

VEL1-03

Poachers Will Be Shot

A One-Round D&D LIVING GREYHAWK®
Veluna Regional Adventure

Version 1

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The Festival of Growfest is here and the streets of Valkurl are packed. Merchants from all over Veluna cram the streets as farmers sing praises to Beory and Merikka for a bountiful season. Wealth and goodwill are all around you but something dark lurks in the cracks. Someone is not what they seem but can the party find out who in time to save the town and themselves. A dangerous adventure for character levels 1-4. Border Run, Part I.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

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

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

Lifestyle	Cost	Skill Modifier
Destitute	5 sp	-2
Poor	14 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Judge Guidelines

This is a regional scenario for the Veluna Region. The judge should also familiarize himself with the Veluna Gazetteer, which is also available on the Veluna Triad website at www.veluna.com. The gazetteer gives vital information on how certain classes and races are viewed in Veluna, especially pay attention to the banned religions. This adventure takes place in the mining town of Valkurl.

Adventure Background

The festival of Growfest is in full swing and the town of Valkurl is bursting at the seams with

merchants, farmers, and revelers. The party heading into town to see what sort of adventure or work they can find. The party is stopped outside of town by a patrol of town guard. They are asked a few quick questions and told to keep their noses clean and allowed to continue. One of the guardsmen is an Inquisitor of Heironeous, which the party might recognize later on.

The guardsmen belong to a new cell of inquisitors of Heironeous that have made an understandable but unfortunate mistake. While they have successfully determined that Fakim, the horse trader, is an operative of Iuz, they have classified him as a spy. So instead of arresting him they are keeping him under observation so they can hopefully identify other spies. Only problem is Fakim is an assassin/saboteur and his mission is to locate minor people or items vital to the security of Veluna and either subvert them or eliminate them.

Fakim is naturally paranoid and senses the forces of Veluna closing in on him. To complete his mission, he feels that the removal of Andreyev Rockhammer will drive a split between the human community and the dwarves. It also prevents superior weapons from coming into the hands of Veluna's heroes. The night before the party arrives, Fakim used a scroll of fireball on The Bear and Bellows while Andreyev sleeps. Problem is it did not work (or so Fakim thinks). He made a mistake when reading the scroll (failed caster level check) and the spell did not work right. The spell will go off 2 hours after the party arrives in town during the busiest part of the day. Several deaths occur and the party can do what they can to help those injured in the explosion. Fakim then performs a long series of other crimes while appearing to be various strangers in town. The players will find themselves falsely accused after one day of investigating and thrown in jail. The town guardsmen are at wits end about what to do and are taking no chances with anybody.

The players are released by the guardsmen who is secretly an Inquisitor to prove their innocence. After questioning their "victims", the heroes should finally track down and confront Fakim.

Encounter 1: What are you doing in these necks of the woods ?

Finally, you have arrived at the mining town of Valkurl. While you are not sure if you will find danger and excitement, you hope that at least a little of Veluna's prosperity will rub off on you. Even from this distance you can tell that a lot is going on down in town. Merchants camps are setup outside the city and a steady influx of people seem to be heading into town. Up ahead

you can see a mounted patrol riding your direction.

The patrol is lead by Kernt Redbeard (Clr 3/Ftr 4). He asks the party some basic questions about their activities and what they are up to and then lets them pass. Kernt is secretly an Inquisitor of Heironeous and makes a mental note of the characters for later.

Encounter 2: Where do you want to go Today?

Arriving in the city with several traveling companions, you can see the streets packed with merchants opening their shops to greet the day. The streets are still fairly open but you can see already the festivities starting back up again.

There are a number of shops the players can visit. This section is available within reason during most of the adventure. One shop owner, the smith, will have his shop burned down when the fireball goes off 2 hours after the party arrives. So if the party does not stop there first thing change the description accordingly. Also fugitives from justice will probably not want to shop. Otherwise players can investigate, sell their stuff, investigate as needed, or go shopping during the first day of this adventure.

List of shops:

The Beard and Bellows (Weapon shop)
Annabelle's Fine Clothing
Overton's Bakery
Fakim the horse trader
Elareelo's Explosives
The Chug-n-Lug (Bar)
Leuko's General Store

The clang of hammer on metal rings from one shop (Beard and Bellows), while the smell of baking bread leads from another (Overton's). Between the two, a figure stands motionless in a glass window (Annabelle's). At the end of the street a crowd gathers around a man selling horses (Fakim). And off by itself, a sturdy brick building with a large chimney sits mainly ignored (Elareelo's).

