

VTF8-03

A Mother's Love

A One-Round Dungeons & Dragons® Living Greyhawk™ VTF Meta-Regional Adventure

Version 1.0

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The militant factions among the Gnarley elves are overwhelming those elves who preach for peace with their non-elven neighbors. A powerful woman in the elven clans seeks a gnome forger—one Hodgi Pepperquill—to reveal truths long buried and resolve the conflict once and for all. A one-round Ververdyva Trade Route meta-regional adventure for characters level 4-15 (APLs 6-14).

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the

adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of PCs 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard 1-round VTF meta-regional adventure set in Verbobonc. ***As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Verbobonc, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.***

PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In CY 596, Vershon, a priest of Trithereon, was accused of banditry, robbery, manslaughter, and sedition. He claimed that the perpetrator of the crime had imprisoned him and taken his place. As witness, he introduced Hodgi Pepperquill to the Council of Abbots. The gnome affirmed the priest's story. The two had been imprisoned in a cellar beneath the ruins of Terre Verte for nearly a year. There was no way the man was able to commit the crimes he was accused of.

Through various magical implementations, both men's testimonies were affirmed as honest. Seizing the opportunity of speaking for the council, by way of restarting his life down a better path, Hodgi admitted that he was an accomplished forger. One of his most prestigious clients was the then-current viscount of Verbobonc, Langard. Hodgi claimed—and with the magical implementations affirmed—that he had forged the patents of nobility that showed Langard to be the successor of former Viscount Wilfrick.

As a result of this accusation, the Knights of the Vale (who were in attendance along with Langard himself), asked the viscount to submit to their authority and present himself to the canon of Veluna. Langard agreed, but on his journey to Mitrik, he disappeared. In his absence, he was deposed as viscount and a successor was chosen, Lord Estival.

Unbeknownst to everyone—including Hodgi himself—there is more to the story than a simple forgery. The same person who imprisoned Hodgi Pepperquill also altered his memory. This person is the deathless warrior Halmadar the Cruel, servitor of Vecna and the primary villain of the Verbobonc regional campaign. While it is true the gnome forged the patents of nobility, the forgery were merely a copy of the real patents that proved he truly is Wilfrick's heir. Hodgi was hired by Halmadar to make a copy of those documents that, when put to the test, would prove to be false. That part of his job was then wiped from his memory (by Halmadar's trusted minions) and Hodgi was imprisoned beneath Terre Verte to rot until his death.

When the elves of the Gnarley sacked Terre Verte and razed the village, Hodgi was able to escape. Returning to his home, he discovered the original patents that he had never returned to Halmadar (the clever gnome had supplied Halmadar with a second forgery and kept the originals as a bargaining chip—not that Hodgi remembered that).

Finding the original documents in his home, Hodgi's memory has begun to reassert itself. He now remembers two versions of history, one where Langard hired him to create patents of nobility and one where *someone*—he still can't remember who—hired him to copy Langard's authentic documents.

Shangi na'Enlanefel, Langard's mother, and her good friend Canoness Y'dey are searching for the gnome in hopes of finding out how he subverted the council's spells so that he could lie under oath. They hope to convince the gnome to recant and tell the truth about his involvement with Langard.

At the same time, Halmadar has discovered the gnome's double-cross. He has one of his henchmen, Rygor Quenesion na'Enlanefel (the military advisor to Lord Erasioithon of the Gnarley elves) to search for the gnome and kill him before he can tell anyone where he has hidden the documents.

ADVENTURE SUMMARY

Introduction – The players begin the adventure in Verbobonc City. They are approached by a Gnarley Ranger who bids them to a meeting with Canoness Y'dey.

Encounter 1: Y'dey's Way – Canoness Y'dey believes the claims made last year against Viscount Langard are false. She wishes to speak with the gnome who claims he forged documents for Langard, but the forger has disappeared. She asks the PCs to find him and take him to Hommlet.

Encounter 2: Rygor's Way – Rygor, the military advisor for Lord Erasioithon, approaches the party after they finish their meeting with Canoness Y'dey. He tells them that she is false in her claims and hopes to manipulate the gnome to exonerate Langard. He asks that the PCs find the gnome and deliver him to Rygor rather than Y'dey.

Encounter 3: Hodgi's House – The party can begin searching for Hodgi Pepperquill at his home in Ostverk. They find his house in ruins, but a slip of paper that fell behind his desk suggests he is heading to Swan. They might also learn some information from the other villagers.

Encounter 4*: Chuck's House – If the party attempts to find any burrowing animals near Hodgi's house, they meet Chuck the Groundhog. If they successfully diplomacize/*charm* Chuck, they may discover crucial information that may explain why Hodgi is hiding and why he's being pursued. (*This encounter does not necessarily occur after encounter 3. It may not happen at all.)

Encounter 5: Urthgan's House – The party travels to Swan to speak to Hodgi's cousin, Urthgan the Eldest, leader of the Free Assembly of the Kron Hills. The gnome does not know the location of his cousin, but gives them some ideas that, when pieced together, may lead them to Hodgi's hiding place in the ruins of Terre Verte. In exchange for this information, Urthgan wants the party to humiliate some Furyondians at the local tavern.

Encounter 6: Tomfoolery – This is a free-form encounter at the local tavern where the PCs can humiliate some visiting Furyondians. There are numerous ways to accomplish this.

Encounter 7: Hodgi's Hideout – Putting the pieces together, the party realizes that Hodgi is hiding in the ruined town of Terre Verte, where he had been previously imprisoned. Traveling there, they are confronted by restless spirits of the dead. After defeating the wraiths, the party finds Hodgi who explains why he has been hiding. If the PCs summon him, Rygor may make his attack now.

Encounter 8: Rygor's Intentions – If the party does not turn Hodgi over to Rygor, he finds them retrieving the proof from Chuck's hole near Hodgi's house. He attempts to kill Hodgi with a thinuan dagger before the gnome can expose the truth.

Conclusion A – If the party successfully returns Hodgi to Canoness Y'dey, they receive this conclusion.

Conclusion B – If the party returns Hodgi to Rygor or if Rygor succeeds in his attempt to kill the gnome, they receive this conclusion.

PREPARATION FOR PLAY

It is important to note if anyone in the party is a member of any regional or meta-regional meta-orgs. In particular you need to know about members in:

- Elves of the Gnarley: Clan Enlanefel
- Resident of the Former Village of Terre Verte
- Resident of the Village of Swan
- Worshipper of Trithereon

At the beginning of the event, give all members of Clan Enlanefel **Player Handout #1**.

DIVINATIONS

There are a number of divinations the players may attempt to use to locate the gnome, Hodgi, or to determine the validity of his claims. Unfortunately for the players, there are a number of extenuating factors influencing events that are beyond their control. The events unfolding in Verbobonc are in a small way the result of previous divine actions and as such, other gods are remaining neutral in this endeavor. Below are listed divination spells the party may attempt to use and how they should be adjudicated. Similar spells should be handled likewise. The DM should rule on all others.

Augury: Given the impending danger and the plot nearing its climax, all auguries on this subject return a result of "weal" regardless of the question.

Commune: If the players ask any question specifically about Hodgi, his location, his previous actions (forgery), his current revelation, or questions about any protagonist or antagonist in this overall plot, the god simply answers "Unclear."

NOTE: This ruling does not apply to worshippers of Molaho Khem, Sehanine Moonbow, or St. Cuthbert. As residents of Oerth, they are not subject to the pact of neutrality. Even these gods are incapable of narrowing down the perpetrator behind Hodgi's mind alteration.

Divination: Similar to *augury*, *divination* spells return the same result **"The end comes to all things."**

Find the path: This spell requires that the PCs look for a specific location. If they attempt to cast this spell after using *scry*, they are led to Hodgi's bedroom that he has recreated the cell he currently hides in. Only if Terre Verte is closer than Ostverk does the actual path become clear.

Locate object: Hodgi does not carry any specific item that would suit the conditions of this spell.

Scry: Hodgi does not use a light source regardless of his lack of darkvision. He knows that the people chasing him would need a light source and is comforted by the protective darkness. While there is a chance to successfully *scry* on him, the caster must have *darkvision* active to see his surroundings. His surroundings are identical to the prison he has built for himself in his bedroom, so any attempts to *teleport* or *find the path* lead to Ostverk and not Hodgi's hiding place in Terre Verte (see above for exceptions).

WORSHIP OF TRITHEREON

Following the assassination and attempted assassination of several Verbobonc lords in early 598, Viscount Estival I has outlawed the worship of Trithereon, his church, and the wearing of his holy symbol. Players openly wearing a holy symbol of Trithereon or speaking the tenets of the faith are arrested at the beginning of this adventure or forced to flee the region. If a player is unwilling to hide his holy symbol or shut up until he gets out of the city, he's done with the adventure before it begins. Let him bring a new PC. If he refuses, give him the AR marked **Jailed Trithereonite Scum** and thank him for playing.

INTRODUCTION

Give members of Clan Enlanefel **Player Handout #1**.

Verbobonc City has always been the largest of the viscounty's many towns. Today it is particularly crowded. With Dyvers under siege by the forces of Blackthorn, Verbobonc City has become the last safe port on the Velverdyva before entering the vastness of the Nyr Dyv. Traders, concerned only with getting their goods to market, stop where they must to stock up on supplies before pressing onward. As such, the streets are filled with strangers from near and far. Many have a destination already, others have need of new work, and a notable few look only for space at the table in a crowded tavern in hopes that the overworked barmaid might bring them a drink.

The adventure begins on the 14th day of Wealsun in the Leaky Barge Tavern in Verbobonc City. Whether the PCs have adventured together before or not, they find themselves at the same table now. The rest of the tavern is full, and the only seats available are left open by a departing adventuring company.

The players may order whatever food or drink they want by shouting toward the bar, but it does not arrive before encounter 2 begins unless the PCs holds some type of notable rank or station within the viscounty itself. If the players insist on waiting to be served before continuing, food and drink do eventually arrive, although both are lukewarm at best.

An expenditure of too much gold (10 gp or more) can earn them more expedient service, but also draws the attention of local patrons. Allow them a DC 10 Spot check if they should flaunt their wealth to notice various individuals in the bar watching them. These people make no overt action toward the PCs and do not react to any type of intimidation or challenge. A successful DC 20 Intimidate check prevents any pickpockets from trying their luck. Otherwise, the flaunting PC(s) must make a

DC 30 Spot check to catch a thief pilfering 100 gp from their coin purse. A thief caught in the act drops the coins on the floor (where the coins spill in all directions) and bolts for the door. If the players pursue and have at least a movement rate of 30, a successful DC 15 Dexterity check allows them to catch the thief. He may be dealt with accordingly. He is nothing more than a common cutpurse.

As the party is sitting in the tavern (regardless of any distractions they may have with a pickpocket), a high elf dressed in the browns and greens of the Gnarley Rangers enters the tavern and approaches their table. He says,

"Blessings on this house and to the viscount. May he live a long and healthy life."

The ranger is baiting the PCs to gauge their reaction. If the party comments on the current political turmoil and offers any support (direct or implied) toward Viscount Langard or if they say they are foreigners, he says in a low voice, *"I was hoping you would say as much. Canoness Y'dey has need of those with your particular gifts. If you could meet with her at Jylee's Inn in an hour's time, she would take it as a kindness."*

Players may make a DC 17 Knowledge (local: VTF Trade Route) to know that Canoness Y'dey is a prominent member of the Church of St. Cuthbert, retired now and living in her residence in Hommlet.

The elf buys their drinks and excuses himself. Continue to **Encounter 1: Y'dey's Way** when the party is ready to continue. They can use that hour to prepare or to go shopping if they like.

If the party comments in favor of Viscount Estival (direct or implied), the elf attempts to stifle a pained look (DC 10 Sense Motive check to notice his disappointment in their approval of Estival) and excuses himself, leaving the tavern. A DC 20 Bluff or Diplomacy check can convince him to stay and speak with them. In this case, read the above. If he leaves, continue to **Encounter 2: Rygor's Way**.

