If they know the party is coming then Vash will be hiding behind the door, and Jullana will be behind the counter. Everyone else will be in the back room. Vash will wait until the party is all in the store before making his move, and the rest will wait for Vash to make the first move.

APL 6 (EL 9)

☛ **Salmond:** hp 17, see Appendix 1

☛ **Erik:** hp 44; see Appendix 1

☛ **Vash:** hp 34; see Appendix 1

☛ **Jullana:** hp 44; see Appendix 1

☛ **Muktor:** hp 28; see Appendix 1

Salmond, Erik, Vash, Jullana, and Muktor are here. If they know the party is coming then Vash will be hiding behind the door, and Jullana and Salmond will be behind the counter. Everyone else will be in the back room. Vash will wait until the party is all in the store before making his move, and the rest will wait for Vash to make the first move.

APL 8 (EL 11)

☛ **Salmond:** hp 17, see Appendix 1

☛ **Thranor:** hp 28, see Appendix 1

☛ **Erik:** hp 70; see Appendix 1

☛ **Vash:** hp 42; see Appendix 1

☛ **Jullana:** hp 60; see Appendix 1

☛ **Muktor:** hp 44; see Appendix 1

Salmond, Thranor, Erik, Vash, Jullana, and Muktor are here. If they know the party is coming then Vash will be hiding behind the door, and Jullana and Salmond will be behind the counter. Everyone else will be in the back room. Vash will wait until the party is all in the store before making his move, and the rest will wait for Vash to make the first move.

Treasure:

APL 2: L: 5 gp; C: 3 gp; M: *+1 Ring of Protection* (Value 167 gp per character)

APL 4: L: 10 gp; C: 3 gp; M: *+1 Ring of Protection* (Value 167 gp per character); *+1 Studded Leather* (Value 98 gp per character); *+1 Shortsword* (Value: 193 gp per character)

APL 6: L: 38 gp; C: 5 gp; M: *+1 Ring of Protection* (Value 167 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+1 Studded Leather* (Value 98 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+1 Small Wooden Shield* (Value: 96 gp per character); *+1 Studded Leather* (Value 98 gp per character)

APL 8: L: 60 gp; C: 5 gp; M: *+1 Shortsword* (Value: 193 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+2 Ring of Protection* (Value: 667 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+1 Small Wooden Shield* (Value: 96 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+1 Greataxe* (Value: 193 gp per character); *+1 Studded Leather* (Value 98 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+1 Studded Leather* (Value 98 gp per character)

Encounter Six: Mother Flaytung's room

Mother Flaytung has left town, but left a nasty surprise for the PCs. The doors to the room and wardrobe are locked, but Pilnoe has a key if the characters ask for it.

Pilnoe himself will be very agitated if asked to open the door, and will actually out right refuse to. He will say that he has no desire to incur the sharp, tongued woman's wrath.

When the door is opened, the room itself appears to have not been used, and searching will only turn up the trap in the wardrobe.

This room is a little cramped for someone of human size, but is accommodated with well made items. A bed along the South wall, a wardrobe on the East wall directly opposite the door, a rug in the center of the room, and a table in the North east corner, make up the room's furniture. Everything appears to be as if the maid had just left.

When the door of the wardrobe is opened something will be fired at any character standing in the doorway, and possibly anyone standing around them.

Pilnoe will be distraught that she hasn't paid her bill.

APL 2 (EL 3)

Arrow trap: CR 3; mechanical; *+10* ranged (1d6, arrow [x3]); Search (DC 20); Disable Device (DC 20). Note: 20-ft. max range, 1d4 multiple targets determined randomly from those in its path.

APL 4 (EL 5)

Fusillade of Poisoned Darts trap: CR 5; mechanical; *+14* ranged (1d4+1, plus poison dart); poison (medium-sized spider venom poison, Fort save [DC 12] resists, 1d4 Str/1d4 Str); multiple targets (1d8 darts per targets in a 10-ft.-by-10-ft. area); Search (DC 22), Disable Device (DC 22).

APL 6 (EL 7)

Fusillade of Poisoned Darts trap: CR 7; mechanical; *+18* ranged (1d4+1 plus poison, dart); poison (large scorpion venom poison, Fort save [DC 14] resists, 1d6 Str/1d6 Str); multiple targets (1d8 darts per targets in a 10-ft.-by-10-ft. area); Search (DC 24), Disable Device (DC 24).

APL 8 (EL 9)

Fusillade of Poisoned Darts trap: CR 9; mechanical; *+18* ranged (1d4+1 plus poison, dart); poison (Purple Worm poison; Fort save [DC 16], 1d6 Str/2d6 Str); multiple targets (1d8 darts per targets in a 10-ft.-by-10-ft. area); Search (DC 29), Disable Device (DC 24).

Encounter Seven: A chance meeting

Once the PC's decide to give chase to Mother Flaytung, this is their next encounter. Here the PCs have the chance to determine that the one they are in pursuit of is just around the bend. Possibly waiting in ambush if anyone got away in Encounter Five.

A man riding on a wagon is slowly approaching. He is leaning back on the wagon seat in a very calm and relaxed position. One would almost think he was a sleep.

This is Rithdryt (Rith to his friends), and he is making a delivery to the Darkleaf clan. His insolent manner can be

attributed to his being a teamster. He is tall and lanky, or at least that is how he appears from his seated position. He is wearing sturdy work clothing. There are a few crates in the back of the wagon, but there are no markings on them.

If the PCs ask about the road ahead he will say the following.

“Well, I did see sumptin. Oddest thing I ever did see, but it doesn’t pay to poke one’s nose into other peoples’ business, or at least that’s what I’s always say. Just around the bend, there were this/these characters crouching down in the brush ‘long side the rode. They was obviously waiting... hmm” He trails off as he looks at the PCs, back the way he came, and then back at the PCs. “Nope, don’t remember anything about ta rode back thare. Likes I always says, ‘Doesn’t pay to stick yere nose into others’ business.” He flips his reins to get the team moving again.

He can easily be persuaded for 10 Wheatsheafs (GP), 5 if they haggle and a Diplomacy Check (Diplomacy +0) is made, to draw them a map in the dirt of the ambush that is being set up. Give the PCs the “Ambush” map.

If he is Intimidated (DC 9+APL) into telling he will “forget” about 1 – 2 of Gryth’s people, and will only relate their positions by word of mouth.

If the PCs ask about the crates he will say the following.

“Well these here boxes are some of the personal effects of Justin Darkleaf. He evidently wasn’t much of an adventurer.”

Encounter Eight: The Confrontation

Gryth Fasthan had a henchman watching Joran’s shop to make sure the operation went smoothly. As such he is be warned of the impending arrival of the PCs and has have shucked his alter ego of Mother Flaytung. Of course a fight ensues.

Gryth has set up a trap. There is razor-wire strung across the road, and he plans on springing his attack when the PCs are dealing with it.

Gryth and possibly Jasmine will be situated in trees about 15 feet up, and have 50% cover from the road. Their cover

is cut to 25% if the attacker is below and next to the tree. Note that Gryth has chosen his position so that attackers are not afforded the same benefit. They will fire crossbows until they need to run and then use tumble to get out of the tree, following their clear path through the caltrops.

Those next to the road will fire crossbows until melee is inevitable. All of the crossbow bolts are poisoned see the specific APL for the type.

APL 2 (EL 5)

☛ **Gryth Fasthan:** hp 19; see Appendix 1

Razor-wire trap across road: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (all targets in the first rank of marching order); Search (DC 22), Disable Device (DC 15).

APL 4 (EL 7)

☛ **Gryth Fasthan:** hp 19; see Appendix 1

☛ **Thugs (2):** hp 20, 21; see Appendix 1

Razor-wire trap across road: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (all targets in the first rank of marching order); Search (DC 22), Disable Device (DC 15).

APL 6 (EL 9)

☛ **Gryth Fasthan:** hp 23; see Appendix 1

☛ **Jasmine:** hp 32; see Appendix 1

☛ **Miron:** hp 21; see Appendix 1

☛ **Thugs (2):** hp 28, 27; see Appendix 1

Razor-wire trap across road: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (all targets in the first rank of marching order); Search (DC 22), Disable Device (DC 15).

APL 8 (EL 11)

☛ **Gryth Fasthan:** hp 31; see Appendix 1

☛ **Jasmine:** hp 44; see Appendix 1

☛ **Miron:** hp 29; see Appendix 1

☛ **Thugs (4):** hp 28, 27, 25, 24; see Appendix 1

Razor-wire trap across road: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (all targets in the first rank of marching order); Search (DC 22), Disable Device (DC 15).