A. Beard and Bellows

Inside this stone building you see a grimy dwarf pounding a red glowing short sword on an anvil. He does not appear to hear you when you enter and continue with his work. You see several fine looking weapons hanging up on the wall behind the front counter.

- Anyone with craft weapon skill can make a check at DC 14 to realize the dwarf is at a

critical moment in forging this weapon. The dwarf is focused on his work.

- Andreyev Rockhammer, the dwarven smith, is a bit deaf from working the forge. He will not hear anyone speaking to him at first. Anyone physically touching him will throw him off and ruin what he is working on. In anger, he will throw the hot short sword at the wall near the person who touched him.
- Attacking Andreyev in response to his throwing the glowing short sword is not a good idea. He will shout for the guards quickly. The short sword was for the commander of the guard and he will be a bit upset about the aborted attempt to craft his specially ordered weapon. For dropping any charges against the dwarf, the commander will not fine the hero for destruction of property.
- Andreyev is gruff with a nasty sense of humor. He will offer his soot-blackened hand to shake. He also jacks up his prices for the following: Not shaking hands—15 gp. Being offended by the dirt—10 gp. Being rude or insulting his craft—20 GP. Interrupting his work—Double prices. A 10% Discount can be earned with a Bluff (DC20)
- The Dwarf has for sale: 1 silver dagger (10 gp), 1 silver warhammer (60 gp), 1 masterwork battle-axe (310 gp), 1 masterwork light crossbow (335 gp), 10 silver Crossbow Bolts (5 gp each).
- If the dwarf wasn't interrupted on the short sword, a masterwork silver short sword is made for the captain of the town guard. Alternatively, a damaged masterwork silver short sword (50 GP) is "given" to a person who interrupts the dwarf. Since it was not forged correctly its appearance is that of a broken weapon. It is +1 to hit but -1 to damage. The tip of the blade broke off and is stuck in the wall. This weapon can not be fixed with a mend spell and retain its masterwork status.

Andreyev Rockhammer (Fig 2/Exp 4)

Information he has about the explosion:

- He has no clue of the identity of any who bear him any ill-will and would want to burn his business down.
- He heard some noise outside early this morning but nobody was there when he went and looking.
- A lot of people believe that it was an accident and he caused it. He has nothing in his shop that would cause an explosion of that size.
- He was visited yesterday by Fakim the horse trader, Kernt of the city guard, and Leuko. Other than that he had his normal customers.

B. Annabelle's Fine Clothing

This shop seems to bring fashion to the adventurer. Yes, over in the corner you see silk shirts any swashbuckler would be proud to wear.

- Annabelle is pert, cheerful, and glad someone stopped by.
- Most of her items will have to be made to fit. She offers a combination explorers/entertainers outfit (15 gp, 9lb).
- She can include hidden small sheaths and pockets that evade detection (Search, DC 16). Adds 20 gp to cost of garment.
- She has enough time to take on only one more alteration job.
- Annabelle knows nothing of any import about the explosion or Fakim.

C. Overton's Bakery

Inside the shop, a large balding man is pulling loaves of fresh baked bread out of the oven with a large wooden paddle. A gentleman at the counter finishes his purchase and you recognize him as one of the guards you met when you entered the city. He nods his head slightly at you as he exits the store.

Prices: 1 load (1 sp), Beggar's bread (1 cp), 12 cookies (1 sp), 1 cake (3 sp)

Overton secretly supplies the Inquisitors of Heironeous with supplies and information. He has just informed Kernt of Fakim's whereabouts and Kernt is on his way to see him. Characters can roll a Sense Motive check (DC 18) to realize something just happened between the two but he will not divulge what under any circumstance.

What Overton knows:

- Andreyev is a good man and though grumpy and hard to deal with sometimes, his work is well known in the area.
- He is worried about Leuko. He has not seemed himself lately and has had some shady people hanging around his store.
- Fakim has to be a con-artist or something. Only somebody doing something shady could charge what he does for his horses and get away with it.

D. Fakim the horse trader

Crowds of people are bidding on horses a foreign merchant has penned on the outskirts of town. His tent is in the middle of the corralled herd of horses. "And now a cheaper horse... Once owned by the outlaws of Bramblewood, this poor sack of bones has surely seen better days. Let's start the bidding at 50 gold and the promise of a good home..." The horse in question shows the

majority of its ribs through its sides. Its coat is patchy and its mane and tail appear to be bleached out.