If the party is from Verbobonc but does not make any comment toward Langard or Estival, the ranger offers to buy their drinks and says, *"A toast to the viscount! What shall our toast be, friends?"* He attempts to subtly prompt them until someone mentions—one way or the other—an inclination toward the current or previous viscount. Once this has happened, continue to **Encounter 1: Y'dey's Way** or **Encounter 2: Rygor's Way** as appropriate. If the party cannot be prompted to commit to either of these courses of action, invite them to **Encounter 1: Y'dey's Way**, but Canoness Y'dey is

much more cautious in her dealings and isn't totally trusting of the party. Adapt that encounter as needed.

NOTE ON LOCAL POLITICS: If the PCs are from out-of-region, they may attempt a DC 16 Knowledge (VTF Trade Route) check to have heard of the local political strife in Verbobonc. See the **Adventure Background** for more detail.

1: Y'DEY'S WAY

There are two different paths for this encounter, depending on whether the PCs are from Verbobonc or not. If the majority of the PCs at the table have Verbobonc as a home region, treat the table as a Verbobonc Table for the rest of the encounter. If the majority of the table is not from the viscounty, treat the table as a Foreign Table. If it is split half-and-half, follow the track appropriate for the most outspoken/leader of the group.

Assuming the PCs go to meet Canoness Y'dey in Jylee's Inn (one of the finest inns in Verbobonc City), read:

The room at Jylee's Inn is resplendent, the table fine, the fruit fresh, the wine crisp. Canoness Y'dey is a benevolent hostess. Compared with the cramped common rooms of the local taverns, her suite feels like the open plains.

"Thank you for heeding my call so promptly," Canoness Y'dey says. "Much has happened in the viscounty these past two years and more is yet to come. It was adventurers that put us on this path and it will be adventurers that ensure we reach the proper destination."

Canoness Y'dey is simply dressed in a long, brown dress. She has no frills or audacious accessories. She sits with perfect posture and a regal look on her face. One might believe her to be stern if the smile she gave the party wasn't so obviously welcoming.

VERBOBONC TABLE

"By your comments in the tavern, I gather that you may hold some lingering doubt as to the succession of Viscount Estival. Viscount Estival's ascension to the throne of Verbobonc is, at best, improper. I have it from the highest, most incontrovertible source that the accusations against Viscount Langard are false. Langard is, and has been, the true and lawful viscount of Verbobonc. To prove this, I must speak with his accuser, the gnomish forger, Hodgi Pepperquill."

"He has disappeared and I have been, so far, unable to find him. I want you to ascertain his whereabouts and bring him to me at shrine to St. Cuthbert in the village of Hommlet. There I will ascertain for myself the truth behind his claims."

PCs that participated in VER7-01 *Cleanse Thy House* remember Hodg's admission to the Council of Abbots that he forged Viscount Langard's patents ensuring his succession to the throne. If the PCs seem confused, Canoness Y'dey explains this event to them.

If anyone in the party suggests that they are more loyal to Viscount Estival, that they have no interest in Verbobonc politics, or that they insist on payment, she gives them a sour look and says, *"Fine, if good deeds must be rewarded and your loyalties must be purchased, take this and be off with you. You'll receive its match when you bring the gnome to Hommlet."* If the players accept this payment, they do NOT receive the **Gratitude of Canoness Y'dey** on the AR.

Continue with this encounter at "All Tables."

FOREIGN TABLE

"Politics here have made life dangerous for someone like me, so your presence here, foreigner, is fortuitous. You have no stake in the outcome and as such, you have an ability to see things for how they are without being colored by how you want them to be."

"A little more than a year ago, in an effort to clear a Trithereonite of fraudulent crimes, a gnome admitted that he had forged the patents of nobility that placed Langard in line for succession as viscount following Fenward Lefthanded's death. I have it from the highest, most incontrovertible source that the accusations against Viscount Langard are false. To prove this, I must speak with his accuser, Hodg Pepperquill."

"He has disappeared and I have been, so far, unable to find him. I want you to ascertain his whereabouts and bring him to me at shrine to St. Cuthbert in the village of Hommlet. There I will ascertain for myself the truth behind his claims."

"While Viscount Estival has proven competent in his new role, if he attained the throne as a result of others' deceptions, the crime must be exposed and the truth be told."

Players that participated in VER7-01 *Cleanse Thy House* remember Hodg's admission to the Council of Abbots that he forged Viscount Langard's patents ensuring his

succession to the throne. If the PCs seem confused, Canoness Y'dey explains this event to them.

If anyone in the party suggests that they are more loyal to Viscount Estival, that they have no interest in Verbobonc politics, or that they insist on payment, she gives them a sour look and says, *"I expected as much from foreigners. Take this and be off with you. You'll receive its match when you bring the gnome to Hommlet."* If the players accept this payment, they do NOT receive the **Gratitude of Canoness Y'dey** on the AR.

ALL TABLES

Canoness Y'dey can describe to the party what Hodg looks like if they do not know as well as tell them what steps she has currently taken in her search to find him.

- It is difficult to describe a gnome that does not look like all the others. Hodg has one distinctive feature. He accidentally got ink in a cut on his nose, so the right side of his nose is permanently black.
- Pepperquill has a residence in Ostverk. There may be some clue as to his whereabouts there.
- Supposedly he has a cousin of some prominence in a different village, although she is not sure the gnomes name or which village he lives in [NOTE: PCs that participated in VER7-01 *Cleanse Thy House* remember that Hodg's relative is Urthgan, the leader of the Free Assembly of the Kron Hills. Other PCs may make a DC 18 Knowledge (local: VTF) or Knowledge (nobility and royalty) to remember this connection].
- She has only had a few divinations cast, but they have provided no leads.
- She has done no exploration beyond Verbobonc City and what information she could gather there. She has exhausted all possible leads in the city.

She can also answer any questions they might have for her, although there isn't much information that she has kept from them. Here is any additional information she offers *only* if the players ask a related question. Use the answers below to adjudicate any similar questions they might ask.

- She is contacting them on behalf of the elders of Clan Enlanefel.
- Yes, Langard is an Enlanefel elf. The clan merely wishes to prove his innocence, not cover up any wrongdoing.
- No, she does not know where Viscount Langard is. [NOTE: DC 30 Sense Motive check to know that she is lying. There is nothing the PCs can do to force the location out of her if they realize she is

lying. She has warded herself against mind-affecting spells.]

- If it turns that Hodgi Pepperquill speaks the truth, then she accepts it. She is not part of a conspiracy. She only seeks the truth.
- Y'dey implies—but never directly states—that her “incontrovertible source” is St. Cuthbert himself.

Treasure: The PCs can gain the following treasure if they demand payment from Canoness Y'dey.

APL 6: Coin 450 gp.

APL 8: Coin 650 gp.

APL 10: Coin 1,150 gp.

APL 12: Coin 1,650 gp.

APL 14: Coin 3,300 gp.

Once the players have learned all they want from Canoness Y'dey, ask them what they would like to do next. If they leave the canoness' suite, continue to **Encounter 2: Rygor's Way**. If they magically travel directly from the suite, continue to either **Encounter 3: Hodgi's House** or **Encounter 5: Urthgan's House** depending on where they choose to go.

2: RYGOR'S WAY

Waiting for them outside Jylee's, a massively muscled elf is leaning against a wall. He stands up and approaches them as soon as they exit.

A broad-shouldered elf waits for you outside Jylee's Inn. Without introduction, he shouts over to you, "She's lying to you. She means to destroy the evidence of Langard's sedition. Let us talk before you begin your journey."

Players who participated in VER6-04 *Sign of the Black Orchid* remember Rygor Quenesion na'Enlanefel, the military advisor to Lord Eraisioithon, from that adventure.

The elf has no room to take them too and would not discuss such matters in a crowded tavern. If they agree to speak with him, he takes them into a side alley where they do not need to shout to hear one another.

If the PCs refuse to meet with Rygor, continue on to **Encounter 3: Hodgi's House** or **Encounter 5: Urthgan's House** depending on where they choose to go.

If the PCs remember him from VER6-04 and treat him harshly, he responds, *"Yes, I find your race inferior. Would you so easily affirm my racism by subverting the viscounty because you think poorly of me? I would expect nothing less from your kind."*

If the players agree to meet with Rygor, he tells them the following. PCs attempting a Sense Motive check do not detect any lies in any of this information.

- It was not the elders of Clan Enlanefel that seek to clear Langard's name, but a prominent member of the clan, Shangi na'Enlanefel, Langard's own mother.
- The Council of Abbots has reviewed Langard's patents of nobility that prove he is Wilfrick's heir and next in line to be viscount. They have proven that the documents are forged, just like the gnome claimed.
- Certain elves acting on Shangi na'Enlanefel's orders have been searching for the gnome for days. Rygor has seen these elves asking about the gnome around Verbobonc City.
- The elves left two days previously, most likely headed toward Ostverk, the gnomes home.
- The gnome is most likely hiding from anyone looking for him, suspecting they mean him harm. The gnome is right to fear such things. Politics are a dangerous game not to be played lightly.

Rygor asks the PCs to track and find Hodgi Pepperquill. He gives them a small stone. He tells them to squeeze the stone until it cracks, and it will bring him to them so that he might speak with Hodgi before the elves discover his hiding place.

PCs with influence with any of the noble houses or with the Council of Abbots may expend four influence points to confirm that Langard's patents of nobility were reviewed and indeed determined to be fraudulent. The expert who determined the forgery is highly reputable and not believed to be politically motivated in his decision.

If the PCs do not trust Rygor and want to subject him to magical interrogation, such as a *zone of truth*, he agrees. He phrases his answers just as they are above so he never has to lie. If the question does not facilitate a direct answer, he rephrases the question as part of his answer so that he can answer without lying.

If the PCs ask for payment, he says, *"I can speak your praises to Lord Eraisioithon, but I do not have the resources of Canoness Y'dey. I am looking for heroes to save the viscounty, not mercenaries looking for gold. If you are not heroes, then be off with you."*

If the party accepts his offer, Rygor gives them the stone and bids them to make haste. If they refuse, he does not attempt to stop them, but says that he expected nothing less of non-elves. Continue to **Encounter 3: Hodgi's House** or **Encounter 5: Urthgan's House** depending on where the party wants to go next.

3: HODGI'S HOUSE

The village of Ostverk is 75 miles from Verbobonc City. Determine the time required to travel based on the party's method of transportation (typically, this trip takes about three and a half days). This encounter is divided into three sections based on where the party wants to go. They can go to these places in any order. If at any time the party is near Hodgi's house and attempt to find a burrowing creature, proceed immediately to **Encounter 4: Chuck's House**.

GATHER INFORMATION

There are a number of obvious places around Ostverk that the players may wish to gather information from:

- The Hungry Lumberjack Tavern: keep your hands to yourself or they may get eaten by the burly woodsmen who get their breakfast here.
- Madelain's School of the Woodlands: a place for young rangers to study their craft in an organized environment.
- The town well: a popular gossip spot.

Allow the PCs to go where they will. Use the below as a general Gather Information table to determine what they can learn.

DC 13: Hodgi was well liked in Ostverk.

DC 15: Hodgi is well liked but not well trusted. His illicit dealings are public knowledge.

DC 18: Elves came by a few days ago, asking about Hodgi with similar questions. They were dressed in the browns and greens of the Gnarley.

DC 21: Hodgi's cousin, Urthgan, is the head of the Free Assembly of the Kron Hills. He lives in the town of Swan.

DC 25: The town's mayor, Cryn Starwise, looks the other way so long as Hodgi keeps trouble to himself and doesn't involve the town. Hodgi wasn't a violent criminal, so people don't worry too much.

DC 29: Hodgi had been trapped in a cellar prison in Terre Verte, but was freed when the Gnarley elves destroyed the village. Afterward, Hodgi claimed he was reforming, living his life on the straight and narrow. So far, he had been successful.

