

YEO7-03

Another Bride ... Another Groom?

A One-Round D&D® LIVING GREYHAWK™
Yeomanry Regional Adventure

Version 1.0

by Beverly Eldred

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A wedding, an investigation, and a mysterious groom...what else do you need to know? A Yeomanry regional adventure for APLs 2-6 and Part 2 of the *Brides* series.

Note: Having already played Part 1 YEO5-IS1 *Here Comes the Bride* is recommended but not required. However, you may not play YEO5-IS1 after playing this adventure.

Resources: *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Mage* [Skip Williams, Penny Williams, Ar Marmell, Kolja Raven Liquette].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely 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 character 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 character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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 character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character 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 characters 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.

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	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters 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 characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters 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 character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character 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 character 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

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

REGION/CITY/LOCATION

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman Valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of Loftwick.

Loftwick is divided into numerous wards and neighborhoods, including the Leatherworkers, Goldsmiths and Masons wards, identified by the major guild in the ward, and other residential neighborhoods including High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

BACKGROUND

About a year ago, Jarrad Udric married his fourth wife Chelsea. (No one but Jarrad himself knew that was to be

his fourth marriage.) If the PCs played the Intro mod “Here Comes the Bride” they assisted in that marriage taking place. Only six months after they married, Chelsea was tragically killed while out walking.

Jarrad grieved for her of course, but Chelsea was practically unknown in Loftwick, so not too many people were even aware of her death. Jarrad didn’t play the role of grieving widower too long however. A mere 6 months after Chelsea’s death, we find him in the process of wedding again. This time, the girl is much younger than him, and she’s the daughter of Stephon Kelven, a well-known Yeoman diplomat.

ADVENTURE SUMMARY

The DM should remember at all times during this adventure that Jarrad is considered to be a reputable merchant and a man of means.

Intro – The PCs arrive in Loftwick and hear rumors.

Encounter 1, 2, & 3 - The PCs will meet Stephon Kelven and be asked by him to check for information on his daughter’s fiancé.

Encounter 4 – The PCs can speak to some merchants about Jarrad.

Encounter 5 – The PCs can speak to Jarrad.

Encounter 6 – The PCs can speak to Marissa (her father would prefer they do not).

Encounter 7 – The PCs can speak to Marissa’s friends.

Encounter 8 – The PCs can check in with Kelven and get some interesting info.

Encounter 9 – The PCs will be tricked and ambushed by thugs hired to take them out.

Encounter 10 – The PCs can speak to a captain at the guardhouse about Chelsea’s murder.

Encounter 11 – The PCs will be approached by Ben, a mysterious stranger with an agenda.

Encounter 12 – The PCs go back to Jarrad’s house to find him gone and a trap laid for them.

Encounter 13 – The PCs potentially face off with some town guards if they broke into Jarrad’s house.

Conclusion – Jarrad gets away, but now the world is on to him.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do NOT yet consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may NOT count the TUs spent on this adventure

toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

Other Prep:

Before you begin, determine if any of the PCs played in Part 1 of the series, YEO5-IS1 “Here Comes the Bride”. If they did, check their ARs and determine whether or not they have the Favor of Jarrad Udric.

You also need to collect the Spot modifiers of each PC, as you will need to make secret Spot checks during the adventure.

You will also want to know when you begin if anyone is Wanted in the Yeomanry or Banned in the Yeomanry, or if anyone is wearing his militia or army tabard.

IMPORTANT DM INFO:

Jarrad’s and Ben’s full stats are not given in this adventure. This is intentional. They are long-term players and will appear later in this series. In order to save some neat surprises for you when you play the rest of the series, we have only included stat information on them when absolutely necessary. Both of these individuals are 100% able to slip away or vanish when the adventure says they do. They have skills and/or magical powers that will not be detailed here. Thank you for your trust.

INTRODUCTION

You find yourself in Loftwick at the end of another fascinating adventure. As you roam around the city, it seems quite a bit more chaotic than usual, and everyone seems all a-buzz with some exciting news. Glancing around, you see some friendly faces in the crowd.

At this point, the PCs can hook up with each other and meet those they don’t already know.