- Healing or wilderness lore DC 10 will reveal the horse is diseased.
- The horse requires a cure disease for full recovery or a *cure light wounds* every other day or it will die.
- Fakim is only selling heavy horses and there is great demand for them here. He is also using a contact, Gorm, to bid up the price.
- Gorm bids the price up to about 300 gp leaves town for a day and brings the horses out of the town to wait for Fakim to move on. DC 18 Sense Motive: He isn't worried about money.
- Morvan Poston, the cousin of Guildmaster Markei Poston, is here to purchase for the guild. He is amazed at the prices and is unable to spend excessively.
- Guildmaster Norken Bonnel is here to investigate why he can't get heavy horses for a reasonable rate. He will buy the horses for the higher rate. (Sense Motive DC 25: He is quietly furious, but will get even.)

What Fakim's knows and says:

- He is just here for the festival to sell some horses then he plans to move on (false)
- He has no clue who would want to kill Andreyev. (false)
- Yes he went and saw Andreyev yesterday about some horseshoes but he was told that he did not do that kind of work. (true)
- Elareelo is the one you want to talk to about explosions. He is a bit odd but they say he is good at what he does. (true)
- Fakim makes mental notes of what the PC's look like to later use in his disguise to frame them.

E. Elareelo's Explosives

You enter a shop cluttered with glassware. A large variety of colored fluids are carefully stored in glass vial on the shelves. A nearly bald man with one hand sits before the oversized fireplace reading a book. A chain loop opens the flue for the chimney. Several odds and ends are displayed in a glass cabinet on the far wall. A small bookshelf contains a small collection of dusty books.

- Elareelo has 15 tinder twigs (5 gp each).
- Elareelo will apologize about the limited selection and explain that he had an accident in his lab. He was working, he goofed, he woke up, and the lab was pretty much gone.
- The door to the lab is buried under the ashes in the fireplace. Search DC 25 for room 15 for fireplace. Normally, Elareelo uses his hook in a small hole in the door to open it up.

- On his stump, Elareelo wears a gnomish device with several snap-on tools: a hook, a knife, a fork, and a spring-loaded flask holder.
- Elareelo is a fugitive from the Shield Lands. While there, he developed alchemical weapons under the supervision of fiendish creatures. He was tortured and once he escaped he stopped making weapons. He is adapting his craft for mining uses. He is developing a large-scale thunderstone with a mechanical timed impact device.

What Elareelo knows:

- He had nothing to do with the explosion. Nor has he sold any ingredients to anyone since he has come to town. He does not want to help with anything that could hurt somebody anymore.
- He has seen some odd dressed men hanging about the sewer grates and once he saw them duck down into one quickly and close it after themselves.
- "The people are blaming me for the explosion aren't they? Ever since my lab exploded they have been looking at me different. I tell you I was doing nothing that I had not done a thousand times before and next thing you know I am waking up and my lab is gone."

F. The Chug-n-Lug

The Chug-n-Lug is a large three-story Inn that has a well-known reputation of catering to rowdy work hands and adventurers. Sturdy furniture, cheap beer, tough bouncers, and even a corkboard for leaving messages to other travelers. A half-orc sits in the corner of the room looking puzzled at a piece of parchment. Perhaps a three dozen other patrons sit around in small groups but only the half-orc sticks out as odd.

Only if someone has played Noble Ambitions:

Your entrance has also attracted the attention of a young priest bearing the symbol of Rao.

If players have played Noble Ambitions in Verbobonc (Indiana), there is a chance they did a great service for the temple of Rao. A fortune the temple sent to the elven queen could have been returned. The reward for this good deed was a *fig of healing*.

If they players still have or once had this item, they receive a potion of limited duration. For this module only, the heroes can chose to combine their *fig* with a temporary potion of *cure light wounds* cast at 1st-level to improve the potion to a *potion of cure moderate wounds* cast at 3rd-level. If they have used the *fig*, they receive a temporary *potion of cure light wounds* cast at 1st-level and an apology for a "clerical" error. It will be explained that the *fig* was meant to be part of the healing potions. It was given out by

accident. This is the reason these potions lose their effectiveness. Any fig used in this manner and any potion not used during will go bad at the end of this module. No certificate will be given out for this item(s) in any event.