DC 34: Rumor has it that Hodgi helped the mayor win the last election. There is no proof, of course.

DC 39: The last time anyone saw him, the gnome was outside his house, talking to himself. He was mumbling that he screwed up *bad*, and it would have been better if he had never escaped his Terre Verte imprisonment.

Hodgi's House

Hodgi lives in a simple house, although large for someone of a race so small. It seems built for a human, not a gnome. The door is 6 feet tall and has two handles, one at 2 feet and one at 4 feet. It is a single story with a slate shingled roof. The front, left, and right sides all have two windows (looking into the living room, bedroom, and kitchen), while the back only has one (looking into the bedroom).

The front door is not locked, and hangs slightly ajar. There is a parchment nailed to the front door. If the party looks at it, give them **Player Handout #2** (note that this adventure began on the 14th of Wealsun).

The PCs can, at any time, go speak with the mayor about the writ. If so, see the third section of this Encounter, below.

Inside Hodgi's house, there are three rooms: the main living room (25 × 15), a bedroom on the left (15 × 15), and a kitchen on the right (10 × 10).

LIVING ROOM

The main room of the house is a mess. The table is overturned, the furniture cut open with stuffing ripped out, the floor rug thrown aside. Even the legs of the table and chairs were broken open to make sure they were not hollow. It seems that Hodgi had been well compensated for his illicit activities, but all that is ruined now. Someone was looking for him or something that he has.

BEDROOM

The bedroom is equally disturbed, but that is not the strangest thing here. Hodgi had recreated his cell in Terre Verte in his own house. When the PCs explore this area, read:

The area immediately around the bed has been encased by a large amount of debris. On one side of the bed, a decrepit wine rack stretches from floor to ceiling. On the other side, mossy stones have been piled one on top of the other forming a crude wall. A sheet of wood hangs above the bed so low that a gnome would have difficulty sitting up straight. In short, this area of the bedroom has been made to look and feel like a crude basement cell.

KITCHEN

The kitchen itself does not seem that out of the ordinary for a well-outfitted gnomish kitchen. There is a stove, pots, pans, and dishes.

Allow the party a DC 10 Knowledge (architecture and engineering) check, a DC 17 Intelligence check, or a DC 25 Spot check to notice that the kitchen does not take

up as much room as the bedroom. There is five feet unaccounted for between the back of the kitchen and the back of the bedroom. (If they searched the outside of the building, there was also no window at the back of the house where the kitchen is).

A DC 24 Search check reveals a trapped, hidden door behind the stove in the kitchen. If the Search check succeeds by 10 or more (DC 34 or higher), the PC also finds a latch behind the stove to open the door. The door is locked, but finding the latch unlocks it and disables the trap on the door.

Without the latch, a player must succeed at a Disable Device check. If they manage to bypass the trap, it automatically unlocks, otherwise they must also succeed at a DC 35 Open Lock check.

NOTE ON WALLS: This is the only door to the hidden forging room. If a player attempts to break through the door without disabling the trap, the trap is set off normally. The rest of the room has been rigged to self-destruct. If someone should break through the wall at any spot other than the secret door, the trap goes off focused inward, setting the room on fire. The party has 1d4+1 rounds to extinguish the fire or everything in the room is destroyed and the fire spreads to the rest of the house.

The fire can be extinguished with a *quench* spell, 2 × APL gallons of water, or 10 successful attacks against AC 15 with a smothering type of object (e.g., the blanket on the bed as well as the window curtains are made out of wool). If they use their cloaks, roll damage as if the item had failed its save. Damage is 2d6+2 fire.

NOTE ON RESET: The trap is a manual reset trap, so if the fire shoots outward, it cannot again shoot inward to set the room on fire. It is a one-use trap.

APL 6 (EL 6)

Gas Stove Trap I: CR 6; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 34); DC 20 Reflex save for half; spray of ignited gas (6d6, fire); multiple targets (all targets within a 20-ft. burst); Search DC 24; Disable Device DC 20.

APL 8 (EL 8)

Gas Stove Trap II: CR 8; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 34); DC 23 Reflex save for half; spray of ignited gas (10d6, fire); multiple targets (all targets within a 20-ft. burst); Search DC 24; Disable Device DC 23.

APL 10 (EL 10)

Gas Stove Trap III: CR 10; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 34); DC 26 Reflex save for half; spray of ignited gas (10d6,

fire); multiple targets (all targets within a 20-ft. burst); Search DC 24; Disable Device DC 26.

APL 12 (EL 12)

Gas Stove Trap IV: CR 12; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 34); DC 27 Reflex save for half; spray of ignited gas (14d6, fire); multiple targets (all targets within a 20-ft. burst); Search DC 24; Disable Device DC 28.

APL 14 (EL 14)

Gas Stove Trap V: CR 14; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 34); DC 30 Reflex save for half; spray of ignited gas (15d6, fire); multiple targets (all targets within a 20-ft. burst); Search DC 24; Disable Device DC 30.

If the party successfully gains entry to the room without setting it on fire, they discover Hodg's secret forging room. There is a fine desk as well as piles of various paper types and different colors. There are a number of sharpened quills and pens hanging on the wall and hand-made stamps lining the top of the desk. Allow them a DC 18 Search check to find a piece of paper fallen behind the desk. All the letters are backward and squiggly, as if the paper had been set on top of another while the ink was still wet. If the PCs look at the letter in a mirror, transcribe it so the letters are facing forward, or succeed at a DC 15 Intelligence check, give them **Player Handout #3A**.

NOTE: If someone casts *detect magic* they find a kit of pens, quills, and lenses that radiate conjuration (creation), divination, and universal magic. If they take this item, they receive **Hodgi's Fine Forgery Kit** on the AR. If they find Hodg and return him to Canoness Y'dey, they also receive this reward.

If the party gains entry to the room and extinguishes the fire in 1d4+1 rounds or less, allow them a DC 21 Search check to find a piece of paper buried in the ash and debris of a destroyed desk. All the letters are backward and squiggly, as if the paper had been set on top of another while the ink was still wet. If the PCs look at the letter in a mirror, transcribe it so the letters are facing forward, or succeed at a DC 15 Intelligence check, give them **Player Handout #3B**.

If the party could not put out the fire in 1d4+1 rounds, all the contents of the room are destroyed and no clues can be recovered.

They do not find anything else of interest or value in the house. **REMINDER:** See the beginning of this adventure for details on divination spells if the party should attempt to cast any here.

THE MAYOR

Cryn Starwise, the half-elven mayor of Ostverk, does not have a lot of time but is willing to meet with anyone asking about Hodgi Pepperquill if only to get them out of town as quickly as possible. He confirms that Hodgi had a "non-standard" occupation and that the village turned a blind eye to his activities as long as kept out of trouble. Elves came to Ostverk a few days ago and asked around for his whereabouts. When no one knew where he was, the elves broke into his home. Clearly this was trouble and Hodgi had broken his agreement with the mayor to "keep his nose clean." The mayor evicted him, although he still hasn't seen the gnome and doesn't even know if he's alive.

Since the PCs are clearly looking for Hodgi as well, the mayor asks them to finish their business in town and set out as soon as possible. If the party doesn't know where to go next (they did not find the secret room, they burned down the house, or are just relatively stumped), Cryn tells them to try speaking with Hodgi's cousin, Urthgan, in the town of Swan.

4*: CHUCK'S HOUSE

***NOTE:** This encounter does not necessarily take place after **Encounter 3: Hodgi's House**. *There is a chance it does not occur at all.* Any time the PCs are near Hodgi Pepperquill's home and attempt to find a burrowing creature of some kind (remembering, on their own initiative, that gnomes have the innate ability to speak to burrowing creatures), they find Chuck the Groundhog. Chuck is Hodgi's best friend and confidante, but he is extremely loyal and does not simply give them information. He fears for Hodgi's safety because the gnome has been missing for some time "like last time" (when Hodgi was prisoner in Terre Verte, although Chuck can't articulate that).

If a small PC or a *reduced* PC attempts to enter Chuck's hovel, he attacks (making sure he is far enough back into the hole that no one else from the party can reach him).

All APLs

Chuck the badger: hp 6; see *Monster Manual*.

If a PC able to speak to Chuck succeeds at three consecutive DC 20 Diplomacy checks (first to convince Chuck they mean him no harm, second to convince him that they mean Hodgi no harm, and third to convince him that they want to help Hodgi), they can learn the following information.

- Hodgi was very sad when he returned home.

- The gnome often spoke of how he saw the hole he was kept in when he closed his eyes when the day turned dark.
- He also spoke of how he missed his almost-brother, but that almost-brother had bared his teeth at him, so Hodgi ran.
- Hodgi was upset the last time they spoke. Water came from his eyes. He said he had made very bad mistake and could not fix it.

If a PC successfully *charms* Chuck, he gives them all the information listed above and also tells them that he's been holding something for Hodgi. If the party asks to see what he's keeping, give them **Player Handout #4**. This letter comes with a scroll tube. Inside it are six vellum parchments with ornate script and a number of crests and symbols. Any PC succeeding at a DC 15 Knowledge (nobility and royalty) check or a DC 18 Profession (barrister/lawyer) check can determine that these are the patents of nobility that make Langard Wilfrick's heir to the viscounty. A DC 30 Forgery check confirms that the documents are authentic.

If asked, Chuck tells them that Hodgi asked him to hold on to the documents until the gnome returned and to speak of it to no one. But since the PCs are Chuck's new best friends, he felt it was okay to tell them the secret. He has not told anyone else. No one else has asked.

NOTE ON CHUCK'S LOYALTY: There is no way to convince Chuck to reveal this secret without using magic. Hodgi made sure the groundhog knew not to give up the secret to anyone or Hodgi might get hurt.

NOTE ON SHOWING THE DOCUMENTS TO OUTSIDERS: If the party is unable to accomplish any of these skills themselves, there are a number of sages in Verbobonc City who are capable of determining just what these papers are and what they mean. The risk involved here is that it is impossible to keep such a discovery a secret. If the party is discussing taking the papers to someone outside their own group, make sure they understand that there is no way they can keep this a secret without leaving the region (and unless they have the means of teleporting away and teleporting back, such action would end the adventure—adjudicate as necessary). If they reveal the documents to anyone in Verbobonc outside the group other than Canoness Y'dey, the adventure is over. Email the Verbobonc triad at vincentr@gmail.com telling them who the players took the documents to. If they show them to Canoness Y'dey, she tells them she needs Hodgi Pepperquill to prove where the documents came from before she can take the documents public.

Once the party has finished dealing with Chuck and continue their pursuit of Hodgi Pepperquill, continue to **Encounter 5: Urthgan's House** (unless the party has already been past that encounter).

5: URTHGAN'S HOUSE

The town of Swan is 30 miles from Ostverk. Determine the time required to travel based on the party's method of transportation (typically, this journey takes a day and a half). This encounter is divided into two sections based on where the party wants to go. They can go to these places in any order.

GATHER INFORMATION

There are a number places around Swan that the players may wish to gather information from:

- The Swan's Rest Inn: a popular destination for adventurers (and see Encounter 6).
- Guildren Abbey: a seminary dedicated to St. Cuthbert, Rao, and Heironeous.
- The Autumn Wind Brewery: one of the largest businesses in the viscounty not owned by the nobility.

Allow the PCs to go where they want. Use the below as a general Gather Information table to determine what they can learn. Residents of Swan receive a +5 Circumstance bonus to their Gather Information checks while here.

DC 18: Hodgi made claims against Viscount Langard last year that caused the half-elf to be deposed. This did not make Hodgi very popular among the races of the Kron Hills who had seen much social reform under Langard.

DC 20: Elves arrived a few days ago looking for Hodgi, asking similar questions. They were dressed in the browns and greens of the Gnarleyfolk.

DC 23: Hodgi is cousin to Urthgan, the leader of the Free Assembly of the Kron Hills. The two had a large fight after Hodgi's accusations. Urthgan saw Langard as an ally to the Kron.