Treasure:

APL 2: L: 7 gp; C: 3 gp; M: *+1 Leather Armor* (Value: 97 gp per character); *Spool of Endless Rope* (Value: 167 gp per character)

APL 4: L: 33 gp; C: 3 gp; M: *+1 Leather Armor* (Value: 97 gp per character); *Spool of Endless Rope* (Value: 167 gp per character)

APL 6: L: 41 gp; C: 6 gp; M: *+1 Leather Armor* (Value: 97 gp per character); *Spool of Endless Rope* (Value: 167 gp per character); *Cloak of Resistance +1* (Value: 83 gp per character); *+1 Leather Armor* (Value: 97 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+2 Ring of Protection* (Value: 667 gp per character); *Wand of Fireballs* (Value: 94 gp per character); *Spellbook* (Value: 18 gp per character)

APL 8: L: 68 gp; C: 6 gp; M: *+3 Leather Armor* (Value: 763 gp per character); *Spool of Endless Rope* (Value: 167 gp per character); *Cloak of Resistance +1* (Value: 83 gp per character); *+1 Leather Armor* (Value: 97 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+2 Ring of Protection* (Value: 667 gp per character); *Wand of Fireballs* (Value: 94 gp per character); *Spellbook* (Value: 28 gp per character)

Conclusion If the PCs Are Successful

The marshal returns early, congratulates the PC's, takes Gryth Fasthan off their hands (if need be), and commends them. The Darkleaf Clan gives a reward.

Assuming the players prevailed, the marshal will encounter the group when they take the bodies or prisoners to the Banebridge Marshal's office.

You see several diminutive forms riding toward you. They appear to be Halflings on ponies. They slow as they approach with crossbows readied at first, but soon relax at a signal from the lead rider.

If the characters went to the Marshal's office earlier then they will recognize Nervid next to the leader.

"Well, I see congratulations are in order. I am Drif Sharpthorn, and I am the Marshal of Banebridge. Thank you for your service in my absence." He nudges his pony over to the captives/bodies. "Ah, Gryth. I should have known when Pilnoe described Mother Flaytung. The Watch will be happy to hear that this one won't be much of a problem anymore.

Well, thank you again for your aid. I can take over what's left of these."

If the characters return the Griffin feather and pin a member of the Marshal's party will come forward to claim it.

"Drif, I will take those. They belong to the Darkleafs." Turning to the characters, "Thank you for returning that which was taken. You deserve a bit of reward for your effort." He pulls out a sack that clinks and chinks nicely of coin, and hands it over.

A day after the PCs are back in the Free and Independent City of Dyvers they are contacted by the Halfling Society to congratulate them and ask if they are interested in joining the society.

Treasure:

All APL's: L: 0 gp; C: 75 gp; M: 0

Conclusion B Should the PCs Fail But Some of Them Survive

Should the PCs not be able to save the day the marshal returns early and is told of the situation. He thanks the PCs for trying. The PCs receive 25 gp per character for expenses.

Treasure:

All APL's: L: 0 gp; C: 25 gp; M: 0

The End

Experience Point Summary

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

Encounter #5: Joran the Cobbler

Defeat or run off the Flunkies:

- APL2 120 xp
- APL4 210 xp
- APL6 270 xp
- APL8 330 xp

Encounter #6: Mother Flaytung's Room

Disarming or avoiding damage from the trap:

- APL2 90 xp
- APL4 150 xp
- APL6 210 xp
- APL8 270 xp

Encounter #8: The Confrontation

Defeat Gryth and his men:

- APL2 150 xp
- APL4 210 xp
- APL6 270 xp
- APL8 330 xp

Story Award:

Returning the Feather

- APL2 30 xp
- APL4 60 xp
- APL6 90 xp
- APL8 120 xp

Discretionary role-playing award

- APL2 30 xp
- APL4 60 xp
- APL6 90 xp
- APL8 120 xp

Total possible experience:

- APL2 420 xp
- APL4 675 xp
- APL6 900 xp
- APL8 1,125 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Encounter Five: Joran the Cobbler

Defeat the Thugs and take their gear

APL 2: L: 5 gp; C: 3 gp; M: +1 *Ring of Protection* (Value 167 gp per character)

APL 4: L: 10 gp; C: 3 gp; M: +1 *Ring of Protection* (Value 167 gp per character); +1 *Studded Leather* (Value 98 gp per character); +1 *Shortsword* (Value: 193 gp per character)

APL 6: L: 38 gp; C: 5 gp; M: +1 *Ring of Protection* (Value 167 gp per character); +2 *Chain Shirt* (Value: 354 gp per character); +1 *Studded Leather* (Value 98 gp per

character); *+1 Shortsword* (Value: 193 gp per character); *+1 Small Wooden Shield* (Value: 96 gp per character); *+1 Studded Leather* (Value 98 gp per character)

APL 8: L: 60 gp; C: 5 gp; M: *+1 Shortsword* (Value: 193 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+2 Ring of Protection* (Value: 667 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+1 Small Wooden Shield* (Value: 96 gp per character); *+2 Chain Shirt* (Value: 354 gp per character); *+1 Greataxe* (Value: 193 gp per character); *+1 Studded Leather* (Value 98 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+1 Studded Leather* (Value 98 gp per character)

Total Possible Treasure

APL 2: 400 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1,250 gp

Encounter Eight: Final Confrontation

APL 2: L: 7 gp; C: 3 gp; M: *+1 Leather Armor* (Value: 97 gp per character); *Spool of Endless Rope* (Value: 167 gp per character)

APL 4: L: 33 gp; C: 3 gp; M: *+1 Leather Armor* (Value: 97 gp per character); *Spool of Endless Rope* (Value: 167 gp per character)

APL 6: L: 41 gp; C: 6 gp; M: *+1 Leather Armor* (Value: 97 gp per character); *Spool of Endless Rope* (Value: 167 gp per character); *Cloak of Resistance +1* (Value: 83 gp per character); *+1 Leather Armor* (Value: 97 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+2 Ring of Protection* (Value: 667 gp per character); *Wand of Fireballs* (Value: 94 gp per character); *Spellbook* (Value: 18 gp per character)

APL 8: L: 68 gp; C: 6 gp; M: *+3 Leather Armor* (Value: 763 gp per character); *Spool of Endless Rope* (Value: 167 gp per character); *Cloak of Resistance +1* (Value: 83 gp per character); *+1 Leather Armor* (Value: 97 gp per character); *+1 Shortsword* (Value: 193 gp per character); *+2 Ring of Protection* (Value: 667 gp per character); *Wand of Fireballs* (Value: 94 gp per character); *Spellbook* (Value: 28 gp per character)

Conclusion:

For accepting the mission and accomplishing it

All APL's: L: 0 gp; C: 75 gp; M: 0

For accepting the mission but failing to capture Gryth

All APL's: L: 0 gp; C: 25 gp; M: 0

Appendix One: NPC's

Encounter One: Murder Most Foul

☞ **Pilnoe Safehome**, male halfling (lightfoot) Com3; CR 2; Small-Sized Humanoid; HD 3d4+6; hp 15; Init +4 (+4 Dex); Spd 20 ft.; AC 15 (touch 15, flat-footed 11); Attack +2 melee (1d6, club) or +6 ranged (1d4, dagger); SV Fort +4, Ref +6, Will +4; AL LG; Str 10, Dex 19, Con 14, Int 15, Wis 15, Cha 8.

Skills: Appraise +5, Climb +2, Hide +8, Jump +2, Listen +10, Move silently +6, Profession (Merchant) +5, Ride +11, Spellcraft +4.5, Spot +2

Feats: Skill focus (ride), Two-weapon fighting

Possessions: N/A

Description: A well dressed Halfling of advancing years, meaning a bit of gray in his hair.

Role-playing notes: Innkeeper/owner. Pilnoe is something of a high-strung individual, but tries to maintain a gentleman's gentleman image in front of guests.

☞ **Shri**, female halfling (lightfoot) Com: CR 1; Small-Sized Humanoid; HD 1d4; hp 4; chambermaid – works for Pilnoe

☞ **Bargrid**, male halfling (lightfoot) Exp2: CR 1; Small-Sized Humanoid; HD 2d6; hp 9; cook – works for Pilnoe

☞ **Driphen Curehand**, male human Exp1/Clr7; CR 7; Medium-Sized Humanoid (human); HD 1d6+2 + 7d8+14; hp 51; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Attack +6 melee (1d6, light mace) or +4 ranged (1d4, sling); SQ spells, Domains Law and Knowledge; SV Fort +7, Ref +1, Will +8; AL LG; Str 13, Dex 8, Con 14, Int 11, Wis 16, Cha 13.