PCs wishing to find out what is going on can make Gather Information checks. Due to the large number of folks gossiping, the Gather Information checks will only take 1d20+4 minutes, and will not require any gold expenditure. Each DC achieved gets the lower DCs as well.

- DC 5 – “They say there’s gonna be some kind of big weddin’ or sumthin’. I don’t really know nuthin’ about it though.”
- DC 10 – “Marissa Kelven is getting married. I just heard it myself. Isn’t that exciting? That daddy of hers will surely throw her the wedding of the century. An unforgettable event, you can bet on it.”
- DC 15 – “Marissa’s father is Stephon Kelven, you know – that ambassador fellow. Whole family is well liked...and rich too.”
- DC 20 – “Stephon Kelven is the ambassador to Keoland. He’s a citizen and land holder in the Yeomanry too. Got his holdings right here in Loftwick. Real nice man...always treating everyone like they matter. A big thing like this, he’s likely to invite the whole town to the party.”
- DC 25 – “Don’t say you got this from me, but I know one of his kitchen girls, and she says that Mr. Kelven isn’t too happy about the engagement. Seems like the groom is quite a bit older than his daughter or something.”

Once they finish speaking with the crowds, there are a couple of directions to go. If the PCs received the DC 25 information above, they may ask to seek out Stephon Kelven on their own – go to Encounter 1. If not, go to Encounter 2.

ENCOUNTER 1: FATHER OF THE BRIDE

The PCs come to this encounter if they decide to seek out Stephon Kelven on their own.

Asking around about Stephon Kelven, you find out that he often enjoys lunch at the bustling tavern, The Pig’s Eye. Since it’s nearing lunchtime, that might be a good place to look.

Assuming the PCs head to the tavern, read the text below. If they do something different, you may have to adlib a bit until you can steer them to the tavern.

The Pig’s Eye is a wonderful old tavern that embodies the history of the great city of Loftwick. Any adventurer worth his salt stops by when visiting the city. The tavern is also very popular with the locals, including many of the merchants and several grosspokesmen. As you enter the building, you are greeted by a cacophony of sound including many overlapping conversations and the sound of pots and pans clanging in the kitchen. You smell the wonderful aroma of fresh bread and roasted meat.

Asking the barkeep or one of the serving girls about Kelven will get them directed to a table in the corner where Kelven is dining. If they have a description of

Kelven, they can wander around and notice him on their own as well. He seems to be finished with his lunch and is just relaxing at his table. Kelven is a friendly looking human in his early forties, well dressed, though not soft or pompous-looking in any way.

When the PCs approach him, he will greet them with a friendly smile and ask what he can do for them. He likes adventurers in general and enjoys chatting with them, so he is not unaccustomed to being approached.

Below are some possible questions or comments the PCs might make to him, with his responses included. Use the information as best you can to converse with the PCs in a natural fashion.

- “We’ve heard your daughter is getting married.”

“Yes, my oldest daughter Marissa has indeed told me she plans to wed quite soon. It was certainly a surprise.” He gives you a slight smile.

(If the PCs wish to Sense Motive here, a DC 15 will determine that Kelven is obviously not happy with the situation.)

- “You don’t seem very pleased.”

“Of course I’m happy for her. It has just all happened so quickly. She has not known Jarrad for very long.”

- “Jarrad?” Or “Who is she marrying?”

“She’s marrying a man named Jarrad Udric. I do not know him truly. I have seen him around town, but we have not been properly introduced.”

- “We know this Jarrad fellow!” (The PCs may say this if they played “Here Comes the Bride”.) Or “Is there anything we can do to help?”

Try to converse with the PCs as naturally as possible. Upon seeing their young faces, and being reminded of his daughter’s wedding at the same time, an idea will occur to him on a way out of his problem. These young and probably unknown adventurers might be the perfect way to investigate without drawing attention to himself.

Kelven looks around the tavern and then stands up. “Perhaps we could discuss this upstairs where it is more private? I have something I would ask of you.” Kelven motions a serving girl over and asks her if the first meeting room is available. She confirms that it is, and Kelven hands her a few coins and motions for you all to follow him. He heads towards the nearby stairs.

Once they are all settled in the small meeting room at the top of the stairs (it is a fairly plain room, with a rectangular table with 8 chairs around it), proceed to Encounter 3. **You will need to adjust the wording in the first three paragraphs of text to fit with the conversation they have had so far. **

ENCOUNTER 2: STILL FATHER OF THE BRIDE

This encounter is only for those parties that did not get DC 25 on the Gather Information check.