DC 27: The last anyone heard from Hodgi, he and Urthgan were fighting in the Swan's Rest Inn. Urthgan told his cousin to leave and never return to Swan. The gnome left and never returned.

DC 32: He hasn't spoken about it, but Urthgan received a letter recently from Hodgi asking to meet. Urthgan sent a local boy to Ostverk to tell his cousin not to come to Swan.

URTHGAN'S HOUSE

Urthgan wants nothing to do with his cousin. It requires a DC 15 Bluff or Diplomacy check to convince him to speak with the party. (If they tell him they have come on behalf of Canoness Y'dey, the party receives a +10 Circumstance bonus to their check.)

Urthgan's house is much larger than Hodgi's, but crafted so that anyone taller than a dwarf has to stoop. He invites them to sit, but does not offer them any food or drink. He relates to them the following information, but does not tell them any more or answer any additional questions.

- Yes he is Hodgi's cousin. Yes, he was aware of Hodgi's illicit activities. He has spent most of his adult life trying to steer the younger gnome on a more lawful path.
- Yes Hodgi contacted him recently, asking to meet, but Urthgan sent a boy to tell him that he was not welcome in Swan.
- When Hodgi says he is taking "the scenic route," that means he's in trouble and he's not taking the most direct path.
- Hodgi did not come to Swan and Urthgan does not know where he is now.

NOTE: Urthgan has magic items that shield his mind from coercion and infiltration. Spells such as *charm person* and *brain spider* do not work against him.

If the party asks Urthgan if he knows anywhere else Hodgi might be, he simply growls, ***"Why should I tell you anything? That gnome brings nothing but trouble."***

If the PCs succeed at a DC 15 Bluff or Diplomacy to convince him to help them find Hodgi, he offers them the following deal:

"King Belvor of Furyondy recently issued a proclamation against Viscount Estival. My opinions of Estival over Langard are my own, but I'll be damned if I let some stuffed-shirt from Furyondy think he can criticize my home when his has been under siege for a decade."

"There are three Furyondians currently staying at the Swan's Rest Inn. Make fools of them in the eyes of the townsfolk, and I may tell you more of my cousin. Else our business is done and I bid you good day."

If the party agrees to Urthgan's offer, continue to **Encounter 6: Tomfoolery**. If they refuse, there are still enough clues that they may figure out where to go next. There is no other way to convince Urthgan to give them any more information. Accommodate whatever actions they want to take next, but be mindful of the time.

If they attempt to break in to Urthgan's house while he is not around and look for clues, this is also an option. There is only one door to the house, but numerous windows on both the first and second floor. All the windows are shut and locked. To infiltrate the house, they must succeed at a DC 20 Hide check. The windows require a DC 30 Open Locks check. They can climb to the second floor with a DC 25 Climb check using the house's siding if they are not able to fly. The first floor has the living room, parlor, kitchen, and dining room. The second floor has two bedrooms, a wash room, two privies, and a library. A DC 28 Search check in the library discovers **Player Handout #5**. There are no hidden rooms or passages in the house and there is no sign that anyone other than Urthgan has been there recently.

6: TOMFOOLERY

The Swan's Rest Inn is one of the more popular destination spots in town. It has a history of attracting adventurers just before some big occurrence nearby, so there's always a story ready to be told.

Outside the tavern is a statue of the town's most famous resident, Willow Swan. Within are tables and benches, food and ale, women and wenches aplenty. Everything an adventurer could ask for. While not as crowded as the Leaky Barge in Verbobonc, the house is full enough and seating is at a premium.

...except for one table. Three men sit at a large table all by themselves. While they do not carry anything more menacing than a short sword, the tavern patrons give them a wide berth and go out of their way not to look at them.

The tavern is owned by Snorri Gunnerson, a dwarf and notable adventurer. Four gnomes run the household: the bartender Drafnar, his wife Drusilla the cook, and their two daughters are the servers. They are all a happy bunch and welcome adventurers whenever they stop by. They ask that the furniture be respected while dining and any damage be paid for before leaving.

The three Oeridian men sitting at the table are Furyondian cartographers, although they do not wear any crests or emblems that outwardly show them as such. The tavern patrons already asked their nationality and, because of this, are steering clear of the three cartographers.

This is a free-form encounter. Each table may devise different ways to embarrass the three men, so it is up to the DM to determine what is and what is not adequate for Urthgan's purposes. A simple spell or spilled drink isn't enough. The crowd at the tavern wants to see the

Furyondians embarrassed just as much as Urthgan does. Here are some guidelines to determine success.

- While a *prestidigitation* spell turning their clothes pink may not be adequate, *prestidigitation*, *create water*, and *grease* are a humorous combination.
- More invasive spells such as *dominate person* or *puppeteer* might yield positive results if the resulting actions are humorous.
- Spilling their drinks in their lap is pretty tepid, but using their food to "dress" them (gravy for makeup, bread for a hat, etc.) will get a good laugh from the crowd.
- Violence with any type of weapon immediately causes an intervention by the barkeep. They don't want the men to be hurt. But, a little horseplay is acceptable. Smacks, slaps, trips, are all okay.

All APLs

Furyondian Cartographers (3): male human expert 6; AC 14; AL LN; Sense Motive +3, all saves +4.

If the party wants to speak with the Furyondians, the men are cordial enough and answer what questions they can. Here is information about them:

- The men are two brothers and a cousin.
- They only just arrived yesterday from Furyondy's capitol city, Chendl.
- They are cartographers traveling to complete their life-long dream of mapping old Ferrond from border to border.
- They thought they were beginning with the safer part of the old kingdom, but their reception in Verbobonc has been less than hospitable.
- They heard that Viscount Estival dramatically overreacted to some political incident, and King Belvor made some sort of response. These men aren't clear exactly what was said, but they are confident that King Belvor's response was likely well-reasoned and entirely justified.

If the party speaks to the other tavern patrons, they are equally cordial (unless the PC speaking to them is from Furyondy, in which case they are equally abrasive). Here is information about them:

- Not all of them agree with Viscount Estival's reaction to King Belvor's proclamation. They choose to keep their opinion of the new viscount private if it is disparaging.
- They all agree that King Belvor drastically overstepped his bounds and that his words could certainly be interpreted as hostile toward the viscounty.

- As such, they are intentionally giving the cold shoulder to all Furyondians and anyone that openly states that Belvor was in the right.
- They don't know how long they'll do that. Probably until it stops being funny.

Development: Back to Urthgan. If the party is successful in humiliating the Furyondian cartographers and return to him, Urthgan shows them one other letter he received from Hodgi. Give the party **Player Handout #5**. If they figure out where to go from this letter, continue to **Encounter 7: Hodgi's Hideout**. If they cannot figure out what to do next, Urthgan suggests they travel to Terre Verte and look there.

7: HODGI'S HIDEOUT

The roads leading to the ruined city of Terre Verte have been replanted and are now overgrown with tall grass. Unless the party is flying/seated so that they can see over 5-foot tall grass, they do not make out any details of the village until they arrive.

For those that once called Terre Verte home, it may seem like forever ago that this village stood tall among the trees of the Gnarley. Like so many other Verbobonc settlements, citizens pushed their way into the forest, cutting down trees and building homes and businesses.

Two years ago past, the elves of the forest fought back against the encroachment, razing the village to its very foundation. The destruction was so complete that the viscounty abandoned the village all together. What remains is an ashen stain of what once was. Animals, birds, and plants all stop at the ruin's edges. Even the sunlight itself seems to turn aside in hopes of avoiding the village, casting everything into darkness. Nothing lives here. The pall of death still hangs on the air.

Wraiths of those that died here still roam the wreckage. As they travel through the ruins, allow the PCs to make a DC 20 + APL Spot check to see shadows moving through the darkness. Any successful PCs may act in the surprise round, along with the wraiths.

APL 6 (EL 9)

Wraiths (4): hp 32 each; See *Monster Manual* p. 258.

APL 8 (EL 11)

Elite Wraiths (6): hp 40 each; See *Appendix I*.

APL 10 (EL 13)

Advanced Elite Wraiths (6): hp 96 each; See *Appendix I*.

APL 12 (EL 15)

Dread Wraiths (4): hp 104 each; See *Monster Manual* p. 258-259.

APL 14 (EL 17)

Elite Dread Wraiths (6): hp 117 each; See *Appendix I*.

Tactics: The wraiths swarm one opponent at a time, choosing first any that might be able to turn them. They assume flanking positions and, at higher APLs, spring attack into the earth if combat becomes too dangerous.

Treasure: The wraiths carry no treasure.

Once the party has defeated the wraiths, they can set about looking for Hodgi Pepperquill. If a PC formerly lived in Terre Verte, they know which building has the cellar that was used as Hodgi's prison. Otherwise, the party must spend 1d4 hours searching buildings to find the cellar. **NOTE:** At this proximity to Terre Verte, a spell such as *find the path* works successfully.

There is little left of the building other than its foundation. The fallen debris forms a roof much like that of a cave. Within, everything is dark. The air is thick with ash from the fires. Sitting in the corner with no light of his own, Hodgi Pepperquill rests his head against the wall, silently weeping. He does not look up at you when you arrive.

IF THE PARTY AIDS RYGOR

If the party cracks the stone and summons Rygor, he teleports to the party's location with several companions (see Encounter 8 for details). They appear with weapons/scrolls out and at the ready. If the party summons Rygor away from Hodgi Pepperquill, Rygor explains that having their weapons drawn was just a precaution (DC 17 Sense Motive check to determine he's lying). The party may engage them or they may take them to Hodgi.

If Rygor is summoned next to Hodgi or if the party takes him to the gnome, the group attempts to kill him as described in Encounter 8 (first, by incapacitating the gnome with a *hold person* spell, then Rygor's coup de grace attack with the thinaun short sword). If the party is aggressive, Rygor and his companions attempt to flee after killing the gnome. Otherwise, Rygor expresses his gratitude and leaves the area. Go to **Conclusion B**.

If the party attempts to stop Rygor, begin combat. If they stop Rygor and his minions before they can kill Hodgki and escape with his soul, finish this encounter and then continue to **Conclusion A**. If the party does not stop Rygor, continue to **Conclusion B**.

IF THE PARTY AIDS CANONESS Y'DEY

Urthgan's refusal to meet Hodgki was the last straw for the broken gnome. His confession was supposed to start him down an honest road, but everything has gone wrong since. So he came back to Terre Verte thinking maybe he was never supposed to escape in the first place. After he arrived, the undead emerged and Hodgki took that as a sign that he was supposed to die here.

Because of this, Hodgki does not offer the party any information or acknowledge their presence unless they directly interact with him. He is listless and depressed.

Why did you come here?

"It's clear this is where I belong. Ever since I left, everything has gone wrong. So I came back."

Who is pursuing you?

"I did not know anyone was pursuing me until you arrived. It does not surprise me, though. They must know."

Why are they pursuing you?

"Because of the job. The job. The forgery. They want to make sure I can never tell people what I know. I escaped here. They're probably trying to make sure I never escape again."

What job?/What mistakes are you being punished for?

"I was honest when I told the Council of Abbots that I forged Langard's patents of nobility. I remember it all clear as day. But when I escaped and returned home, I found something, and I started remembering differently. I remember Langard asking me to forge the documents. But I also remember someone...else...for me to do it to. But it wasn't just a forgery, it was a copy. I copied Langard's original patents so that if they were reviewed, they would be discovered as fake."

"I made two forgeries and returned the second fake copy. I kept the originals as a safety precaution. It doesn't seem to have worked out that way."

Who hired you to forge the documents?

"I can't remember."

Where are the documents?

"I hid them. I gave them to my friend Chuck for safe keeping."

Who is Chuck?

"He's the most trustworthy fella I know. There's no way whoever hired me could get Chuck to turn on me."

Why don't you turn yourself in?

"Estival runs things now and Langard is on the run. What do you think would happen if I turned myself in? The only difference is that they'd probably torture me before I die. This way is less painful."

How did you get past the undead?/Where did the undead come from?