- Gruk, the half-orc, doesn't have a prayer of solving the coded message (Players' Handout #1). Any offer to help is greeted with thanks. He will explain that he doesn't know why it's coded.
- Earlier, another half-orc named Grok took the wrong message that was meant to lead Gruk to Whitehale. He crumpled it up and tossed it on the floor. Spot DC 15 to find it in the bar.
- Also in the bar, a group of drunken men are playing a game. Rule: Drop a silver, take a drink of a very fortified, but foul-tasting, wine, take a dart, and throw. Play until someone fails a fortitude check DC 10 +1 drink, cumulative. Record Armor values hit. Sum values and winner has highest total. There is a—1 penalty per round played. The three drunken men are Atk +2 ranged (dart) and Fortitude +2.
- The drunks are easy pickpocket marks (DC 10). The bartender has +2 spot to notice this as well as the players spotting ability. However their coins are marked to help entrap thieves. At the end of the game, the bartender converts the marked silver for unmarked gold for the winner. DC 15 to spot that the symbol of Rao on the coins have been marred.

A waitress leads you over to a vacant table and takes your drink orders.

- Cider—2 cp.
- Mead—6 cp.
- Ale—4 cp.
- Beer—3 cp.
- Wine—8 cp.
- Meal and Drink—1 sp.
- Meal is stew. Beef, Potatoes, Carrots.

After your meal, the bartender, Marcel, makes an announcement:

"Well, it's been a slow day. I'll let anyone new in town stay here for half price (5 sp) 'til tomorrow. Just hope you remember the Keg when you get rich and famous."

- Bars always have rumors. Time to use Gather information skills.
- DC 20—Oddly enough, some priests of Heironeous were seen entering the sewers with a cloaked humanoid at night.
- DC 15—Some yells were heard from the sewers, but stopped quickly.
- Bards may perform. DC grants reward. DC15—d10 sp, DC 20—2d10 sp, DC 25—Earns a patron to Veluna's Bards Guild for Velunites only or 3d10 sp.

F. Leuko's General Store

You enter a large general store with an attached shipping yard. An average height human male is just wrapping up a sale and walks over to you. "Welcome, Welcome, what can Leuko do for you today?"

Any PC succeeding at a Spot check (DC 16) will notice the High Roads Trading Company stamp on several unopened crates. Leuko has for sale all basic equipment out of the PHB for sale under 200 gp cost at standard costs. After a few questions, or about 10 minutes after the PCs enter the store, an elven gentleman walks in. Leuko yells over to him calling him by the name Rhoule and says he will be with him in just a minute. He then excuses himself from the PCs.

What Leuko knows:

- Fakim has been very interested in perhaps buying Lueko's place. He has no idea why Fakim would want the place but he is not selling anyways so it's a moot point.
- He is renting space out in the shipping yard to Fakim though. He does not see him use it much but does know he is storing stuff there. He will not let the PC's into that area and will call the guards if they are caught trying to break in.
- A lot of priests of Heironeous have been shopping here lately and its beginning to give him the creeps.
- He knows of nobody bearing Andreyev any ill will though competition can be pretty fierce in town someday.

Encounter 3: All Good Things go Boom

This encounter happens two hours after the party arrives in town. Please adjust the following accordingly to where the party is at when it happens. The fireball scroll that Fakim used the night before finally goes off. It blows the forge into pieces and kills 6 people who happened to be in front of the store at the time. Thankfully Andreyev makes his save but he is still knocked down to 3 hit points.

<insert where the PCs are currently at here> ***the room shakes around you as a large rumble rolls through town. You hear a lot of screaming coming from outside.***

Wait for the PCs' reactions.

You see a large plume of smoke rising from the general location of The Beard and Bellows. As you rush over you see the building looks to have exploded from within. Several bodies lying still

on the ground as well as some severely injured ones crying out for help. A few seconds later you hear a large roar as a pile of rubble shifts and Andreyev stands up. He is singing and most of his clothing is in tatters but he looks like he will live.

A Spellcraft check DC 18 will reveal that the explosion was caused by a *fireball* spell—a powerful one. The city guard shows up shortly after led by Kernt once again. They question the party members as well as the survivors. The priests of Rao show up shortly after that and begin taking the wounded back to the temple. The PC's are thanked for their help if it was given and the crowd begins to break up.