This situation will require some work from you, the DM. Through natural play, you will need to steer the PCs to the Pigs Eye Tavern (see Encounter 1 for the description). This should not be too hard – you can let them know it's near lunchtime, or remind them there's a great adventurers tavern nearby, etc. Once there, whether the PCs start talking to folks or just sit down and have a drink or meal, Stephon Kelven will recognize them as a group of adventurers and approach them. He will tell them quietly that he wishes to hire some adventurers for a small task. If they are willing to help him out, he'd like to discuss the matter in more detail in private. He will escort them upstairs to the meeting room and you may now move on to Encounter 3. He will not discuss any details about the job or the price he's willing to pay down in the common room.

ENCOUNTER 3: SOMETHING OLD

This encounter may require some minor text changes as you go through, depending on how the PCs reached this point.

“As you may have heard, my oldest daughter, Marissa has announced her intention to marry. Contrary to accepted tradition, I was not consulted in this matter, nor am I willing to accept the situation as it is now.”

“You’ve probably guessed that her intended is this fellow Jarrad Udric. He is quite a bit older than my daughter, and not from a known family in this area. I’ve seen him around town a few times, and something just strikes me as being ‘off’ about him.”

“I’m trying to find out all that I can about him, which is why I have asked you to come here.”

Here the PCs may say that they know the man in question and recount their adventures from “Here Comes the Bride”. The PCs should have worked for Jarrad without a hitch and probably have nice things to say about him. They may also try to alleviate some of Kelven's concerns about Jarrad. Have Kelven ask questions as needed until you feel the whole story is out. When they are finished, continue on. If no one in the party played “Here Comes the Bride” or no one admits to knowing Jarrad, skip the first read-aloud paragraph.

“Hmm, an interesting tale to be sure. I have heard nothing of him having a wife. This is quite suspicious. I wonder if he indeed married the woman and what became of her either way.”

“I wonder if you would be willing to look into him on my behalf? Most of my associates in the city are well known, and would be quite obvious if they were to investigate. I would not want to upset my daughter if there is nothing to worry about. Anyway, you can talk to him, feel him out, ask around about him perhaps. I don’t know of any associates or family you could talk to about him, though he probably has contacts in the market district. I believe he is some sort of merchant.”

“I will of course pay you for your time. I know that to folks like you, time is money. I am offering you each 50 gold, with the possibility of a bonus depending on how much information you are able to obtain. And of course, the sooner the better. What say you?”

If the PCs try to bargain for more money, Kelven will be very disappointed and tell them that he is already offering them quite a lot of money for a few hours of asking questions. Once the PCs have agreed to help, move on to the following.

“Wonderful. I hope you will be quite successful. Remember, try not to call attention to your investigation, and certainly not to my part in all this. Once you have found out the information, please return here and speak with me. I have arranged to do some work from the tavern today; as it is a very busy and active place, the comings and goings of adventurers will not be noticeable. Thank you again and I look forward to your results.”

He rises and moves to see you to the door. Obviously, your meeting here is done.

Stephon knows absolutely nothing more than what he has said here, so further questions will only gain the PCs a repeat of the meager info he has. If they ask about talking to his daughter, he will discourage it, but not forbid it. He doesn't want to upset her unless he finds out for sure something is wrong, so he really doesn't want her tipped off at this point that he or anyone is investigating Jarrad.

Please pull out and reference DM Aid: Encounter Chart as the PCs investigate. In this aid, you will find the encounter numbers for each place the PCs may wish to go. They may not go to them in any certain order or even to all of them. The PCs should tell you where they wish to go next at the end of each encounter, unless you are directed otherwise.

ENCOUNTER 4: THE MERCHANTS

If the PCs wish to go to Five Points to speak to the local merchants directly:

The bustling Five Points area is quite easy to find. Here is the largest congregation of merchants

in the city. If you need it, you can find it in Five Points...everything from chickens to magical items are bought and sold here. You see several merchants who don't appear too busy to answer a question or two...