Skills: Climb +3, Craft +6, Diplomacy +11, Hide -1, Knowledge (arcana) +1, Listen +5, Move silently -1, Scry +9, Spot +5

Feats: Alertness, Craft wand, Craft wondrous item, Extra turning.

Spells: (6/5+1/4+1/3+1/1+1) 0-level

Possessions: N/A

Description: N/A

Role-playing notes: Journeyman – hired by the Darkleaf clan.

Encounter 3: Turnas the Blacksmith

☞ **Turnas**, male dwarf (hill) Exp2: CR 1; Medium-Sized Humanoid; HD 2d6; hp 9; blacksmith

Encounter 4: People about Banebridge

☞ **Softpetal**, female halfling (lightfoot) Exp2: CR 1; Small-Sized Humanoid; HD 2d6; hp 9; seamstress

☞ **Joran**, male halfling (lightfoot) Exp2: CR 1; Small-Sized Humanoid; HD 2d6; hp 9; cobbler

Encounter 5: Joran the Cobbler

APL 2 (EL 5)

☞ **Vash**: human, female Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10; hp 22; Init +4; Spd 30 ft.; AC 17 (touch 15, flat-footed 13); Atk melee +7 (1d6+2, Short Sword (19-20), or ranged +7 (1d4, Dagger (19-20); AL LE; SV Fort +4, Ref +5, Will +0; Str 14, Dex 18, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Hide +5, Intimidate +3, Listen +1, Move Silently +5, Spot +1; Ambidexterity, Dodge, Power Attack, Two-Weapon Fighting, Weapon finesse (Short Sword),

Equipment: Short Sword, Leather Armor, 6 Daggers, 50' Rope, 15 gp, Ring of Protection +1

Description: Tight-lipped, average woman with kinky red hair, and who has had enough of being pushed around.

Role-playing notes: Vash relies on her speed to win her battles. Vash is a flunky of Gryth's. She is considering being a Rogue, and will probably be the one sneaking around.

☞ **Jullana**: human female Ftr2; CR 2; Medium-Sized Humanoid; HD 2d10+4; hp 20; Init +4; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk melee +7 (1d6+4, Short Sword) or ranged +2 (1d4+4, dagger (19-20); AL CE; SV Fort +5, Ref +0, Will -1; Str 18, Dex 10, Con 15, Int 8, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +1, Intimidate +1; Improved Initiative, Power Attack, Weapon Focus (Short Sword).

Equipment: Leather Armor, 3 Daggers, Short Sword, 10 sp

Description: Average looking woman with straight brown hair, and well-defined biceps.

Role-playing notes: Jullana is a flunky of Gryth's. Not the brightest star in the night, but she sure does

pack a wallop. She tends to jump into combat without analyzing who or what she is attacking.

APL 4 (EL 7)

☞ **Vash:** human, female Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10; hp 22; Init +4; Spd 30 ft.; AC 17 (touch 15, flat-footed 13); Atk melee +7 (1d6+2, Short Sword (19-20), or ranged +7 (1d4, Dagger (19-20)); AL LE; SV Fort +4, Ref +5, Will +0; Str 14, Dex 18, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Hide +5, Intimidate +3, Listen +1, Move Silently +5, Spot +1; Ambidexterity, Dodge, Power Attack, Two-Weapon Fighting, Weapon finesse (Short Sword),

Equipment: Short Sword, Leather Armor, 6 Daggers, 50' Rope, 15 gp, Ring of Protection +1

Description: Tight-lipped, average woman with kinky red hair, and who has had enough of being pushed around.

Role-playing notes: Vash relies on her speed to win her battles. Vash is a flunky of Gryth's. She is considering being a Rogue, and will probably be the one sneaking around.

☞ **Jullana:** human female Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 28; Init +4; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk melee +9 (1d6+5, Short Sword) or ranged +3 (1d4+4, dagger (19-20)); AL CE; SV Fort +5, Ref +1, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +1, Intimidate +1; Improved Initiative, Power Attack, Weapon Focus (Short Sword).

Equipment: +1 Studded Leather Armor, 3 Daggers, +1 Short Sword, Small Wooden Shield, 10 sp

Description: Average looking woman with straight brown hair, and well-defined biceps.

Role-playing notes: Jullana is a flunky of Gryth's. Not the brightest star in the night, but she sure does pack a wallop. She tends to jump into combat without analyzing who or what she is attacking.

☞ **Erik:** human male Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +6 melee (1d8+2 Morningstar) or ranged +5 (1d8, Light Crossbow (19-20)), AL LE; SV Fort +5, Ref +3, Will +0; Str 14, Dex 15, Con 15, Int 11, Wis 8, Cha 11

Skills and Feats: Hide +3, Listen +1, Move Silently +3, Spot +1; Blind-fight, Dodge, Power Attack, Weapon Focus (Morningstar).

Equipment: Leather Armor, 3 Daggers, Light Crossbow, Case w/10 Bolts, Morningstar, 10 sp

Description: A tall, lean man with a clean-shaven face and dark black hair give him a youthful appearance.

Role-playing notes: Erik is a straightforward kind of guy, and he is very practical. If you owe money, you should pay up, or expect to have your legs broken. Erik is a flunky of Gryth's.

☞ **Muktor:** human male Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d12+3, Greataxe [x3]) or ranged +4 (1d8, Light Crossbow [19-20]); AL NE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Hide +3, Intimidate +1, Listen +1, Move Silently +3, Search +1, Spot +1; Mobility, Power Attack, Cleave, Dodge, Weapon Focus (Greataxe)

Equipment: Studded Leather Armor, Light Crossbow, Case w/10 Bolts, 3 Daggers, Greataxe, 10 sp

Description: Muktor is a short, broad human, and he has an unkempt black beard.

Role-playing notes: Muktor is a flunky of Gryth's. People tend to think that Muktor should have been born a dwarf. He tends to bull into situations, and has an obstinate nature.

APL 6 (EL 9)

☞ **Vash:** human, female Ftr5; CR 5; Medium-Sized Humanoid; HD 5d10; hp 34; Init +8; Spd 30 ft.; AC 21 (touch 15, flat-footed 17); Atk melee +9 (1d6+2, Short Sword [19-20]), or ranged +9 (1d4, Dagger [19-20]); AL LE; SV Fort +5, Ref +5, Will +0; Str 14, Dex 19, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Hide +7, Intimidate +3, Listen +1, Move Silently +5, Spot +1; Ambidexterity, Dodge, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon finesse (Short Sword),

Equipment: Short Sword, Chain Shirt +2, 6 Daggers, 50' Rope, 15 gp, Ring of Protection +1

Description: Tight-lipped, average woman with kinky red hair, and who has had enough of being pushed around.

Role-playing notes: Vash relies on her speed to win her battles. Vash is a flunky of Gryth's. She is considering being a Rogue, and will probably be the one sneaking around.

☞ **Jullana:** human female Ftr5; CR 5; Medium-Sized Humanoid; HD 5d10+10; hp 44; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk melee +11 (1d6+5, Short Sword) or ranged +3 (1d4+4, dagger [19-20]); AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 10, Con 15, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +2, Intimidate +2; Blind Fighting, Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Short Sword).

Equipment: +1 Studded Leather Armor, 3 Daggers, +1 Short Sword, +1 Small Wooden Shield, Light Crossbow, 10 bolts, 3 daggers, 10 sp

Description: Average looking woman with straight brown hair, and well-defined biceps.

Role-playing notes: Jullana is a flunky of Gryth's. Not the brightest star in the night, but she sure does pack a wallop. She tends to jump into combat without analyzing who or what she is attacking.

☞**Erik:** human male Ftr5; CR 5; Medium-Sized Humanoid; HD 5d10+10; hp 44; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +8 melee (1d8+4 Morningstar) or ranged +8 (1d8, Light Crossbow [19-20]), AL LE; SV Fort +6, Ref +3, Will +0; Str 14, Dex 16, Con 15, Int 11, Wis 8, Cha 11

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Spot +1; Blind-fight, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Morningstar), Weapon Specialization (Morningstar)

Equipment: Chain Shirt, Small Wooden Shield, 3 Daggers, Morningstar, 10 sp

Description: A tall, lean man with a clean-shaven face and dark black hair give him a youthful appearance.