Encounter 4: Sewers Again?

Investigating the sewers lead to an encounter with an aberration or 2. A sewer grate is easily found. An encounter in the 15-foot wide sewers under the city should be interesting. The 5 feet in the center are covered in sewage. Two traps are set in the sewers. The aberration(s) can be heard with a successful Listen check (DC 15), 2 rounds before the encounter.

The sewers under Valkurl are normally the territory of the Pack, a thieves' guild in Veluna. They have been displaced slightly by the Inquisitors of Heironeous who are using parts of them as a base of operations. Fakim learned of this practice and secreted some aberration eggs in the sewers. A small group of Inquisitors have been killed by the creature(s) so far. Several traps have been set up by the Pack to hopefully lead the creatures to the Inquisitors so they can once again resume business as normal.

The Traps consist of two tripwires (Search DC 20. Disable Device DC 20). The first sends a small metal roller with loud bells bouncing down the corridor. The second drops three vials of perfume from the ceiling +10 missile. Setting off either trap will attract a monster(s). It decreases the encounter distance from 60 feet to 30 feet.

Tier 1 (EL 4)

Carrion Crawler: CR 4; Large Aberration; HD 3d8+6; hp 19; Init +2; (Dex), Spd 30 ft., climb 15 ft.; AC 17 (touch 11, flat-footed 15) [[+2 Dex, -1 size, +6 natural]]; Atk +3 melee (8 tentacles, paralysis), -2 melee (1d4+1, bite); SQ Scent, Paralysis; AL N; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6. Length 8 ft.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness.

Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 13) or be paralyzed for 2d6 minutes.

Tier 2 (EL 6)

Gricks (3): CR 3, Medium Aberrations, HD 2D8; hp 9; Initiative +2 (Dex); Spd 30 feet, Climb 20 feet; AC 16 (touch 11, flat-footed 14)(+2 Dex, +4 natural); Atks +3 melee (1d4+1, 4 tentacles) -2 melee (1d3+1, bite); SQ: Scent, damage reduction 15/+1; AL N; Sv Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Chr 5

Skills and Feats: Climb +10, Listen +7, Spot +7, Hide +4; Alertness.

If the heroes did not attract the aberrations, then they are found in their lair busy eating 4 fresh corpses. If the party attracted them then it will require the Track feat and a Wilderness Lore check DC 18 to track them back to their lair. The corpses have four daggers, two light maces, two composite short bows, four chain shirts, two short swords, and two holy symbols of Heironeous. Success at a Healing check (DC 12) will have the PC notice that two of the bodies have slit throats. Obviously not done by the aberrations. Succeeding a Search check (DC 20) reveals some horse manure on the shoes of the two men.

Encounter 5: Jailhouse Rock

During the night, Fakim, the spy from Iuz, will seize an opportunity to worsen Veluna-Ket relations, hurt Veluna, and get the party off his back for a while. While disguised as a PC, he will assault several merchants as well as attempting another failed attempt on Andreyev's life. He will disguise himself as a Kettite, a wizard, a sorcerer, a bard, or a thief in that order of preference.

The party is either arrested as they crawl out of the sewers or in their rooms during the night.

Arrest During the Night (adjust for an arrest outside the sewers but essentially the same)

After a partial night's rest, many of you awaken to a gruff voice saying:

"You're under arrest."

- Four well-armed men are present for each player. Numbers should daunt the players. The Innkeeper opened the locks for them.
- Randomly choose a hero for the guards to arrest first if the party is separated. The other players may choose to flee if they can take the following actions.
- Wake up. Listen check, DC 15.
- Listen to arrest. DC varies based on guard hero interaction.
- Escape from the inn in some plausible way. Hide, Climb, etc.
- Disguise themselves DC 15 or go invisible. Hopefully, once the hiding hero sees his

companions freed he will choose to join them again.

The guards will list the crimes the party members are accused of before they are taken to jail.

Assign crimes to each player. Bold encounters should be chosen first.

- **Andreyev Rockhammer** –attempted murder, disturbing the peace.
- **Overton**—assault and theft
- **Chug-n-Lug** -disturbing the peace
- **Fakim**—assault and theft (1 or 2 players)

As the guards escort the players through the street, Andreyev will be waiting at the jail and will point out the lunatic in the party he believes attacked him and state what he saw. The player entered where he was staying, spoke some funny sounding words, and his room erupted in fire again.