Apply the following Gather Information:

- DC 5 – “Nope, don't know him.”
- DC 10 – “Yeah, I think I've seen him around here...not sure if he has a shop though. Seems like a nice guy.”
- DC 15 – “Sure, I know him. We haven't worked together yet, but we've talked about a couple of different projects we're thinking of doing. He seems like an okay fellow.”
- DC 20 – “Yep, I know Jarrad. He's an antiques dealer. I've dealt with him a few times. Easy to work with. Seems mostly to deal in antiques from the Sheldomar Valley area.”
- DC 25 + - “Oh yeah, I know Jarrad. Great guy. I have a few customers who collect, and they always want to be notified when a shipment from Jarrad comes in. I do wish he'd be a little quicker about paying me back that money I advanced him, though.”

At DCs 15+, they also get the following:

- “That's kinda odd. You are the second person to ask me about him today.”

If they ask about the other person, they are told it was a young man, rather intense looking, with dark hair and eyes. He was not someone the merchants had seen around the marketplace before.

ENCOUNTER 5: THE GROOM

If the PCs know Jarrad already, they may wish to proceed directly to his home. Otherwise, they will need to Gather Information to find out a little about him and where he lives.

General Gather Information:

- DC 15 – “Jarrad Udric? I think he's one of them merchants or something, right?”
- DC 20 – “Yeah, yeah, I heard of him. He lives up there on Merchants Row, in one of them fancy houses, I think.”
- DC 25 – “Sure, I can tell you where he lives. I made a delivery there once.”

Making your way to the residential area known as Merchants Row, you find Jarrad's house. It's a nice looking home, but not as extravagant as some of its neighbors. Its shutters are thrown open to take

advantage of the rare warm day, and you hear a dog barking nearby, perhaps coming from behind the house.

This area where most of the prominent merchants live is relatively small and very well patrolled by the Town Guard. If the PCs try ANYTHING beyond talking to Jarrad at this point, they will be sorry.

Jarrad is a very paranoid man. He is always on alert for someone to come after him. He tips the town guard well to patrol by his house even more often than normal. He also wears a small whistle around his wrist that he can blow at a moment's notice. It is extremely loud (enchanted) and will summon the guard at once (arrive in 1d4+1 rounds).

☛ **Jarrad** Male Human (Bluff +28, Diplomacy +18, Sense Motive +9).

A few moments after your knock at the door, a man answers. He is a well dressed man who appears to be quite stocky and has curly brown hair that is worn a bit long. You can't help but notice that his nose looks slightly bent, as though it had been broken in the past and didn't quite heal straight. His brown eyes look you up and down, and then he speaks. “What can I do for you?”

If any of the PCs played YEO5-IS1 “Here Comes the Bride” and got his favor, he will add the following:

“Oh, hello again. I hope you enjoyed the accommodations I set up for you here in town.”

The following info will help you converse with the PCs as Jarrad. Jarrad will only discuss Chelsea and any mention of being married before if the PCs bring it up directly. He will NOT volunteer this information.

- Where's Chelsea? / Did you marry Chelsea? / etc.

“Chelsea and I married as planned just after she arrived in town. Unfortunately our happiness was cut short when she was killed about 6 months ago.”

- How did she die?

“She liked to take a walk every evening before dinner. She found it relaxing. She usually stayed close to home, so I always believed she was safe walking alone. This area is very well patrolled. One evening she did not arrive home at her usual time, so I went out looking for her. I found her at the end of Merchants Row, in an alley, dead – her throat slit. I was devastated.”

- Did someone investigate? / Did they find who did it? / etc.

“The city guard investigated of course. They never caught the man or men who killed my sweet wife. All they found was a note that said “WE WARNED YOU” lying nearby. I can only assume it

was the same people who were threatening her before we were married."

- Who was threatening her?

"We never found out for sure. I still think it's those horrible cousins of her previous husband. They would have inherited his estate when he died except for Chelsea. They were always asking Chelsea for money and were pressuring her to make a will leaving them the estate. When Chelsea and I become engaged, I think they saw that marriage as another hurdle to the money and tried to scare her out of marrying me. I told all this to the authorities, but they said there was no proof they were involved at all."

- May we see the note?

"I turned it over to the authorities who were investigating her death."

- Did you try to raise her or speak with dead on her?