"There wasn't any undead when I arrived. I was walking across town and a huge wave of green light from the east washed over me. The spirits began rising a few minutes later." PCs that participated in DYV8-04 *Gleaning the Cubes* recognize the green wave of energy Hodgki describes occurred when the Greater Tower of Necromancy/Lesser Tower of Transmutation collapsed.

Hodgki is resigned to his death. To convince him to act, the party must succeed at a properly worded DC 20 Diplomacy check. If they are successful, he still does not tell them exactly where the papers are. He agrees to show them where they are. If the party insists that he stay behind (for his safety or for whatever other reason), they must make a DC 25 Bluff check or a DC 20 Diplomacy check.

NOTE: If the party tells him they are working on behalf of Canoness Y'dey who is searching for a way to exonerate Viscount Langard, they receive a +4 Circumstance bonus to Diplomacy while speaking to Hodgki. If they discovered the patents of nobility in **Encounter 4: Chuck's House**, they automatically succeed at their Diplomacy check. In this latter case, Hodgki asks if Chuck is all right. If the party hurt Chuck in any way, Hodgki refuses to help them. (The PCs may make a DC 20 Bluff check to fool Hodgki and say they didn't harm Chuck if they really did.)

If the party convinces Hodgki to help, he tells them they need to return to Ostverk to get the original patents. Continue to **Encounter 8: Rygor's Intentions**. If the party *charmed* Chuck the Groundhog in **Encounter 4: Chuck's House** and received Langard's patents of nobility so that Hodgki does not need to return home, continue to **Conclusion A**.

8: RYGOR'S INTENTIONS

ENCOUNTER NOTE: If the party fought Rygor in **Encounter 7: Hodgi's Hideout**, skip this encounter and proceed to the appropriate conclusion.

Otherwise, while the party is searching for Hodgi, Rygor remains in Ostverk looking for the scroll case that holds Langard's authentic patents of nobility. When the party arrives with Hodgi to go to Chuck's hole, Rygor and his compatriots lurk beside a nearby house. Allow the party a DC 12 + APL Spot check to see them hidden. If discovered, ask the party what they want to do. If they do not initiate combat with Rygor and his minions, Jori *dimension doors* the group directly to the party, Hanumel casts his *hold person* spell on Hodgi (or, at higher APLs, a *mass hold person* spell on Hodgi and the PCs), and Rygor attempts to kill Hodgi. Adjudicate this as necessary.

If the party fails its Spot check, Rygor and his allies get a surprise round. In the surprise round, Jori *dimension doors* the group beside the gnome. Hanumel casts *hold person* on Hodgi (or, at higher APLs, a *mass hold person* spell on Hodgi and the PCs), and Rygor strikes. Read the following.

The group appears as if out of nowhere. The wizard casts his spell and Hodgi's body goes rigid. Then Rygor steps forward and swipes with his short sword at the gnome's throat. Hodgi's eyes roll backward, and he falls flat. A silver wisp of smoke wafts up from his chest and then rushes into the sword as if filling a vacuum.

NOTE ON PC RETRIEVAL: If the party attempts to retrieve the scroll case without Hodgi (knowing some way to get around Chuck), forego the box text. Rygor attacks whoever retrieves the scroll case. And waits for the rest of the party to come looking for this missing individual.

NOTE ON DEATH BY BOX TEXT: First, roll a d20. If you roll a natural 20, Hodgi survives the Death Blow. Otherwise he dies and his soul is sucked into the thinaun short sword. Second, if the party took extra precautions to protect Hodgi from such circumstances occurring (i.e., *anticipate teleport*), it is okay to have Rygor fail. Their efforts should not be ignored just because Hodgi dies in box text. Adjudicate appropriately.

NOTE ON DELAY DEATH: Rygor is using his Death Blow feat. It is not damage that kills Hodgi but the failed Fortitude save with the coup de grace. As such, *delay death* cannot prevent the gnome's death.

Following this box text, begin initiative. As soon as Hanumel is able to *teleport* his group away, and as long as they have Hodgi's soul, they leave. They have no need to

defeat the PCs. Their target is Hodgi. If Hanumel is incapable of teleporting them away and Rygor feels he is losing the battle, he stuffs the short sword into his *bag of holding*, piercing the bag and causing the sword to be lost.

NOTE ON THE THINAUN SWORD: Once Hodgi is dead, Rygor does not fight with that weapon. He does not want to accidentally kill someone else and lose Hodgi's soul.

APL 6 (EL 9)

Rygor: elf Rog2/Ftr6; hp 70; Appendix 1.

Jori: elf Rog4; hp 22; Appendix 1.

Hanumel: elf Wiz4; hp 13 (+9 temp); Appendix 1.

APL 8 (EL 11)

Rygor: elf Rog2/Ftr6; hp 70; Appendix 1.

Jori: elf Rog7/Shadowdancer1; hp 43; Appendix 1.

Hanumel: elf Wiz8; hp 25 (+13 temp); Appendix 1.

APL 10 (EL 13)

Rygor: elf Rog2/Ftr6; hp 70; Appendix 1.

Jori: elf Rog9/Shadowdancer1; hp 53; Appendix 1.

Twiggy: elf Rog7/Shadowdancer1; hp 43; Appendix 1.

I.

Hanumel: elf Wiz10; hp 31 (+18 temp); Appendix 1.

APL 12 (EL 15)

Rygor: elf Rog2/Ftr6; hp 70; Appendix 1.

Jori: elf Rog11/Shadowdancer1; hp 61; Appendix 1.

Twiggy: elf Rog10/Shadowdancer1; hp 58; Appendix 1.

Hanumel: elf Wiz10/Loremaster2; hp 43 (+27 temp); Appendix 1.

APL 14 (EL 17)

Rygor: elf Rog2/Ftr6; hp 70; Appendix 1.

Jori: elf Rog13/Shadowdancer1; hp 69; Appendix 1.

Twiggy: elf Rog13/Shadowdancer1; hp 69; Appendix 1.

Hanumel: elf Wiz10/Loremaster4; hp 51 (+30 temp); Appendix 1.

Tactics: Rygor's primary concern is killing Hodgi and absconding with his soul. As such, he remains close to those people that are capable of *teleporting* away. He continues to focus his attacks on Hodgi until the gnome is dead or until he must fight others to get to his target. At APL 6, Hanumel has a number of scrolls he casts that are above his level. See the spellcasting rules to see how to do this with the Spellcraft skill if you are uncertain. The rogues attempt to maintain flanking whenever possible.

Treasure: The PCs can gain the following treasure

APL 6: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 984 gp; *cape of the mountebank* (840 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 1,849 gp.

APL 8: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 3,843 gp; *+1 longsword* (193 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 4,708 gp.

APL 10: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 3,843 gp; *+1 longsword* (193 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 4,708 gp.

APL 12: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 3,843 gp; *+1 longsword* (193 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 4,708 gp.

APL 14: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 4,343 gp; *+2 longsword* (693 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 5,208 gp.

NOTE: If the party captures Rygor rather than killing him, there is only a little information they can learn. Rygor claims to be the mastermind of the entire plot to defraud Langard and kill Hodgi Pepperquill, although he cannot explain why he wants to do any of those things. Sense Motive checks and magical interrogation confirm that Rygor believes himself to be the mastermind behind the plot. He just doesn't know why. In fact, Rygor's memory has been manipulated as badly as Hodgi's had been. Rygor has unwittingly been acting on behalf of Halmadar the Cruel for many months.

Development: Hodgi Survives. Once the battle is finished, Hodgi takes the PCs to the back of his house to a small hole. He calls for Chuck and a groundhog appears. He asks for "the package." The groundhog returns with a letter and a scroll case. Hodgi puts the letter in his pocket and opens the scroll case. He shows the party the patents of nobility.

Any PC succeeding at a DC 15 Knowledge (nobility and royalty) check or a DC 18 Profession (barrister/lawyer) check can determine that these are the patents of nobility that make Langard Wilfrick's heir to

the viscounty. A DC 30 Forgery check confirms that the documents are authentic.

If they ask what was in the letter, Hodgi tells them it was a letter to his cousin Urthgan. A DC 25 Bluff check or a DC 20 Diplomacy check convinces him to show them the letter. Give the party **Player Handout #4**. It is all redundant information by this point.

The party's travel to Hommlet is uneventful. They meet Canoness Y'dey along with a graceful elven woman introduced as Shangi na'Enlanefel—Langard's mother.

Hodgi shows the two women the authentic patents, apologizes profusely, and the three of them hug happily. Y'dey then turns to you and thanks you. You could not have accomplished more.

Continue to **Conclusion A**.

CONCLUSION A

If the party found Hodgi and safely returned him to the town of Hommlet, read the following conclusion.

Endings are supposed to bring answers with them, but while one question has been resolved—Langard's relation to Wilfrick is valid—it only brings up more uncertainties. Where is Langard? Will the people accept Langard's return? Who kidnapped Hodgi Pepperquill and how did they alter his memory? What other plans does this ominous force have for Verbobonc?

Too many questions. Not enough answers. What happens next?

In thanks, Hodgi offers to sell the players **Hodgi's Fine Forgery Kit**. He says he doesn't need it any more.

If the party is from Verbobonc and did not take any payment in **Encounter 1: Y'dey's Way**, she rewards them with maximum gold for their APL and the **Gratitude of Canoness Y'dey**.

If the party took half payment in Encounter 1, she pays them the second half now, but they do not earn the **Gratitude of Canoness Y'dey**.

Treasure: The PCs can gain the following treasure:

APL 6: Coin 450 or 900 gp.

APL 8: Coin 650 or 1300 gp.

APL 10: Coin 1150 or 2300 gp.

APL 12: Coin 1650 or 3300 gp.

APL 14: Coin 3300 or 6600 gp.

THE END

CONCLUSION B

If the party found Hodgi and turned him over to Rygor or if Rygor killed Hodgi and managed to escape/dispose of his dagger, read the following.

Everyone wants a hero, but every day it gets a little bit harder to be heroic. A search for a little gnome unveiled a large conspiracy. There is more going on in Verbobonc than political maneuvering for the seat of the viscount. But by whom, how, and for what end? And who can you trust? Certainly not Rygor Quenesion na'Enlanefel. He has proved that this day.

But the most important question, what will your failure with Hodgi Pepperquill result in next? The dominoes fall slowly, one by one.

THE END

EXPERIENCE POINT SUMMARY

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

3: Hodgi's House

Don't burn down Hodgi's house

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

7: Hodgi's Hideout

Overcome the undead

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

8: Rygor's Intentions

Defeat Rygor and his compatriots (or, if working for Rygor, deal with him successfully)

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Discretionary Roleplaying Award

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

TREASURE SUMMARY

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: Y'dey's Way

APL 6: Coin 450 gp; Total 450 gp.

APL 8: Coin 650 gp; Total 650 gp.

APL 10: Coin 1,150 gp; Total 1,150 gp.

APL 12: Coin 1,650 gp; Total 1,650 gp.

APL 14: Coin 3,300 gp; Total 3,300 gp.

8: Rygor's Intentions

APL 6: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 984 gp; *cape of the mountebank* (840 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 1,849 gp.

APL 8: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 3,843 gp; *+1 longsword* (193 gp), *cape of the mountebank* (840 gp), *gloves of dexterity* +4

(1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 4,708 gp.

APL 10: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 3,843 gp; *+1 longsword* (193 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 4,708 gp.

APL 12: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 3,843 gp; *+1 longsword* (193 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 4,708 gp.

APL 14: Loot 865 gp; masterwork thinaun short sword (859 gp); Magic 4,343 gp; *+2 longsword* (693 gp), *cape of the mountebank* (840 gp), *gloves of dexterity +4* (1,333 gp), *headband of intellect +4* (1,333 gp), *scroll of dispel magic* (25 gp), *scroll of hold person* (25 gp), *scroll of teleport* (94 gp); Total 5,208 gp.

Conclusion A

APL 6: Coin 450 or 900 gp; Total 450 or 900 gp.