Guards, male human, Warz (3 per PC): CR 1; HD 2d8 + 4, hp 20 each, Init +7, Spd 30 ft, AC 18 (Chain shirt, shield, Dex); Atks +5 melee (1d8+3/19-20, longsword), +4 ranged (1d8/x3, longbow); AL LG; SV Fort +5, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Chr 12.

Skills and Feats: 15 Intimidate +6, Jump +8, Ride +7 Improved Initiative, Iron Will.

Equipment: Chain shirt, large wooden shield, longsword, longbow, 20 arrows.

- Resisting arrest with violence will lead to subdual and more problems latter. If they resist with lethal force the guards have no problem taking out party members to protect themselves.
- The guards will explain that this group is being taken in for questioning due to unusual circumstances. They were seen committing the crimes, but they didn't flee. Odd. This matter is better left to priests.

The PCs are then marched off to a stone building near the center of town. Their possessions are taken and searched. Then, they are locked inside cells while they await a judge who is set to arrive the next morning Later that night, a man with a cloak pulled up over his head enters the prison and begins moving from cell to cell handing out bread. He regards you and asks:

“Are you strangers to the ways of the cell my friend?”

- Overton the baker has been sent to give the PC's a key to get them out. Using innuendo, he is asking if they wish to be free or remain here.
- Yes –“ Moldy bread for you then”. Inside the bread is hidden a key to the cell.

- No –“ Are you sure? A damp cell is not a place to find the answers you are looking for. Are you sure you are not a stranger to this cell?”
- Players who refuse his help may remain. Go to Encounter 7: Bring in the Judge.

Encounter 6: The (not so) Great Escape

Escaping from the prison, you emerge into a dark alleyway. A man wearing a dark body suit waves his hand over a heavy sewer grate. It swivels up to allow access down below.

Entering the grate leads to a meeting with Kernt and the Inquisitors. They are looking for some of their members how have gone missing. If the party relays what they may have found in the sewers earlier it goes a long way with proving to Kernt that they are innocent. Kernt thought that 'poachers' are responsible but is glad for the truth. Poachers is a slang term for a foreign thief operating without local aid.

Kernt tells the party of his suspicions about Fakim the horse trader but right now they cannot find him and they fear he has slipped out of town and is gone. If they party could find Fakim and turn him over to Kernt he would then make sure they were cleared of all charges. Otherwise he has to make sure the PC's are back in their cell for the judge in the morning.

If they agree to help find Fakim then Kernt returns the PC's gear to them and shows them another way out of the sewers near the market area.

- Fugitives from justice will be caught by patrol unless they are very sneaky. They must evade a Spot +10 and out run the mounted patrol that will track them. It is possible that clever people could evade this. If so note on their log sheets, that they are wanted for a particular crime in Valkurl.
- Captured fugitives have that charge tacked onto their record and are thrown back into a cell. Only guilty people flee the Law.

Encounter 7: Bring in the Judge

The next morning, a gray haired man enters the prison. He pulls a stool over to the cells and takes a seat. He regards you gravely. “Now what is your story? You stand accused of serious crimes, but something just doesn't add up. In all my years of service, I have never seen a large group of criminals so flagrantly break the law then stick around to face justice.”

Father Jorme of Rao, Clr3: CR 3; Medium-size Humanoid, HD 3D8+2, hp 20, Init +4; AC 14; Atks +3 melee (1d6 +2, light mace) +2 ranged (1d4, sling); SV Fort +5 Ref +3 Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Chr 12.

Skills and Feats: Sense Motive +8; Skill Focus (Sense Motive), Improved Initiative, Lightning Reflexes.

Spells Prepared (4/3+1/2+1; Spell DC = 13 + spell level): 0—*detect magic, detect poison, light, mending*, 1st—*command, detect evil, protection from chaos**, *sanctuary*; 2nd—*calm emotions, detect thoughts**, *zone of truth*.

* Domain Spells (Law: cast law spells at +1 caster level; Knowledge: All knowledge skills are class skills, cast divinations at +1 caster level).