"We had discussed such things in the pass and it was her wish to have her spirit undisturbed when she passed on. I honored that wish by not having any of that type of magic cast upon her."

- Do you have any enemies who may have done this?

"No, no enemies I am aware of. Besides, I know it was those wretched cousins, we just couldn't prove it. I realize that I have to just let it go. It's time to move on now, and let her rest in peace."

- So, we hear you are getting married again? (asked with the knowledge of other wives)

"Yes. I was quite despondent for months after I lost Chelsea, but I encountered the lovely Marissa one day by chance in the market. She was just what I needed to lift my heart again. Marissa is so beautiful, so sweet; she's my angel."

- Does Marissa (or anyone) know you were married before?

"Well...no. You know how sensitive women can be about these things. She might feel jealous or that she has to compete with Chelsea's memory. I want nothing to disrupt her happiness. It's only for her own good."

- So, we hear you are getting married? (asked with no knowledge of other wives)

"Yes, I am! To the lovely and sweet Marissa Kelven. She's an angel. Ever since we encountered by chance in the market, I have been smitten."

- How many times have you been married?

Jarrad will answer this depending on what he thinks the PCs already know. (For example, if they have only mentioned Chelsea, he will say "Once." If they haven't mentioned any other wives, he will say "Never." If they have mentioned any other wives he has had, he will answer that number.)

- Do you love Marissa? / Did you love your other wife (wives)?

"Of course!"

- Why do you keep getting married?

"Okay, I admit it. I don't like to be alone. Is that a crime? I loved them, and they loved me. It is not against the law to love more than once!"

- Did you know Stephon Kelven doesn't like you / is investigating you / doesn't want you to marry his daughter / etc.?

"Really? I've never met the man that I'm aware of. I wonder why?"

- If the age difference between him and Marissa is mentioned...

"Yes, I'm older than her; so what? Is love limited to those born around the same time as you? I can assure you that love is blind when it comes to age."

Remember, though the PCs may be suspicious of Jarrad, at this point, they have no proof of anything. Any attempt to harm or even restrain him will result in trouble with the law for the PCs.

Once the PCs leave his house, roll a secret Spot check for each. DC 34 to notice someone lurking a little ways down the street, watching them. If they try to move that way, he will slip away before they can get to him. If the PCs call out, Jarrad will be alerted to the presence of the hider as well. This could have important repercussions if this happens, so please make a note of it.

ENCOUNTER 6: THE BRIDE

If the PCs wish to speak to Marissa Kelven, use the following information to freeform the encounter with her. Flex those DM muscles! Remember, the PCs are doing this against Stephon's emphatic request not to, so if they do anything to make Marissa suspect her father is investigating her betrothed, she will confront him about it (off-screen) and he will NOT be happy with the PCs when he sees them next.

Marissa is totally, school-girl-silly in love with Jarred. She will gush on and on about how sweet he is, and their romantic meeting (literally bumping into one another at the market) – how it must be fate. She doesn't care at all about his age. If told that Jarred was married previously, she will be surprised, but recover gracefully and insist that Jarred must have a good reason for not telling her. If the PCs start making accusations against Jared or try to

tell her that he is a bad guy, she will not believe a word of it and immediately ask them to leave.

ENCOUNTER 7: ALWAYS A BRIDESMAID

If the PCs wish to speak to Marissa's friends, use the following to freeform the encounter. The PCs can track down one or two of Marissa's friends who have been asked to be bridesmaids in the wedding.

The girls are very excited about the wedding, as Marissa is planning a huge bash. They don't know Jarred very well, but have met him several times, and they think he seems very nice. He's always so sweet and attentive to Marissa. And she's crazy about him. The girls do think he's "kinda old," but if Marissa is happy, they are happy for her. Besides, he's probably pretty rich and can support her in high fashion.

ENCOUNTER 8: SOMETHING BORROWED

Having found out some information, you head back to The Pig's Eye to report to Stephon Kelven on your progress.

It seems as though The Pig's Eye is fairly busy at all times of the day. You can easily see why Stephon choose this place to conduct your meetings. It seems to bustle all day and night, and you feel confident your comings and goings are anonymous.

As he indicated, Stephon has remained at the tavern, using the meeting room as a base of operations for the day. The barkeep knows that Stephon is working upstairs today, and will direct anyone inquiring about him to the correct room, or the PCs can simply head up to the room where they met with him before.