Role-playing notes: Erik is a straightforward kind of guy, and he is very practical. If you owe money, you should pay up, or expect to have your legs broken. Erik is a flunky of Gryth's.

☞**Muktor:** human male Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d12+3, Greataxe [x3]) or ranged +4 (1d8, Light Crossbow [19-20]); AL NE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Hide +3, Intimidate +1, Listen +1, Move Silently +3, Search +1, Spot +1; Mobility, Power Attack, Cleave, Dodge, Weapon Focus (Greataxe)

Equipment: Studded Leather Armor, Light Crossbow, Case w/10 Bolts, 3 Daggers, Greataxe, 10 sp

Description: Muktor is a short, broad human, and he has an unkempt black beard.

Role-playing notes: Muktor is a flunky of Gryth's. People tend to think that Muktor should have been born a dwarf. He tends to bull into situations, and has an obstinate nature.

☞**Salmond:** human male Rog3; CR 3; Medium-Sized Humanoid; HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d8+1,

Longsword [19-20]), +5 Ranged (1d8, Light Crossbow [19-20]; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Climb +4, Disable Device +6, Disguise +5, Gather Information +4, Hide +8, Innuendo +2, Intimidate +4, Listen +3, Move Silently +7, Open Locks +7, Pick Pocket +4, Search +4, Spot +5, Tumble +6

Feats: Dodge, Improved Initiative, Weapon finesse (Longsword)

Equipment: Studded Leather Armor +1, 10 Daggers, Short Sword, Masterwork Thieves' Tools, Light Crossbow, Case w/10 Bolts, 10 Wreaths (GP)

Description: Greasy, black hair pulled back into a ponytail is one of the more likable characteristics of Salmond. He is slightly shorter than average, and is tending towards the dumpy side.

Role-playing notes: Salmond is Gryth's apprentice. He is sly, and very willing to let others take their turn getting hurt ahead of him. He likes to sit back and use his ability with daggers to attack people from a distance. Otherwise, he is thoroughly smarmy.

APL 8 (EL 11)

☞**Vash:** human, female Ftr5/Rog2; CR 7; Medium-Sized Humanoid; HD 5d10+2d6; hp 42; Init +8; Spd 30 ft.; AC 22 (touch 16, flat-footed 18); Atk melee +13/+8 (1d6+3, Short Sword [19-20]), or ranged +11/+6 (1d4, Dagger [19-20]); AL LE; SV Fort +6, Ref +8, Will +1; Str 14, Dex 19, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Hide +11, Intimidate +3, Listen +5, Move Silently +9, Spot +5; Ambidexterity, Dodge, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon finesse (Short Sword), Weapon Focus (Short Sword)

Equipment: +1 Short Sword, Chain Shirt +2, 6 Daggers, 50' Rope, 15 gp, Ring of Protection +2

Description: Tight-lipped, average woman with kinky red hair, and who has had enough of being pushed around.

Role-playing notes: Vash relies on her speed to win her battles. Vash is a flunky of Gryth's. She is considering being a Rogue, and will probably be the one sneaking around.

☞**Jullana:** human female Ftr7; CR 7; Medium-Sized Humanoid; HD 7d10+14; hp 60; Init +4; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk melee +13/+8 (1d6+7, Short Sword +1), or ranged +7/+2 (1d4+4, dagger [19-20]); AL CE; SV Fort +7, Ref +4, Will +1; Str 18, Dex 10, Con 15, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +6, Hide +3, Intimidate +2; Blind Fighting, Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon

Focus (Short Sword), Weapon Specialization (Short Sword)

Equipment: +2 Chain Shirt, 3 Daggers, +1 Short Sword, +1 Small Wooden Shield, Light Crossbow, 10 bolts, 3 daggers, 10 sp

Description: Average looking woman with straight brown hair, and well-defined biceps.

Role-playing notes: Jullana is a flunky of Gryth's. Not the brightest star in the night, but she sure does pack a wallop. She tends to jump into combat without analyzing who or what she is attacking.

☞**Erik:** human male Ftr5/Rog3; CR 8; Medium-Sized Humanoid; HD 5d10+15 + 3d6+9; hp 70; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +10/+5 melee (1d8+4 Morningstar) or ranged +10/+5 (1d8, Light Crossbow [19-20]); AL LE; SV Fort +8, Ref +6, Will +1; Str 14, Dex 16, Con 16, Int 11, Wis 8, Cha 11
Skills and Feats: Hide +11, Listen +7, Move Silently +11, Spot +7; Blind-fight, Cleave, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Morningstar), Weapon Specialization (Morningstar)

Equipment: Chain Shirt, Small Wooden Shield, 3 Daggers, Morningstar, 10 sp

Description: A tall, lean man with a clean-shaven face and dark black hair give him a youthful appearance.

Role-playing notes: Erik is a straightforward kind of guy, and he is very practical. If you owe money, you should pay up, or expect to have your legs broken. Erik is a flunky of Gryth's.

☞**Muktor:** human male Ftr5; CR 5; Medium-Sized Humanoid; HD 5d10+10; hp 44; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +8 melee (1d12+6, Greataxe [x3]) or ranged +7 (1d8, Light Crossbow [19-20]); AL NE; SV Fort +6, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Hide +5, Intimidate +1, Listen +1, Move Silently +5, Search +1, Spot +1; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Equipment: +2 Chain Shirt, Light Crossbow, Case w/10 Bolts, 3 Daggers, +1 Greataxe, 10 sp

Description: Muktor is a short, broad human, and he has an unkempt black beard.

Role-playing notes: Muktor is a flunky of Gryth's. People tend to think that Muktor should have been born a dwarf. He tends to bull into situations, and has an obstinate nature.

☞**Salmond:** human male Rog3; CR 3; Medium-Sized Humanoid; HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d8+1,

Longsword [19-20]), +5 Ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 13.

Skills and Feats: Appraise +2, Climb +4, Disable Device +6, Disguise +5, Gather Information +4, Hide +8, Innuendo +2, Intimidate +4, Listen +3, Move Silently +7, Open Locks +7, Pick Pocket +4, Search +4, Spot +5, Tumble +6

Feats: Dodge, Improved Initiative, Weapon finesse (Longsword)

Equipment: Studded Leather Armor +1, 10 Daggers, Short Sword, Masterwork Thieves' Tools, Light Crossbow, Case w/10 Bolts, 10 Wreaths (GP)

Description: Greasy, black hair pulled back into a ponytail is one of the more likable characteristics of Salmond. He is slightly shorter than average, and is tending towards the dumpy side.

Role-playing notes: Salmond is Gryth's apprentice. He is sly, and very willing to let others take their turn getting hurt ahead of him. He likes to sit back and use his ability with daggers to attack people from a distance. Otherwise, he is thoroughly smarmy.

☞**Thranor:** human male Ftr3; CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 28; Init +4; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk melee +9 (1d6+5, Short Sword) or ranged +3 (1d4+4, dagger (19-20)); AL CE; SV Fort +5, Ref +1, Will +0; Str 18, Dex 10, Con 15, Int 8, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +1, Intimidate +1; Improved Initiative, Power Attack, Weapon Focus (Short Sword).

Equipment: +1 Studded Leather Armor, 3 Daggers, +1 Short Sword, Small Wooden Shield, 10 sp

Description: Thranor is a fairly average looking man. He has well kept blond hair, and a nearly trimmed goatee.

Role-playing notes: Thranor is the captain of Gryth's flunkies. He usually lets others plow into combat first, while he throws a dagger to distract spellcasters. He then will go to where he is needed.

Encounter 8: The Confrontation

APL 2 (EL 5)

☞**Gryth Fasthan:** human male Rog4; CR4; Medium-Sized Humanoid; HD 4d6; hp 19; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 Melee (1d6+1, Short Sword [19-20]), or +6 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +1, Ref +7, Will +1; AL NE; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +6, Disable Device +4, Disguise +9, Gather information +4, Hide +10,

Innuendo +2, Intimidate +8, Listen +4, Move Silently +9, Open Lock +6, Search +7, Spot +4, Tumble +10, Use Magic Device +5; Dodge, Point Blank Shot, Run.

Possessions: Spool of Endless Rope, Leather Armor +1, 3 Daggers, Light Crossbow, Quarrel w/10 bolts (The tips are coated with medium-size spider venom poison), Short Sword, Thieves' Tools, 15 gp

Crossbow poison: medium-sized spider venom poison (Fort save to resist (DC 14); 1d4 Str / 1d4 Str)

Description: Gryth is of average height and look, but is slightly on the thin side. He typically wears brown breeches with an off-white blouse, some might think it is just dirty.