- As long as respect is given to him, he will be inclined to trust people who are telling the truth and not carrying contraband.
- If the PC's can convince him of their innocence (Allow Jorme one Sense Motive roll, DC 15, he does not take 10, and feel free to give him up to a +2 bonus if the PCs have been respectful, or as much as a -2 penalty, if the PCs do not treat the priest with the proper respect) then he will release them under his supervision to see what they can find out. If he fails the rolls the PCs could get him to use his zone of truth spell, but only for a donation of 40 gp to the church of Rao. Otherwise the PCs remain in their cells until Fakim is long gone and they city watch has discovered his foul play and released the PC's

Encounter 8: Meet the Victim's

The party can head straight to Fakim's place right now if they think he is involved or they can travel to their accusers businesses and talk to them.

Available Information:

Andreyev - Andreyev will be surly towards his "attacker." If players try to calm him down, he will admit he didn't get a very good look at his attacker. He heard some strange language and saw the player's "twin" reading from a roll of paper. Then everything went up in flames. He did remember smelling an order of manure though.

Overton—didn't hear anyone enter his shop, but saw a reflection off the oven. He felt a sharp pain and when he woke up his money was gone.

Chug-n-Lug - Marcel the bartender was amazed at the player's behavior. He feels choice of religion should be up to the individual. He really doesn't care if the player chooses to promote the worship of some person named Marduk while standing on one of the chairs. But leaving smelly muck on the chair was too much.

Fakim—This encounter only happens if Fakim is the first person visited. Otherwise he is not at the stables when the party arrives there. He is already at Leuko's packing his stuff.

Fakim was assaulted and robbed by two masked members of the Pack in retaliation for inflating horse prices. They told him to get out of town before they came back and put him "out of business." Taking advantage of the situation, he is falsely accusing the players. He will show off his bruises and some artfully added makeup. (Heal DC 22 to spot fakes.)

Once the heroes have determined from the clues that Fakim is guilty or at least had something to do with most of the crimes the heroes were accused of, they could hunt him down in Encounter 9. If they attempt to bring the guards with them, they will see the guards available in the barracks have to put on their armor.

Encounter 9: Horsing Around

Behind the scenes, Fakim has had a second visit from the Pack. This time they took all his money. The approach of the heroes worries him.

As you approach Leuko's you see the horses milling around the shipping yard. Fakim himself races out of his tent carrying a saddle. Seeing you, he turns ash white as he pulls a wand from his sleeve. "You'll never stop me," he shouts. He points the wand at the horses between you and him.

The wand has one charge and most of the horses will fail their Reflex saves (DC 16 for the save). The horses will charge at the gate (and hence the party members) and attempt to escape out into the streets. The Horses will accidentally run over the heroes if they have not managed to move out of the way. The heroes must succeed at a Reflex save (DC 15) to avoid a charging attack by the horses. Fakim will let the players deal with the stampede while he saddles up and rides away. The shipping yard is 60 ft by 80 ft. The tent is directly in the middle. Dimensions are 15 feet x 15 feet. There are a number of horses in the coral.

Tier 1 (EL 5)

Fakim, male human Rog3/Wiz2: CR 5; Medium-size Humanoid; HD 3d6+2d4; hp 20; Init +7; Spd 30 ft.; AC 17 (Dex, *mage armor*); Atks +2 melee (1d6/19-20, short sword) +6 ranged (1d4/19-20, dagger); SA Sneak attack +2d6; SQ Evaison, Uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +3; Str 8, Dex 16, Con 10, Int 16, Wis 8, Chr 16.

Skills and Feats: **Spellcraft +5, Concentration +5, Use Device +10, Decipher Script +5, Spot +7, Bluff +9, Profession (horse merchant) +5, Hide +9,**

Disguise +11, Listen +7; Alertness, Improved Initiative, Spell Focus (Enchantment).

Equipment: short sword, 3 daggers, riding saddle, *wand of fear* (1 charge, DC 14), Note items used may not be kept.

Spells Prepared (4/3): 0—*daze* (x2), *ray of frost* (x2); 1st—*charm person*, *sleep*, ~~*mage armor*~~.

Heavy Horses (2): hp 19 each, See *Monster Manual*, page 197.

Light Horses (3): hp 19 hp each, See *Monster Manual*, page 197.

Tier 2 (EL 7)

Fakim, male human Rog3/Wiz4: Medium Humanoid; HD 3d6 +4d4; hp 30; Init +7; Spd 30 ft.; AC 17 (Dex, *mage armor*); Atks +3 melee (1d6/19-20, short sword) +7 ranged (1d4/19-20, dagger); SA Sneak Attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +4; Str 8, Dex 16, Con 10, Int 16, Wis 8, Chr 16.