APL 8: Coin 650 or 1300 gp; Total 650 or 1300 gp.

APL 10: Coin 1150 or 2300 gp; Total 1150 or 2300 gp.

APL 12: Coin 1650 or 3300 gp; Total 1650 or 3300 gp.

APL 14: Coin 3300 or 6600 gp; Total 3300 or 6600 gp.

Treasure Cap

APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp
APL 14	6,600 gp

Total Possible Treasure

APL 6	2,749 gp
APL 8	6,008 gp
APL 10	7,008 gp
APL 12	8,008 gp
APL 14	11,808 gp

ADVENTURE RECORD ITEMS

Jailed Trithereonite Scum: The worship of your god is outlawed in the viscounty and you couldn't keep it under wraps until you were out of the city? You are jailed for 52 TUs and cannot participate in VER8-05, VER8-06, or VER18-02.

Gratitude of Canoness Y'dey: Not only did you find Hodgi Pepperquill, but you exonerated Viscount

Langard. Y'dey makes available access to one magic item costing 25,000 gp or less, that you've had access to on a previous AR. The item is available to you at the beginning of your next adventure set along the VTF Trade Route or in any of its regions.

Gratitude of Clan Enlanefel: For discovering the plot that framed one of their clan members and finding the proof to exonerate him, the elves of Clan Enlanefel have made the unprecedented gesture of opening their library to you. You receive access to one of the following arcane spells. Circle your selection when you choose your spell.

- APL 6: *ray of ice* or *razorfangs*
- APL 8: *puppeteer* or *ray of dizziness* or one of the above
- APL 10: *ruin delver's fortune* or *ray deflection* or one of the above
- APL 12: *dirge* or *solipsism* or one of the above
- APL 14: *maddening whispers* or *ray of light* or one of the above

Hodgi's Fine Forgery Kit: This small wooden case made of cherry wood holds one quill, two pens, a vial of ink, and a crystal lens. The lens provides a +4 Competence bonus to Appraise checks, while the writing tools provide a +6 Competence bonus to Forgery checks.

Faint conjuration (creation), divination, and universal; CL 4th; Craft Wondrous Item, *arcane mark, identify, unseen servant*; Price 6,000 gp; Weight 1 lb.

Gratitude of the Triads: Thank you for 9 years of Living Greyhawk. We hope you had fun. We did.

ITEM ACCESS

APLs 6-14:

- *Bag of holding (type I)* (Adventure; DMG)
- *Cape of the mountebank* (Adventure; DMG)
- *Scroll of teleport* (CL 9th; Adventure; DMG)
- *Masterwork thinaun short sword* (Adventure; CW, 10,310 gp)

APPENDIX 1

APL 6

8: RYGOR'S INTENTIONS

RYGOR

CR 8

Male high elf rogue 2/fighter 6

LE Medium Humanoid (Elf)

Init +7; **Senses** low-light vision; Listen +5, Spot +5

Languages Common, elven, gnomish

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 70 (8 HD)

Fort +7, **Ref** +8, **Will** +4 (+2 vs. enchantment); evasion

Speed 30 ft. (6 squares)

Melee longsword +7/+2 (1d8+2/19-20) and thinaun short sword +8 (1d6+1/19-20)

Ranged dagger +10/+5 (1d4+2/19-20)

Base Atk +7; **Grp** +9

Atk Options Sneak attack +1d6

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12

SQ Trapfinding

Feats Cleave, Close-Quarters Fighting*, Death Blow*, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Two-Weapon Fighting

Skills Bluff +6, Diplomacy +8, Gather Information +8, Intimidate +7, Knowledge (local: core) +4, Knowledge (local: luz's Border States) +4, Knowledge (local: VTF) +7, Listen +5, Sense Motive +5, Spot +5

Possessions Thinaun short sword*, longsword, short sword, studded leather armor, daggers x 2, *bag of holding* (type I), holy symbol of Vecna, a task set by his master

* see Appendix 2: New Rules Items

JORI

CR 4

Female Wood Elf rogue 4

CE Medium Humanoid (Elf)

Init +4; **Senses** low-light vision; Listen +9, Spot +9

Languages Common, elven

AC 16, touch 14, flat-footed 16

(+4 Dex, +2 armor); uncanny dodge

hp 22 (4 HD)

Fort +2, **Ref** +8, **Will** +3 (+2 vs. enchantment); evasion

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4+3/19-20) and +2 (1d4+1/19-20)

Ranged dagger +5 (1d4+3/19-20)

Base Atk +1; **Grp** +4

Atk Options Sneak Attack +2d6

Abilities Str 16, Dex 18, Con 12, Int 8, Wis 14, Cha 8

SQ Trap Sense +1, Trapfinding

Feats Quick Draw, Two-Weapon Fighting

Skills Bluff +6, Hide + 11, Listen +9, Search +6, Sense Motive +9, Spot +9, Tumble +11

Possessions dagger x 4, leather armor, *cape of the mountebank*, holy symbol of Vecna, sadistic tendencies

HANUMEL

CR 4

Male Gray Elf wizard 4

N Medium Humanoid (Elf)

Init +3; **Senses** low-light vision; Listen +4, Spot +4

Languages Common, draconic, elven, gnomish, halfling, terran

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 13 (+9 temporary) (4 HD)

Fort +3, **Ref** +4, **Will** +4 (+2 vs. enchantment)

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4–1/19-20)

Ranged spells +5 touch (damage per spell)

Base Atk +2; **Grp** +1

Wizard Spells Prepared (CL 4th, DC 15+spell level):

2nd—~~false life~~, *scorching ray* x2

1st—*backbiter**, *lesser orb of acid**, ~~mage armor~~, *magic missile*, *ray of enfeeblement*,

0—*acid splash*, *detect magic*, ~~read magic~~, *ray of frost*

Abilities Str 9, Dex 16, Con 10, Int 20, Wis 10, Cha 8

Feats Alertness, Scribe Scroll, Skill Focus (Concentration), Skill Focus (Spellcraft)

Skills Concentration +10, Decipher Script +6, Knowledge (arcane) +12, Knowledge (history) +12, Knowledge (local: VTF) +12, Knowledge (religion) +12, Listen +4, Spellcraft +15, Spot +4

Possessions dagger, rat familiar, holy symbol of Vecna, spell components, scroll of *teleport*, scroll of *dispel magic*, scroll of *hold person*

* see Appendix 2: New Rules Items

7: HODGI'S HIDEOUT

ELITE WRAITH**CR 6**

LE Medium Undead (incorporeal)

Init +10; **Senses** darkvision 60 feet; Listen +13, Spot +13**Aura** unnatural aura**Languages** Common, infernal**AC** 21, touch 21, flat-footed 15

(+6 Dex, +5 deflection)

hp 40 (5 HD)**Immune** undead traits, incorporeal traits**Resist** +2 turn resistance**Fort** +1, **Ref** +7, **Will** +7**Weakness** daylight powerlessness**Speed** fly 60 ft. (good)**Melee** incorporeal touch +8 (1d4 plus 1d6 Constitution drain)**Base Atk** +2; **Grp** —**Abilities** Str —, Dex 22, Con —, Int 16, Wis 16, Cha 20**SQ** Create spawn**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative**Skills** Diplomacy +9, Hide +14, Intimidate +13, Listen +13, Search +11, Sense Motive +9, Spot +13, Survival +3 (+5 following tracks)**Constitution Drain (Su):** Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

8: RYGOR'S INTENTIONS

RYGOR**CR 8**

Male high elf rogue 2/fighter 6

LE Medium Humanoid (Elf)

Init +7; **Senses** low-light vision; Listen +5, Spot +5**Languages** Common, elven, gnomish**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 70 (8 HD)**Fort** +7, **Ref** +8, **Will** +4 (+2 vs. enchantment); evasion**Speed** 30 ft. (6 squares)**Melee** longsword +7/+2 (1d8+2/19-20) and thinaun short sword +8 (1d6+1/19-20)**Ranged** dagger +10/+5 (1d4+2/19-20)**Base Atk** +7; **Grp** +9**Atk Options** Sneak attack +1d6**Abilities** Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12**SQ** Trapfinding**Feats** Cleave, Close-Quarters Fighting*, Death Blow*, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Two-Weapon Fighting**Skills** Bluff +6, Diplomacy +8, Gather Information +8, Intimidate +7, Knowledge (local: core) +4, Knowledge (local: luz's Border States) +4, Knowledge (local: VTF) +7, Listen +5, Sense Motive +5, Spot +5**Possessions** Thinaun short sword*, longsword, short sword, studded leather armor, daggers x 2, *bag of holding* (type I), holy symbol of Vecna, a task set by his master

* see Appendix 2: New Rules Items

JORI**CR 8**

Female Wood Elf rogue 7/shadowdancer 1

CE Medium Humanoid (Elf)

Init +7; **Senses** low-light vision; Listen +13, Spot +13**Languages** Common, elven**AC** 18, touch 16, flat-footed 18

(+6 Dex, +2 armor); uncanny dodge

hp 43 (8 HD)**Fort** +3, **Ref** +14, **Will** +4 (+2 vs. enchantment); evasion**Speed** 30 ft. (6 squares)**Melee** dagger +10 (1d4+3/19-20) and +10 (1d4+1/19-20)**Ranged** dagger +12 (1d4+3/19-20)**Base Atk** +5; **Grp** +8**Atk Options** Hide in Plain Sight, Sneak Attack +4d6**Abilities** Str 16, Dex 24, Con 12, Int 8, Wis 14, Cha 8**SQ** Trap Sense +1, Trapfinding**Feats** Quick Draw, Two-Weapon Fighting, Weapon Finesse**Skills** Bluff +10, Hide +18, Listen +13, Search +10, Sense Motive +13, Spot +13, Tumble +18**Possessions** dagger x 4, leather armor, *cape of the mountebank*, *gloves of dexterity* +4, holy symbol of Vecna, sadistic tendencies**HANUMEL****CR 8**

Male Gray Elf wizard 8

N Medium Humanoid (Elf)

Init +3; **Senses** low-light vision; Listen +4, Spot +4**Languages** Common, draconic, elven, gnomish, halfling, terran**AC** 19, touch 13, flat-footed 16

(+3 Dex, +6 armor)

hp 25 (+13 temporary) (8 HD)**Fort** +4, **Ref** +5, **Will** +6 (+2 vs. enchantment)**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d4–1/19-20)**Ranged** spells +7 touch (damage per spell)**Base Atk** +4; **Grp** +3

Combat Gear scroll of *teleport*, scroll of *dispel magic*, scroll of *hold person*

Wizard Spells Prepared (CL 8th, DC 17+spell level):

4th—*dimension door*, *phantasmal killer*, *wrack**

3rd—*dispel magic*, *empowered ray of enfeeblement*, ~~*greater mage armor*~~*, *haste*, *hold person*

2nd—~~*false life*~~, *glitterdust*, *scorching ray* x2, *Tasha's hideous laughter*

1st—*backbiter**, *grease*, *lesser orb of acid**, *magic missile*, *shield*, *true strike*

0—*acid splash*, *detect magic*, ~~*read magic*~~, *ray of frost*

Abilities Str 9, Dex 16, Con 10, Int 25, Wis 10, Cha 8

Feats Alertness, Empower Spell, Scribe Scroll, Skill Focus (Concentration), Skill Focus (Knowledge [history]), Skill Focus (Spellcraft)

Skills Concentration +14, Decipher Script +12, Knowledge (arcane) +18, Knowledge (history) +21, Knowledge (local: VTF) +18, Knowledge (religion) +18, Listen +4, Spellcraft +21, Spot +4

Possessions combat gear plus dagger, rat familiar, holy symbol of Vecna, *headband of intellect* +4, spell components,

* see Appendix 2: New Rules Items

7: HODGI'S HIDEOUT**ADVANCED ELITE WRAITH** **CR 8**

LE Medium Undead (incorporeal)