Alias: Mother Flaytung

Role-playing notes: When on a job as himself Gryth is cold and calculating.

Tactics: Gryth is alone here, and has taken up a position in a tree, for cover. The tree's base is surrounded by caltrops, but there is a clear path that he knows about for an escape.

APL 4 (EL 7)

Gryth Fasthan: human male Rog4; CR4; Medium-Sized Humanoid; HD 4d6; hp 19; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 Melee (1d6+1, Short Sword [19-20]), or +6 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +1, Ref +7, Will +1; AL NE; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +6, Disable Device +4, Disguise +9, Gather information +4, Hide +10, Innuendo +2, Intimidate +8, Listen +4, Move Silently +9, Open Lock +6, Search +7, Spot +4, Tumble +10, Use Magic Device +5; Dodge, Point Blank Shot, Run.

Possessions: Spool of Endless Rope, Leather Armor +1, 3 Daggers, Light Crossbow, Quarrel w/10 bolts (The tips are coated with medium-size spider venom poison), Short Sword, Thieves' Tools, 15 gp

Crossbow poison: medium-sized spider venom poison (Fort save to resist (DC 14); 1d4 Str / 1d4 Str)

Description: Gryth is of average height and look, but is slightly on the thin side. He typically wears brown breeches with an off-white blouse, some might think it is just dirty.

Alias: Mother Flaytung

Role-playing notes: When on a job as himself Gryth is cold and calculating.

Tactics: Gryth is alone here, and has taken up a position in a tree, for cover. The tree's base is surrounded by caltrops, but there is a clear path that he knows about for an escape.

Thugs: human male Ftr2; CR2; Medium-Sized Humanoids; HD 2d10+4; hp varies; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +5 (1d6+2, short

sword [19-20]), or +2 ranged (1d8, Light Crossbow [19-20]); AL LE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 10

Skills and feats: Climb +3, Hide +1, Move Silently +1; Blind-fight, Power Attack, Weapon focus (Short Sword).

Possessions: Chainmail, Large Wooden Shield, Dagger 3, Light Crossbow, Short Sword, 3 sp

Description: Tall, thickly muscled, menacing men. Wearing Chainmail armor.

Role-playing notes: These thugs are Gryth's flunkies, and will do as he tells them to.

APL 6 (EL 9)

Gryth Fasthan: human male Rog5; CR5; Medium-Sized Humanoid; HD 5d6; hp 23; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 Melee (1d6+1, Short Sword [19-20]), or +6 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +2, Ref +8, Will +2; AL NE; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +7, Disable Device +4, Disguise +10, Gather information +5, Hide +11, Innuendo +3, Intimidate +8, Listen +5, Move Silently +10, Open Lock +7, Search +7, Spot +4, Tumble +11, Use Magic Device +5; Dodge, Point Blank Shot, Run.

Possessions: Spool of Endless Rope, Cloak of Resistance +1, Leather Armor +1, 3 Daggers, Light Crossbow, Quarrel w/10 bolts (The tips are coated with medium-size spider venom poison), Short Sword, Thieves' Tools, 15 gp

Crossbow poison: medium-sized spider venom poison (Fort save to resist (DC 14); 1d4 Str / 1d4 Str)

Description: Gryth is of average height and look, but is slightly on the thin side. He typically wears brown breeches with an off-white blouse, some might think it is just dirty.

Alias: Mother Flaytung

Role-playing notes: When on a job as himself Gryth is cold and calculating.

Tactics: Gryth is alone here, and has taken up a position in a tree, for cover. The tree's base is surrounded by caltrops, but there is a clear path that he knows about for an escape.

Jasmine: human female Rog5; CR5; Medium-Sized Humanoid; HD 5d6+10; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 Melee (1d6+3, Short Sword [19-20]), or +9 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +3, Ref +7, Will +3; Str 15, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Disable Device +6, Disguise +6, Gather Information +2, Hide +12, Innuendo +2, Intimidate +5, Listen +4, Move Silently +8, Open lock +8, Search +8, Spot +5, Tumble +12, Use

Magic Device +3; Feats: Dodge, Point Blank Shot, Iron Will

Possessions: Leather Armor +1, Daggers (3), Light Crossbow, Quarrel w/10 Bolts, Short Sword +1, Thieves' Tools, 15 gp

Description: Jasmine is an average looking woman that can blend in with a crowd. She favors tan or olive colors in clothing.

Role-playing notes: Jasmine is loyal to Gryth but not to the point of giving her life for him.

☛ **Miron:** human male Wiz5 (Trans); CR5; Medium-Sized Humanoid; HD 5d4+5; hp 21; Init +6; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +3 melee (1d6+1, Quarterstaff) or +4 Ranged (1d4, Dagger [19-20]); AL NE; SV Fort +4, Ref +5, Will +4; Str 12, Dex 14, Con 12, Int 17, Wis 10, Cha 10.

Skills and Feats: Alchemy +10, Concentration +8, Knowledge Arcana +10, Spellcraft +10, Spot +4; Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation)

Possessions: Daggers (3), Quarterstaff, +2 Ring of Protection, Wand of Fireballs 5th lvl caster (3 Charges) Spells Prepared (4/4/3/2; Base DC 13 + spell level; +2 DC Transmutation; 5th level caster): 0th – Daze, Detect Magic, Flare, Mage Hand; 1st – Burning Hands x2, Mage Armor, Magic Missile; 2nd – Cat's Grace, Flaming Sphere, Summon Monster II; 3rd – Haste, Lightning Bolt

Spellbook: 0 - all cantrips; 1st – Burning Hands, Change Self, Charm Person, Endure Elements, Mage Armor, Magic Missile, Shield; 2nd – Cat's Grace, Flaming Sphere, Resist Elements, Summon Monster II; 3rd – Haste, Lightning Bolt

Description: Miron is a tall, sullen individual that prefers deep blue clothing.

Role-playing notes: Miron owes Gryth his life and will stay with the rogue until the end.

☛ **Thugs:** human male Ftr3; CR3; Medium-Sized Humanoids; HD 3d10+6; hp varies; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +8 melee (1d8+4, Longsword [19-20]), or Ranged +4 (1d8, Light Crossbow [19-20]); AL LE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 10.

Skills and Feats: Climb +6, Hide +2, Move Silently +2; Blind-fight, Power Attack, Weapon focus (Longsword).

Possessions: Chainmail, Large Wooden Shield, Dagger 3, Light Crossbow, Longsword, 3 Wagons sp

Description: Tall, thickly muscled, menacing men. Wearing Chainmail armor.

Role-playing notes: These thugs are Gryth's flunkies, and will do as he tells them to.

APL 8(EL 11)

☛ **Gryth Fasthan:** human male Rog7; CR7; Medium-Sized Humanoid; HD 7d6; hp 31; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +8 Melee (1d6+1, Short Sword [19-20]), or +8 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +3, Ref +9, Will +3; AL NE; Str 12, Dex 17, Con 10, Int 12, Wis 10, Cha 14. Skills and Feats: Climb +7, Disable Device +4, Disguise +10, Gather information +5, Hide +14, Innuendo +3, Intimidate +8, Listen +6, Move Silently +13, Open Lock +9, Search +11, Spot +8, Tumble +13, Use Magic Device +5; Dodge, Point Blank Shot, Run; Weapon Finesse (Short Sword)

Possessions: Spool of Endless Rope, Cloak of Resistance +1, Leather Armor +3, 3 Daggers, Light Crossbow, Quarrel w/10 bolts (The tips are coated with medium-size spider venom poison), Short Sword, Thieves' Tools, 15 gp

Crossbow poison: medium-sized spider venom poison (Fort save to resist (DC 14); 1d4 Str / 1d4 Str)

Description: Gryth is of average height and look, but is slightly on the thin side. He typically wears brown breeches with an off-white blouse, some might think it is just dirty.

Alias: Mother Flaytung

Role-playing notes: When on a job as himself Gryth is cold and calculating.

Tactics: Gryth is alone here, and has taken up a position in a tree, for cover. The tree's base is surrounded by caltrops, but there is a clear path that he knows about for an escape.