Skills and Feats: Spellcraft +7, Concentration +7, Use Device +10, Decipher Script +5, Spot +7, Bluff +9, Profession (Horse merchant) +5, Hide +9, Disguise +11, Listen +7; Alertness, Improved Initiative, Spell Focus (Enchantment);

Equipment: short sword, 3 daggers, riding saddle, *wand of fear* (1 charge, DC 16).

Spells prepared (4/4/3): 0—*daze* (x2), *ray of frost* (x2); 1st—*charm person* (x2), *sleep*, *mage armor*, 2nd—*Tasha's hideous laughter*, *darkness*, *invisibility*.

Heavy Horses (2): hp 19 each, See *Monster Manual*, page 197.

Light Horses (3): hp 19 hp each, See *Monster Manual*, page 197.

After beating Fakim and the horses, arcane scrolls of *invisibility*, *fireball* and *change self* are can be found in the tent, along with Fakim's other magical treasure, *dust of tracelessness*, which will be used if he escapes. There are four disguise kits and an additional set of clothes similar to those worn by the PC's that Fakim impersonated. There is also a notebook containing information about the dwarven smith's ability to construct masterwork weapons and Elareelo's alchemy. It contains evidence that the explosion at Elareelo's shop was not an accident and that Fakim planned on returning to finish the job.

Conclusion

You have cleared your names, and hopefully managed to stop a spy of Iuz. Fakim's horses are confiscated by the city to pay for the damages caused by his actions. The people of Valkurl seem

to regard you with more trust than before, but swiftly get back to their business at hand.

The End

Experience Point Summary

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

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

Encounter Two

Gathering information	50 xp
Decoding Player's handout 1.	50 xp

Encounter Three

Helping the wounded as able	25 xp
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Encounter Four

Defeating the Aberrations	150 xp
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Encounter Six

Picking up on clue and escaping	25 xp
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Encounter Nine

Killing Fakim	100 xp
Or	
Capturing Fakim	150 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs,

but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Two

Items for sale by Andreyev—

- Silver daggers (10 gp, 1 lb., steel and silver, common)
- Silver warhammer (60 gp, 8 lb, steel and silver, common)
- Masterwork battleaxe (310 gp, 7 lb, steel, common)
- Masterwork light crossbow (335 gp, 6 lb, steel and wood, common)
- 10 silver crossbow bolts (5 gp each, 1/2 lb [all], wood, steel, and feather, common)
- Marred masterwork short sword (50 gp, 5 lb, steel, unusual): This sword was not forged correctly, and the tip of the blade broke off, but still it retains some of its masterwork qualities. It is +1 to hit but -1 to damage. This weapon can not be fixed with a mend spell and retain its true masterwork status.

Encounter Four

- 4 chain shirts (100 gp each)
- 2 composite short bows (75 gp each)
- 2 short swords (10 gp each)
- 2 light maces (5 gp each)
- 3 daggers (2 gp each)

Encounter Nine

Arcane scroll of *fireball* (375 gp, 1 lb., common). 5th-level caster.

- Arcane scroll of *invisibility* (150 gp, 1 lb., common): 3rd-level caster.

- Arcane scroll of *change self* (1st level) (25 gp, 1 lb., common): 1st-level caster.
- *Dust of tracelessness* (250 gp, 1 lb, uncommon).

Players' Handout #1

Coded Letter Posted in the Corked Keg

7,18,15,11
13,5,5,20 21,15 9,14 4,5,22,1,18,14,9,19,8.
2,18,9,14,7 1,14,25 19,16,5,3,9,1,12 5,17,21,9,16,13,5,14,20
25,15,21 14,5,5,4. 23,5 3,1,14 15,14,12,25 23,1,9,20
20,23,15 4,1,25,19. 19,15 8,21,18,18,25!
13,15,18,7,1,14 26,5,20,8,18,1,24

Judges Solution to Handout #1.

Separate before handing out.

Grok,
Meet us in Devarnish.
Bring any special equipment you need.
We can only wait two days so hurry!
Morgan Zethrax

Critical Events Summary

These events should be recorded and given to the event coordinator at the premier of this module.

Did the dwarven smith die? Yes ____ No ____

Was the alchemist's workshop found? Yes ____ No ____

Did Gruk get the help he needs to find his group? Where did he go? _____

Aberrations killed in the sewers? Yes ____ No ____

Did the spy from Iuz get captured, killed, or escape? _____