Init +10; **Senses** darkvision 60 feet; Listen +20, Spot +13**Aura** unnatural aura**Languages** Common, infernal**AC** 22, touch 22, flat-footed 16

(+6 Dex, +6 deflection)

hp 96 (13 HD)**Immune** undead traits, incorporeal traits**Resist** +2 turn resistance**Fort** +6, **Ref** +10, **Will** +11**Weakness** daylight powerlessness**Speed** fly 60 ft. (good)**Melee** incorporeal touch +12 (1d4 plus 1d6 Constitution drain)**Base Atk** +6; **Grp** —**Atk Options** Fly-By Attack**Abilities** Str —, Dex 22, Con —, Int 16, Wis 16, Cha 22**SQ** Create spawn**Feats** Ability Focus (Constitution drain), Alertness, Blind-Fight, Combat Reflexes, Fly-By Attack, Great Fortitude, Improved Initiative**Skills** Diplomacy +17, Hide +20, Intimidate +20, Listen +20, Search +19, Sense Motive +13, Spot +13, Survival +3 (+5 following tracks)**Constitution Drain (Su):** Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 24 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.**8: RYGOR'S INTENTIONS****RYGOR** **CR 8**

Male high elf rogue 2/fighter 6

LE Medium Humanoid (Elf)

Init +7; **Senses** low-light vision; Listen +5, Spot +5**Languages** Common, elven, gnomish**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 70 (8 HD)**Fort** +7, **Ref** +8, **Will** +4 (+2 vs. enchantment); evasion**Speed** 30 ft. (6 squares)**Melee** longsword +7/+2 (1d8+2/19-20) and thinaun short sword +8 (1d6+1/19-20)**Ranged** dagger +10/+5 (1d4+2/19-20)**Base Atk** +7; **Grp** +9**Atk Options** Sneak attack +1d6**Abilities** Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12**SQ** Trapfinding**Feats** Cleave, Close-Quarters Fighting*, Death Blow*, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Two-Weapon Fighting**Skills** Bluff +6, Diplomacy +8, Gather Information +8, Intimidate +7, Knowledge (local: core) +4, Knowledge (local: luz's Border States) +4, Knowledge (local: VTF) +7, Listen +5, Sense Motive +5, Spot +5**Possessions** Thinaun short sword*, longsword, short sword, studded leather armor, daggers x 2, *bag of holding* (type I), holy symbol of Vecna, a task set by his master

* see Appendix 2: New Rules Items

JORI **CR 10**

Female Wood Elf rogue 9/shadowdancer 1

CE Medium Humanoid (Elf)

Init +7; **Senses** low-light vision; Listen +15, Spot +15**Languages** Common, elven**AC** 18, touch 16, flat-footed 18

(+6 Dex, +2 armor); improved uncanny dodge

hp 53 (10 HD)**Fort** +4, **Ref** +15, **Will** +5 (+2 vs. enchantment); evasion**Speed** 30 ft. (6 squares)**Melee** dagger +11/+6 (1d4+3/19-20) and +11 (1d4+1/19-20)**Ranged** dagger +12/+7 (1d4+3/19-20)**Base Atk** +6; **Grp** +9**Atk Options** Hide in Plain Sight, Sneak Attack +5d6**Abilities** Str 16, Dex 24, Con 12, Int 8, Wis 14, Cha 8**SQ** Trap Sense +3, Trapfinding**Feats** Combat Reflexes, Quick Draw, Two-Weapon Fighting, Weapon Finesse**Skills** Bluff +12, Hide +20, Listen +15, Search +12, Sense Motive +15, Spot +15, Tumble +20**Possessions** dagger x 4, leather armor, *cape of the mountebank*, *gloves of dexterity* +4, holy symbol of Vecna, sadistic tendencies**TWIGGY** **CR 8**

Female Wood Elf rogue 7/shadowdancer 1

CE Medium Humanoid (Elf)

Init +5; **Senses** low-light vision; Listen +13, Spot +13**Languages** Common, elven**AC** 18, touch 16, flat-footed 18

(+6 Dex, +2 armor); uncanny dodge

hp 43 (8 HD)**Fort** +3, **Ref** +14, **Will** +4 (+2 vs. enchantment); evasion**Speed** 30 ft. (6 squares)

Melee dagger +8 (1d4+3/19-20) and +8 (1d4+1/19-20)

Ranged dagger +10 (1d4+3/19-20)

Base Atk +5; **Grp** +8

Atk Options Hide in Plain Sight, Sneak Attack +4d6

Abilities Str 16, Dex 20, Con 12, Int 8, Wis 14, Cha 8

SQ Trap Sense +2, Trapfinding

Feats Quick Draw, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +10, Hide + 18, Listen +13, Search +10, Sense Motive +13, Spot +13, Tumble +16

Possessions dagger × 4, leather armor, holy symbol of Vecna, sadistic tendencies

HANUMEL

CR 10

Male Gray Elf wizard 10

N Medium Humanoid (Elf)

Init +3; **Senses** low-light vision; Listen +4, Spot +4

Languages Common, draconic, elven, gnomish, halfling, terran

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 armor)

hp 31 (+18 temporary) (10 HD)

Fort +5, **Ref** +6, **Will** +7 (+2 vs. enchantment)

Speed 30 ft. (6 squares)

Melee dagger +4 (1d4–1/19-20×2)

Ranged spells +8 touch (damage per spell)

Base Atk +5; **Grp** +4

Combat Gear scroll of *teleport*, scroll of *dispel magic*, scroll of *hold person*

Wizard Spells Prepared (CL 10th, DC 17+spell level):

5th—*arc of lightning**, ~~*Rary's telepathic bond*~~, *teleport*

4th—*dimension door*, *greater invisibility*, *phantasmal killer*, *wrack**

3rd—*dispel magic*, *empowered ray of enfeeblement*, ~~*greater mage armor*~~*, *haste*, *hold person*

2nd—*bear's endurance*, ~~*false life*~~, *glitterdust*, *scorching ray* ×2, *Tasha's hideous laughter*

1st—*backbiter**, *grease*, *lesser orb of acid**, *magic missile*, *shield*, *true strike*

0—*acid splash*, *detect magic*, ~~*read magic*~~, *ray of frost*

Abilities Str 9, Dex 16, Con 10, Int 25, Wis 10, Cha 8

Feats Alertness, Empower Spell, Scribe Scroll, Skill Focus (Concentration), Skill Focus (Knowledge [history]), Skill Focus (Spellcraft)

Skills Concentration +16, Decipher Script +14, Knowledge (arcane) +20, Knowledge (history) +23, Knowledge (local: VTF) +20, Knowledge (religion) +20, Listen +4, Spellcraft +23, Spot +4

Possessions combat gear plus dagger, rat familiar, holy symbol of Vecna, *headband of intellect* +4, spell components,

* see Appendix 2: New Rules Items

8: RYGOR'S INTENTIONS

RYGOR **CR 8**
Male high elf rogue 2/fighter 6
LE Medium Humanoid (Elf)
Init +7; **Senses** low-light vision; Listen +5, Spot +5
Languages Common, elven, gnomish

AC 16, touch 13, flat-footed 13
(+3 Dex, +3 armor)
hp 70 (8 HD)
Fort +7, **Ref** +8, **Will** +4 (+2 vs. enchantment); evasion
Speed 30 ft. (6 squares)
Melee longsword +7/+2 (1d8+2/19-20) and thinaun short sword +8 (1d6+1/19-20)
Ranged dagger +10/+5 (1d4+2/19-20)
Base Atk +7; **Grp** +9
Atk Options Sneak attack +1d6

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12
SQ Trapfinding
Feats Cleave, Close-Quarters Fighting*, Death Blow*, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Two-Weapon Fighting
Skills Bluff +6, Diplomacy +8, Gather Information +8, Intimidate +7, Knowledge (local: core) +4, Knowledge (local: luz's Border States) +4, Knowledge (local: VTF) +7, Listen +5, Sense Motive +5, Spot +5
Possessions Thinaun short sword*, longsword, short sword, studded leather armor, daggers x 2, *bag of holding* (type I), holy symbol of Vecna, a task set by his master
* see Appendix 2: New Rules Items

JORI **CR 12**
Female Wood Elf rogue 11/shadowdancer 1
CE Medium Humanoid (Elf)
Init +11; **Senses** low-light vision; Listen +17, Spot +17
Languages Common, elven

AC 18, touch 16, flat-footed 18
(+6 Dex, +2 armor); improved uncanny dodge
hp 61 (12 HD)
Fort +5, **Ref** +15, **Will** +6 (+2 vs. enchantment); evasion
Speed 30 ft. (6 squares)
Melee dagger +13/+8 (1d4+3/19-20) and +13 (1d4+1/19-20)
Ranged dagger +15/+10 (1d4+3/19-20)
Base Atk +8; **Grp** +11
Atk Options Crippling Strike, Hide in Plain Sight, Sneak Attack +6d6

Abilities Str 17, Dex 24, Con 12, Int 8, Wis 14, Cha 8
SQ Trap Sense +3, Trapfinding
Feats Combat Reflexes, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse
Skills Bluff +14, Hide + 22, Listen +17, Search +14, Sense Motive +17, Spot +17, Tumble +22
Possessions dagger x 4, leather armor, *cape of the mountebank*, *gloves of dexterity* +4, holy symbol of Vecna, sadistic tendencies

TWIGGY **CR 11**
Female Wood Elf rogue 10/shadowdancer 1
CE Medium Humanoid (Elf)
Init +7; **Senses** low-light vision; Listen +16, Spot +16
Languages Common, elven

AC 18, touch 16, flat-footed 18
(+6 Dex, +2 armor); improved uncanny dodge
hp 58 (11 HD)
Fort +5, **Ref** +15, **Will** +6 (+2 vs. enchantment); evasion
Speed 30 ft. (6 squares)
Melee dagger +12/+7 (1d4+3/19-20) and +12 (1d4+1/19-20)
Ranged dagger +12/+7 (1d4+3/19-20)
Base Atk +7; **Grp** +10
Atk Options Hide in Plain Sight, Sneak Attack +5d6

Abilities Str 16, Dex 24, Con 12, Int 8, Wis 14, Cha 8
SQ Trap Sense +3, Trapfinding
Feats Combat Reflexes, Quick Draw, Two-Weapon Fighting, Weapon Finesse
Skills Bluff +13, Hide + 21, Listen +16, Search +13, Sense Motive +16, Spot +16, Tumble +21
Possessions dagger x 4, leather armor, *gloves of dexterity* +4, holy symbol of Vecna, sadistic tendencies

HANUMEL **CR 12**
Male Gray Elf wizard 10/lorekeeper 2
N Medium Humanoid (Elf)
Init +3; **Senses** low-light vision; Listen +4, Spot +4
Languages Auran, baklunish, common, draconic, dwarven, elven, gnomish, halfling, suloise, terran

AC 19, touch 13, flat-footed 16
(+3 Dex, +6 armor)
hp 43 (+27 temporary) (12 HD)
Fort +7, **Ref** +6, **Will** +10 (+2 vs. enchantment); evasion
Speed 30 ft. (6 squares)
Melee dagger +5/+0 (1d4–1/19-20)
Ranged spells +9 touch (damage per spell)
Base Atk +6; **Grp** +5
Combat Gear scroll of *teleport*, scroll of *dispel magic*, scroll of *hold person*
Wizard Spells Prepared (CL 12th, DC 18+spell level):
6th—*disintegrate*, *greater dispel magic*, *mass bear's endurance*
5th—*arc of lightning**, ~~*Rary's telepathic bond*~~, *teleport*
4th—*dimension door*, ~~*empowered false life*~~, *greater invisibility*, *phantasmal killer*, *wrack**
3rd—*dispel magic*, *empowered ray of enfeeblement*, ~~*greater mage armor*~~*, *haste*, *hold person*, *slow*
2nd—*glitterdust*, *mirror image*, *scorching ray* x2, *see invisibility*, *Tasha's hideous laughter*
1st—*backbiter**, *grease*, *lesser orb of acid**, *magic missile*, *shield*, *true strike*
0—*acid splash*, *detect magic*, ~~*read magic*~~, *ray of frost*