☛ **Jasmine:** human female Rog7; CR7; Medium-Sized Humanoid; HD 7d6+14; hp 44; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +10 Melee (1d6+3, Short Sword [19-20]), or +8 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +4, Ref +8, Will +4; Str 15, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Disable Device +6, Disguise +6, Gather Information +2, Hide +12, Innuendo +2, Intimidate +6, Listen +9, Move Silently +12, Open lock +8, Search +8, Spot +9, Tumble +12, Use Magic Device +3; Feats: Point Blank Shot, Iron Will, Weapon Focus (Short Sword), Weapon Finesse (Short Sword)

Possessions: Leather Armor +1, Daggers (3), Light Crossbow, Quarrel w/10 Bolts, Short Sword +1, Thieves' Tools, 15 gp

Description: Jasmine is an average looking woman that can blend in with a crowd. She favors tan or olive colors in clothing.

Role-playing notes: Jasmine is loyal to Gryth but not to the point of giving her life for him.

☛ **Miron:** human male Wiz7 (Trans); CR7; Medium-Sized Humanoid; HD 7d4+7; hp 29; Init +6; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +4 melee (1d6+1, Quarterstaff) or +5 Ranged (1d4, Dagger [19-20]); AL NE; SV Fort +5, Ref +6, Will +7; Str 12, Dex 14, Con 12, Int 17, Wis 10, Cha 10.

Skills and Feats: Alchemy +10, Concentration +12, Knowledge Arcana +10, Spellcraft +12, Spot +4; Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation)

Possessions: Daggers (3), Quarterstaff, +2 Ring of Protection, Wand of Fireballs 5th lvl caster (3 Charges)

Spells Prepared (4/6/5/4/2; Base DC 13 + spell level; +2 DC Transmutation; 5th level caster): 0th – Daze, Detect Magic, Flare, Mage Hand; 1st – Burning Hands x2, Mage Armor, Magic Missile x3; 2nd – Bull Strength, Cat's Grace x2, Flaming Sphere, Summon Monster II; 3rd – Dispel Magic, Haste, Lightning Bolt, Slow; 4th – Ice Storm, Minor Glove of Invulnerability

Spellbook: 0 - all cantrips; 1st – Burning Hands, Change Self, Charm Person, Endure Elements, Mage Armor, Magic Missile, Shield; 2nd – Bull Strength, Cat's Grace, Flaming Sphere, Resist Elements, Summon Monster II; 3rd – Dispel Magic, Haste, Lightning Bolt, Slow; 4th – Ice Storm, Minor Glove of Invulnerability

Description: Miron is a tall, sullen individual that prefers deep blue clothing.

Role-playing notes: Miron owes Gryth his life and will stay with the rogue until the end.

☛ **Thugs:** human male Ftr3; CR3; Medium-Sized Humanoids; HD 3d10+6; hp varies; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +8 melee (1d8+4, Longsword [19-20]), or Ranged +4 (1d8, Light Crossbow [19-20]); AL LE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 10.

Skills and Feats: Climb +6, Hide +2, Move Silently +2; Blind-fight, Power Attack, Weapon focus (Longsword).

Possessions: Chainmail, Large Wooden Shield, Dagger 3, Light Crossbow, Longsword, 3 Wagons sp

Description: Tall, thickly muscled, menacing men. Wearing Chainmail armor.

Role-playing notes: These thugs are Gryth's flunkies, and will do as he tells them to.

Appendix Two: The Sleeping Sparrow Inn

The Sleeping Sparrow Inn is a wood and brick building with wooden shingles. It has a nice porch upon which chairs, some rocking, and benches are evident. There are shade trees to keep the glare from the setting sun from offending the eyes of the gentle customers. The building is in good shape.

Upon entering the Inn, people see the common room in the one story portion of the building with its many tables, benches, bar, and chairs. There is a fireplace in the North wall, a staircase along the West wall, and a bar along the South wall. A curtain leading into the kitchen is at the West-end of the bar. The stairs lead to rooms above the kitchen. The Sleeping Sparrow Inn has rooms for all races, but are typically a little more expensive. They all have beds with fine mattresses, a bed stand, a writing desk or table, and a wardrobe. All of these items appear to be of good quality, and have a high polish on them. The rooms on the East side are those for human sized guests.

The Inn typically has a fire in the fireplace, and smells of fresh food can be had throughout the day. Bread and sausages in the morning, beef and barley stews are typical around noon, and roast chicken or pork in the evenings. Pilnoe's cook, Bargrid, is an expert chef and many people come just for the food served.

The Inn is owed by Pilnoe Safehome, a Halfling, and is one of the few buildings and businesses in town that does not have a backer from the Darkleaf clan. As such Pilnoe always tries to keep the establishment clean and proper. Otherwise the Darkleaf clan may see an opportunity. As it is the Inn does more business in meals than in overnight guests.

Appendix Three: The village of Banebridge

Banebridge (Village):

Government: NG

Population 664; Halfling 96%, Human 2%, Elf 1%, Other Races 1%

Authority Figures:

Pilnoe Safehome – Sleeping Sparrow Inn owner – well respected and head of member council

Drif Sharpthorn – Marshal employed by village and the Darkleaf clan – member of elder council

Driphen Curehand – Journeyman priest of Zilchus working for the Darkleaf clan

Mextra Tanglebeard – Head priest of Yondalla in the village – member of elder council

Venisera Darkleaf - Mayor of Banebridge – head of elder council

Others: Adp4; Adp2(X2); Ari2; Bbn1; Brd1; Clr3; Clr1(X2); Com6; Com3(X2); Drd3; Drd1(X2); Exp5; Exp2(X2); Ftr4; Ftr2(X2); Ftr1(X4); Rog1; Sor2; War3; Wiz2; Ari1(X3); Adp1(X3); War1(X32); Exp1(X19); Com1(X578).

Notes: Banebridge is a town that caters to the needs of the large Halfling clan in the area, clan Darkleaf, and to the many travelers along the Gnarley Road. As such, it is a relatively small village with businesses specific to the needs of the community. It sits on the banks of Flint Creek, and has a bridge that crosses the creek. The Bane Bridge is a fortified bridge that was the site of a battle long ago. On the bank opposite the village are burial mounds of the dead from that battle. The population is Halfling, but for specialized needs there are experts that have been imported. The community is also where the clan's farming help goes to relax after a long day of tending the fields. Half-orcs are typically treated with suspicion until they prove they have business in town, and their stopovers are accepted/tolerated. Good company is also taken into account.

Religion: There are two religions represented in the village Zilchus and Yondalla. Driphen and his "employees" run an accounting house, and handle most of the Darkleaf clan accounts in the area represent Zilchus. Yondalla is represented by Mextra, and is the real religion of the community.

Appendix Four: The Darkleaf Clan

Clan Race: Halfling

Clan Symbols and/or Heraldry: A dark green tobacco leaf on a white background

Clan General Alignment: LG

Primary Clan Profession: Merchant - Farmer

Clan Primary Deity: Zilchus -

Clan Size: 150

Clan Location: Banebridge, Dyvers

Allies/Rivals/Enemies of the Clan: None

Clan Leaders: Jonas, Eldert, and Wencil

Common Clan Weapons: Light Crossbow and Short Sword

Clan's Relationship/Tolerance towards Other Races: As merchants and farmers the clan's view of others is fairly indifferent. Unless the others don't smoke, and then they are looked down on.

Common Clan Features/Dress/Tattoos: Traditional Halfling clothing (full-length breeches, blouse, belt, and a bright colored vest).

Clan Laws/Traditions/Rules: Don't hurt the tobacco industry.

Punishments for Breaking Laws/Traditions/Rules: Exile from the clan.

View of the Clan on War/Combat: Traditionally war is bad for business if it is in region, but can be a boon if the supply lines can be kept in tacked.

Nonstandard Holidays/Festivals that the Clan Celebrates: Smokeday – day are the drying is done.

General History of the Clan:

Jonas Brightweed founded the Darkleaf clan. Jonas was a farmer of tobacco, outside of Dyvers in the location of what is now know as the village of Banebridge, who would travel great distances, and adventure along the way, to sell his crop. It is hard to tell which was more profitable, but he was able to make enough to buy more land. This in turn required more farming help, and Jonas invited his brothers and sisters to come help. Jonas and his family enjoyed much success, and they have continued to buy land and produce tobacco. Today the family has two branches that are not based on birth, but rather they are based on inclination. A council of three, comprised of the heads of both clans and the direct descendant of the founder, directs the clan: Jonas the XVI, Eldert, and Wencil.

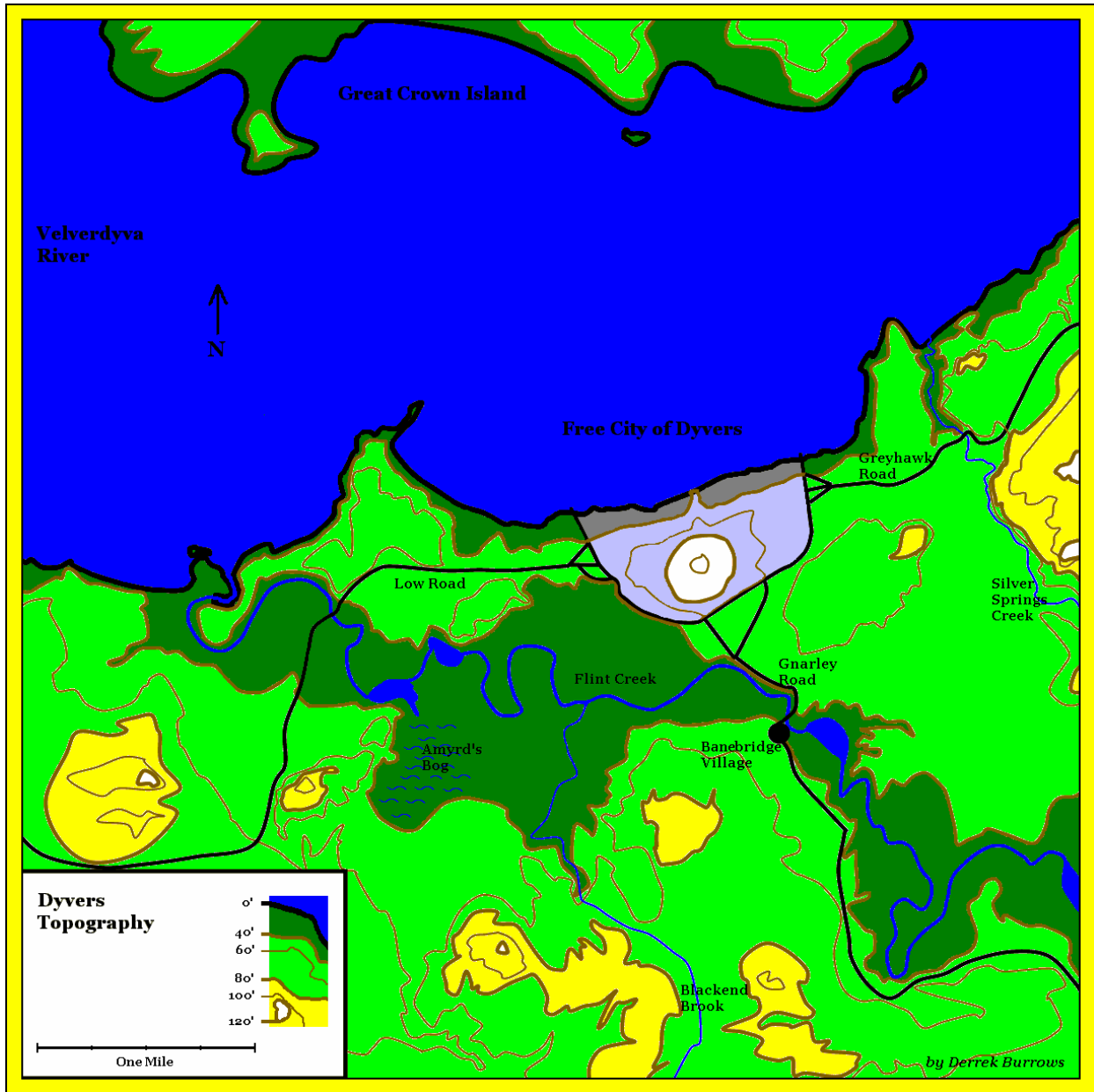
The first branch is that of farming. After all, someone has to grow the merchandise. This branch is the most Halfling typical aspect of the clan, and it comprises approximately 85% of the clan. The Halflings of this branch are solid farmers, and are not likely to wander off on non-sensible adventures. The head of this branch is Eldert, and he acts as the mediator between the different families with in the branch. He also oversees the buying of materials and resources in bulk to get the most for their coinage. Yep, he probably has at least study with priests of Zilchus.

The other branch is that of the merchants, explorers, and adventures. Yep, one must sell what one raises, or

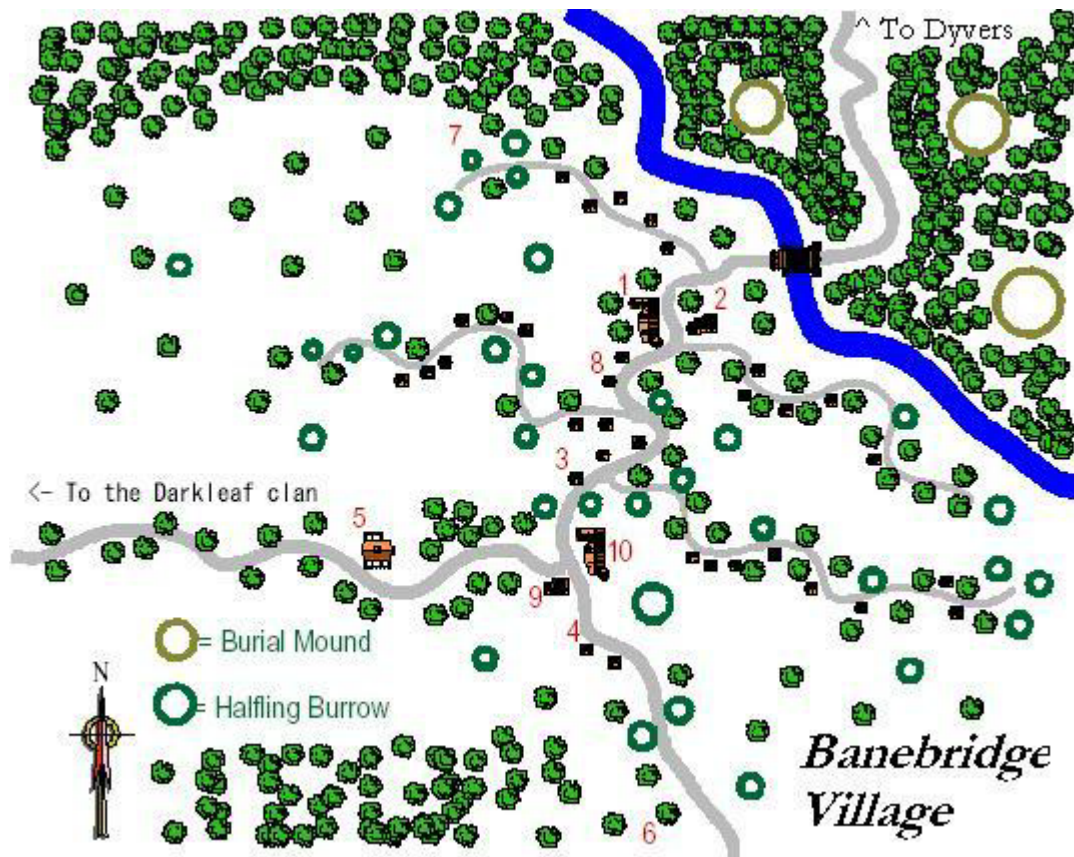
at least the leftovers. The other 15% of the clan have the wanderlust that the farmers frown on, and of course this branch frowns on the farmers as being too tied down. The Halflings of this branch are typically characterized by shrewd minds, and are always up for an adventure. The head of this branch is Wencil "the weasel" Darkleaf. The unfortunate nickname is the result of business dealings that are often so shrewd, sometimes cruel, as to be almost illegal.

As the clan children grow they apprentice with both branches to determine which they have a preference for. This is not to say that they can not switch from one to the other branch through out their life. This is actually the case more often than not. Those with the wanderlust will take to the merchant branch of the family, but will often retire at some point and take up farming in the farming branch of the family. As such one family within the clan may have children in both branches. The clan has a strong sense of doing what is right for the clan. This includes defending Dyvers and the capitalistic ways it fosters. Especially as Dyvers is a main trading point for the clan. The clan maintains an office in the city of Dyvers to provide an easier means for others to make merchandise orders. The clan also is known for its unique militia element, the Dogrider Brigade. This is a troop of Halflings that have all learned the arts of fighting and shooting from the back of a riding dog. They all are expert animal handlers and marksmen.