Abilities Str 9, Dex 16, Con 10, Int 26, Wis 10, Cha 8
SQ Lore, Secret (Lore of True Stamina)

Feats Alertness, Empower Spell, Improved Toughness*,
Scribe Scroll, Skill Focus (Concentration), Skill Focus
(Knowledge [history]), Skill Focus (Spellcraft)

Skills Concentration +18, Decipher Script +18,
Knowledge (arcane) +23, Knowledge (history) +26,
Knowledge (local: VTF) +23, Knowledge (religion)
+23, Listen +4, Spellcraft +26, Spot +4

Possessions combat gear plus dagger, rat familiar,
holy symbol of Vecna, *headband of intellect* +4, spell
components,

* see Appendix 2: New Rules Items

7: HODGI'S HIDEOUT

ADVANCED ELITE WRAITH **CR 8**
 LE Large Undead (incorporeal)
Init +16; **Senses** darkvision 60 feet; lifesense 60 feet;
 Listen +26, Spot +26
Aura unnatural aura
Languages Common, infernal

AC 31, touch 31, flat-footed 19
 (-1 size, +12 Dex, +10 deflection)
hp 117 (16 HD)
Immune undead traits, incorporeal traits
Resist +2 turn resistance
Fort +5, **Ref** +17, **Will** +14
Weakness daylight powerlessness

Speed fly 60 ft. (good)
Melee incorporeal touch +20 (2d6 plus 1d8 Constitution drain)
Base Atk +8; **Grp** —
Space 10 feet; **Reach** 10 feet
Atk Options Spring Attack

Abilities Str —, Dex 35, Con —, Int 17, Wis 19, Cha 30
SQ Create spawn
Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack
Skills Diplomacy +12, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +26, Search +22, Sense Motive +24, Spot +26, Survival +5 (+7 following tracks)

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 28 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

8: RYGOR'S INTENTIONS

RYGOR **CR 8**
 Male high elf rogue 2/fighter 6
 LE Medium Humanoid (Elf)
Init +7; **Senses** low-light vision; Listen +5, Spot +5
Languages Common, elven, gnomish

AC 16, touch 13, flat-footed 13
 (+3 Dex, +3 armor)
hp 70 (8 HD)

Fort +7, **Ref** +8, **Will** +4 (+2 vs. enchantment); evasion
Speed 30 ft. (6 squares)
Melee longsword +7/+2 (1d8+2/19-20) and thinaun short sword +8 (1d6+1/19-20)
Ranged dagger +10/+5 (1d4+2/19-20)
Base Atk +7; **Grp** +9
Atk Options Sneak attack +1d6

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12
SQ Trapfinding
Feats Cleave, Close-Quarters Fighting*, Death Blow*, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Two-Weapon Fighting
Skills Bluff +6, Diplomacy +8, Gather Information +8, Intimidate +7, Knowledge (local: core) +4, Knowledge (local: Iuz's Border States) +4, Knowledge (local: VTF) +7, Listen +5, Sense Motive +5, Spot +5
Possessions Thinaun short sword*, longsword, short sword, studded leather armor, daggers × 2, *bag of holding* (type I), holy symbol of Vecna, a task set by his master
 * see Appendix 2: New Rules Items

JORI **CR 14**
 Female Wood Elf rogue 13/shadowdancer 1
 CE Medium Humanoid (Elf)
Init +11; **Senses** low-light vision; Listen +19, Spot +19
Languages Common, elven

AC 18, touch 16, flat-footed 18
 (+6 Dex, +2 armor); improved uncanny dodge
hp 71 (14 HD)
Fort +6, **Ref** +16, **Will** +7(+2 vs. enchantment); evasion; slippery mind

Speed 30 ft. (6 squares)
Melee dagger +14/+9 (1d4+3/19-20x2) and +14 (1d4+1/19-20x2)
Ranged dagger +15/+10 (1d4+3/19-20x2)
Base Atk +9; **Grp** +12
Atk Options Crippling Strike, Hide in Plain Sight, Sneak Attack +7d6

Abilities Str 17, Dex 24, Con 12, Int 8, Wis 14, Cha 8
SQ Trap Sense +4, Trapfinding
Feats Combat Reflexes, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse
Skills Bluff +16, Hide + 24, Listen +19, Search +16, Sense Motive +19, Spot +19, Tumble +24
Possessions dagger × 4, leather armor, *cape of the mountebank*, *gloves of dexterity* +4, holy symbol of Vecna, sadistic tendencies

TWIGGY **CR 14**
 Female Wood Elf rogue 13/shadowdancer 1
 CE Medium Humanoid (Elf)
Init +11; **Senses** low-light vision; Listen +19, Spot +19
Languages Common, elven

AC 18, touch 16, flat-footed 18
 (+6 Dex, +2 armor); improved uncanny dodge
hp 71 (14 HD)

Fort +6, **Ref** +16, **Will** +7 (+2 vs. enchantment); evasion; slippery mind

Speed 30 ft. (6 squares)

Melee dagger +14/+9 (1d4+3/19-20x2) and +14 (1d4+1/19-20x2)

Ranged dagger +15/+10 (1d4+3/19-20x2)

Base Atk +9; **Grp** +12

Atk Options Crippling Strike, Hide in Plain Sight, Sneak Attack +7d6

Abilities Str 17, Dex 24, Con 12, Int 8, Wis 14, Cha 8

SQ Trap Sense +4, Trapfinding

Feats Combat Reflexes, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +16, Hide + 24, Listen +19, Search +16, Sense Motive +19, Spot +19, Tumble +24

Possessions dagger x 4, leather armor, *gloves of dexterity* +4, holy symbol of Vecna, sadistic tendencies

HANUMEL

CR 14

Male Gray Elf wizard 10/lorekeeper 4

N Medium Humanoid (Elf)

Init +3; **Senses** low-light vision; Listen +4, Spot +4

Languages Auran, baklunish, common, draconic, dwarven, elven, gnomish, halfling, sulioise, terran

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 armor)

hp 43 (+27 temporary) (12 HD)

Fort +8, **Ref** +9, **Will** +11 (+2 vs. enchantment)

Speed 30 ft. (6 squares)

Melee dagger +5/+0 (1d4–1/19-20x2)

Ranged spells +9 touch (damage per spell)

Base Atk +6; **Grp** +5

Combat Gear scroll of *teleport*, scroll of *dispel magic*, scroll of *hold person*

Wizard Spells Prepared (CL 14th, DC 18+spell level):

7th—Empowered *arc of lightning**, *mass hold person* x2

6th—*disintegrate*, *greater dispel magic*, *mass bear's endurance*

5th—*arc of lightning**, ~~*Rary's telepathic bond*~~, *teleport*

4th—*dimension door*, ~~*empowered false life*~~, Empowered *mirror image*, *greater invisibility*, *phantasmal killer*, *wrack**

3rd—*dispel magic*, Empowered *ray of enfeeblement*, ~~*greater mage armor*~~*, *haste*, *hold person*, *slow*

2nd—*glitterdust*, *scorching ray* x2, *see invisibility*, *shatter*, *Tasha's hideous laughter*

1st—*backbiter**, *grease*, *lesser orb of acid**, *magic missile*, *shield*, *true strike*

0—*acid splash*, *detect magic*, ~~*read magic*~~, *ray of frost*

Abilities Str 9, Dex 16, Con 10, Int 26, Wis 10, Cha 8

SQ Lore, (Lore of True Stamina), Secret (Knowledge of Avoidance)

Feats Alertness, Empower Spell, Improved Toughness*, Scribe Scroll, Skill Focus (Concentration), Skill Focus (Knowledge [history]), Skill Focus (Spellcraft)

Skills Concentration +20, Decipher Script +22, Knowledge (arcane) +25, Knowledge (history) +28,

Knowledge (local: VTF Trade route) +25, Knowledge (religion) +25, Listen +4, Spellcraft +28, Spot +4

Possessions combat gear plus dagger, rat familiar, holy symbol of Vecna, *headband of intellect* +4, spell components

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Close-Quarters Fighting [General]: You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Source: *Complete Warrior* page 97

Improved Toughness [General]: You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* page 101

Death Blow [General]: You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action. Doing this still provokes attacks of opportunity as normal.

Source: *Complete Adventurer* 106

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Backbiter

Necromancy

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its haft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Wrack

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level +3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

SPECIAL MATERIALS

Thinaun: This dark, glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously this has application for melee weapons. If a

thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one). *Raise dead*, *resurrection*, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer material components are required for such spells. *Reincarnation*, *raise dead*, *resurrection*, and *true resurrection* require half as much of the relevant material component (unguents or diamonds) to cast if the soul is within a thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun weapon's wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Source: *Complete Warrior* 136-137.

Give this handout to all members of the Gnarley Elf Clan Enlanefel.

Clanmate,

Agents of the viscounty have failed to exonerate Langard of the false accusations leveled against him a year past. So now we take the task into our own hands. A half-blood he may be, but he is still Enlanefel. Find Canoness Y'dey in Verbobonc City and aid her in this quest.

Langard is of the highest PC. It is an insult to all of us that the viscounty has allowed this injustice to continue. Find the truth and use it as a spear against the charging bear.

By the blood of our
ancestors,
Shangi na'Enlanefel

The following writ is nailed to the front door of Hodgi's house.

NOTICE OF EVICTION

For violation of signed and witnessed agreements made with the municipality, the resident of these premises is evicted forthwith. Seven days from the time of posted notice are allowed for possessions to be relocated outside the borders of Ostverk. Any remaining items are to presumed property of the town and will be auctioned.

By My Vested Authority
Cryn Starwise
Mayor of Ostverk
13th Day of Wealsun

PLAYER HANDOUT #3A

If the party successfully searches Hodgi's secret forging room without setting it on fire, they find this scrap of paper fallen behind his desk.

Cousin Urthgan,

I know you asked me to steer clear of Swan for awhile, but I discovered something today, and I need your guidance. Things seem to be unraveling and I fear, this time it is not of my own making.

I think I'm in trouble. If I am not, I will be by the time this letter reaches you. I am set out on the road before this letter reaches you. If you still do not wish me to come, simply send a runner to find me. I am taking the scenic route.

Cousin Hodgi

PLAYER HANDOUT #3B

If the party successfully searches Hodgi's secret forging room after putting out the fire, they find this scrap of paper fallen behind his desk.

Cousin Urthgan,

I know you asked me to steer clear of Swan for awhile, but I discovered something today, and I need your guidance. Things seem to be unraveling and I fear, this time it

[The rest of this note has been burned away.]

PLAYER HANDOUT #4

If the party *charms* Chuck the groundhog, he gives them this letter that Hodgi gave the animal to hold onto until he returned. It is accompanied by a scroll case.

Cousin Urthgan,

If you're reading this note, it means that I have failed to make amends for my past misdeeds. I know you think poorly of me, cousin, but I swear to you that this was not a plot that I participated in willingly.

I was honest when I said I forged the documents proving Langards relationship with Wilfrick. I remember doing it, and I remember doing it for Langard. But I have found these documents and now other memories are surfacing. Different memories! I remember double. Someone has tampered with my mind, cousin. I fear I've made a terrible mistake, and I fear what will happen to me if they find out I've remembered.

Cousin Hodgi
7th Day of Wealsun

If the party successfully humiliates the Furyondians in Swan, Urthgan gives them this letter.

Cousin Urthgan,

I know you despise me for what I have done. It is with much irony that the first honest thing I have done in years punishes me so. You never shunned me before.

But it no longer matters. My fate is sealed, and you could not help me regardless. They say that I escaped my prison in Terre Verte, but I do not believe I ever truly left that cellar, and I do not know if I ever will. I am imprisoned, cousin, in mind if not in body.

I am sorry I disappointed you again. It was not my intention. Rest assured I am being punished for my mistakes.

Cousin Hodgi

MAP OF VERBOBOBONC