Judge's Handout #1



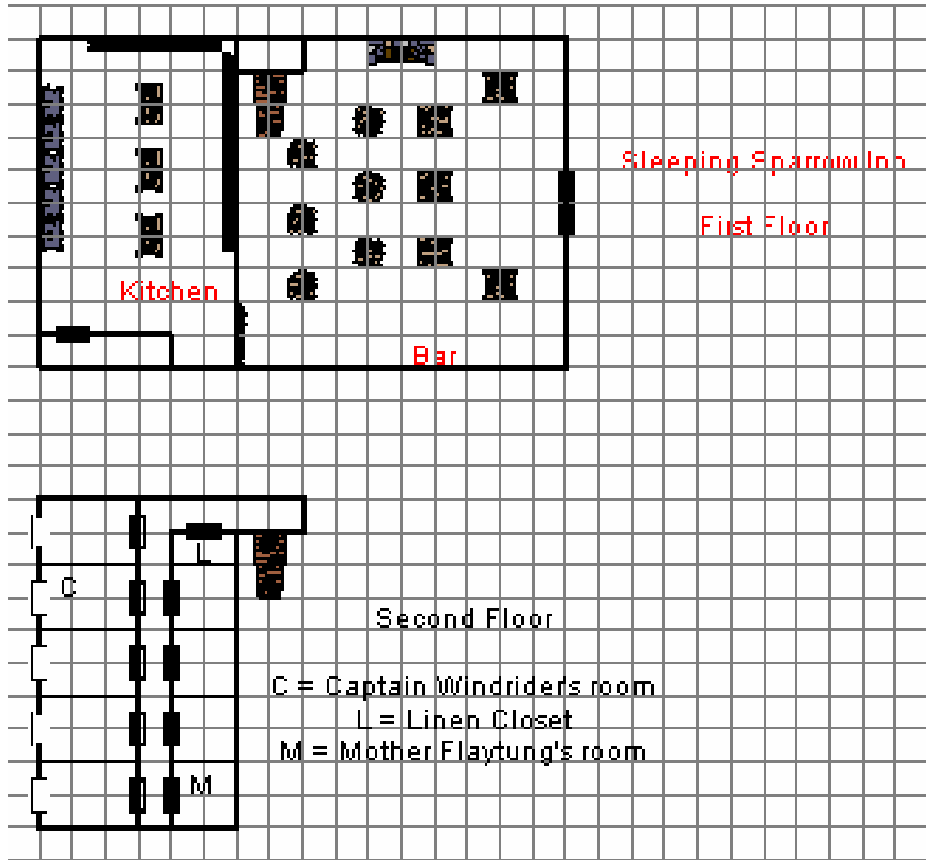
Judge's Handout #2



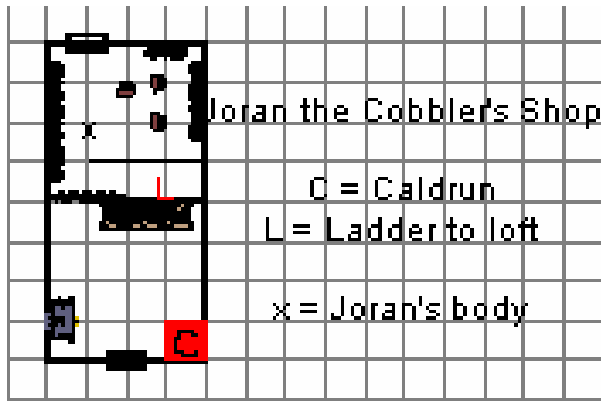
- 1 = Pilnoe Safehome's The Sleeping Sparrow Inn
- 2 = Turnas' smithy
- 3 = Softpetal's seamstress shop
- 4 = Joran's cobbler shop
- 5 = Chat's livery
- 6 = Cilis' camp
- 7 = Mrs. Talltree's residence
- 8 = Montor's residence
- 9 = The sheriff's office
- 10 = The Leather Jack tavern

Judge's Handout #3:

Each square is 5ft.



Judge's Handout #4



Judge's Handout #5



1 = Jervis

2 = Malin

3 = Althon

4-6 are trees

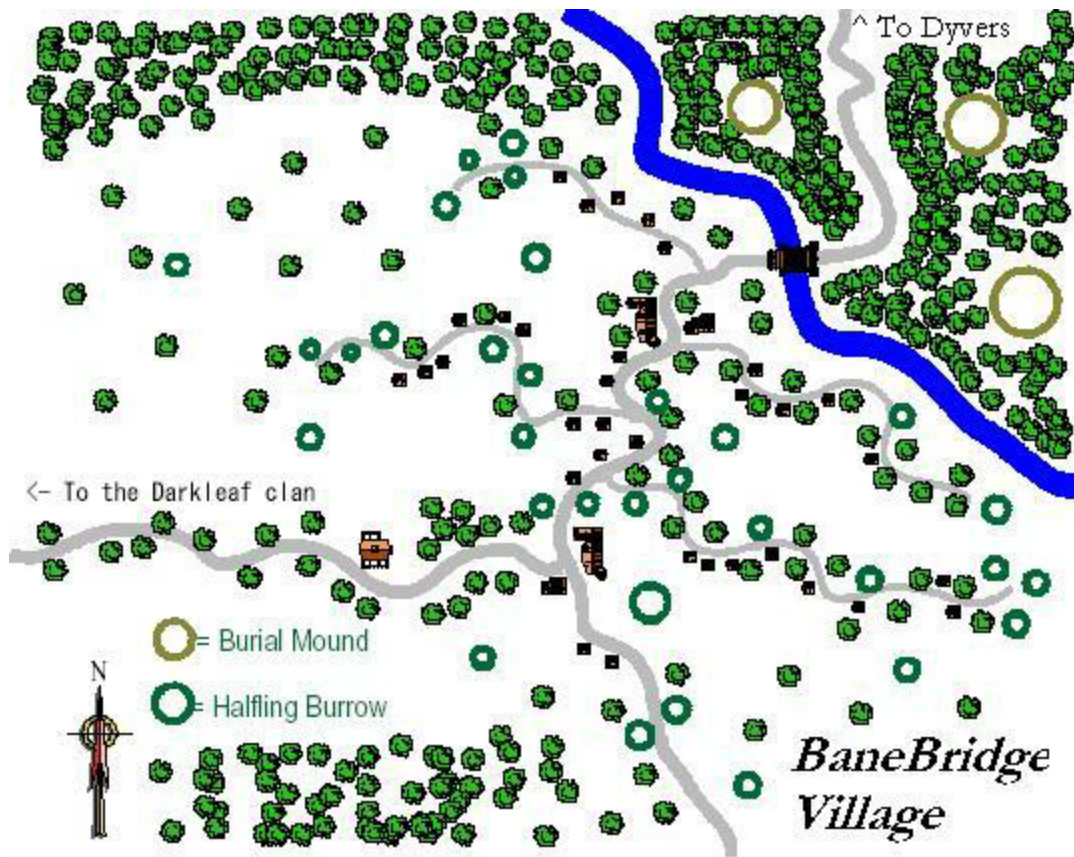
T = Miron in a tree

S = Jasmine

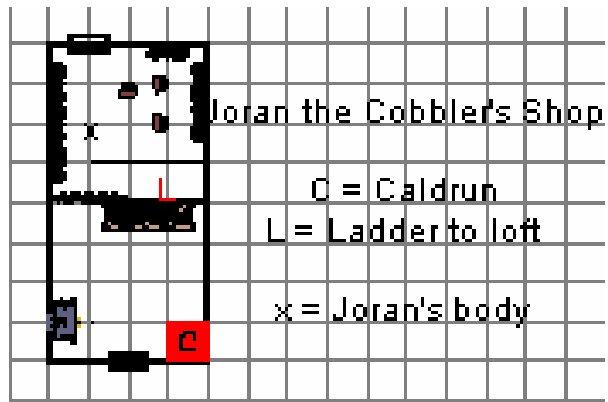
G = Gryth in a tree

X = The approximate position of the party at the time they meet Encounter #7

Player Handout #1

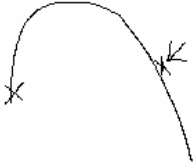


Player Handout #2



Player Handout #3

Ambush drawing in dirt. The arrow marks the ambush, and you are at the other X.



Critical Events Summary

Did the PC's return the feather?

Did any of the following survive? If so who?

Althon, Grimick, Gryth, Jasmine, Jervis, Juliana, Lesler, Malin, Miron, Muktor,
Salmond, Thranor, Vash

Put an X through the ones that died.

Email the results to jcts@iland.net