Pausing to tap lightly on the door, you then enter to see Stephon sitting at the table, reading some papers. He looks up as you enter, and beckons you in. "Glad to see you've returned. What have you found out?"

Give the PCs a chance to recount their story, responding as appropriate. Then move on with what follows.

"Curiously enough, I have received some information that may help us. I received this note shortly after you left."

Give the players Handout 1.

"My page Kent happened to be downstairs when the note was left with the barkeep. He described the person to me as a young man with dark hair, who looked very serious and tense. Knowing that I would have interest in someone leaving a note when he

could have easily asked to see me in person, Kent attempted to follow the young man when he left, but lost sight of him rather quickly when he slipped between two buildings and seemed to disappear."

If the PCs have made the previous Spot or Gather Information checks, they may have information to add about the mysterious young man.

"It is clear to me that I must speak with this man, and the sooner the better."

If the PCs mention Chelsea's death:

"I will also need to speak with the authorities about this poor murdered woman. I have several contacts amongst the guard whom I can trust."

"Would you please find out what you can about the death of the wife? If you'll go to the West End guard house and ask for Godric, tell him I sent you. See if he knows anything at all about this murder. There's obviously something strange going on here."

Otherwise:

"Please continue to check things out and let me know if you find discover anything more."

ENCOUNTER 9: BEST MEN

See DM Aid: Map#1 – Alleyway.

As the PCs are going about their investigation, they are set upon by thugs. After they have been to at least 2 locations, they are ambushed.

You continue your investigations in the city. This task is certainly getting more complicated. As you are passing by an alley near the inn, you hear what sounds like a scuffle and then a low moaning cry for help.

This is, of course, a trap: the thugs setting up the "dogooders" and luring them into the alley.

You see the crumpled form of a man lying on the ground about halfway down the alley, and a woman kneeling beside him, one hand on the downed man and another clutching her own head. The kneeling woman notices you and cries out to you, "Help us! Oh, please help us! They hit my husband. He won't wake up!" She gives a sob and shakes the man again.

At this point, the PCs will probably move forward to help the couple. Once they are all into the alley, the trap springs. One of the thugs closes in from behind them, and the couple springs up, ready to fight. If the PCs do not all enter the alley, they will spring the trap whenever one or more PCs try to touch or help the "wounded" people. As they are completely unhurt, they know the ruse is up once someone is close enough to get a better look. The back thug will move in and block whoever did enter the alley, forcing the other PCs to come in to aid them. The rooftop thugs will cast magic from the rooftops

as long as possible. If the PCs completely ignore the cries for help and move on, the thugs will catch up with them a few blocks later and simply jump them.

APL 2 (EL 5)

➤ **Thug 1, Female Human Ftr1:** hp 9; see *Appendix 1*.

➤ **Thug 2, Female Half-elf Wiz1:** hp 8; see *Appendix 1*.

➤ **Thug 3, Male Elf Wiz2:** hp 8; see *Appendix 1*.

➤ **Thug 4, Male Dwarf Ftr1:** hp 9; see *Appendix 1*.

➤ **Thug 5, Male Wood Elf War3:** hp 18; see *Appendix 1*.

APL 4 (EL 7)

➤ **Thug 1, Female Human Ftr2:** hp 18; see *Appendix 2*.

➤ **Thug 2, Female Half-elf Wiz2:** hp 12; see *Appendix 2*.

➤ **Thug 3, Male Elf Wiz3:** hp 15; see *Appendix 2*.

➤ **Thug 4, Male Dwarf Ftr2:** hp 18; see *Appendix 2*.

➤ **Thug 5, Male Wood Elf War3:** hp 18; see *Appendix 2*.

APL 6 (EL 9)

➤ **Thug 1, Female Human Ftr4:** hp 36; see *Appendix 3*.

➤ **Thug 2, Female Half-elf Wiz4:** hp 21; see *Appendix 3*.

➤ **Thug 3, Male Elf Wiz6:** hp 23; see *Appendix 3*.

➤ **Thug 4, Male Dwarf Ftr4:** hp 41; see *Appendix 3*.

➤ **Thug 5, Male Wood Elf War5:** hp 30; see *Appendix 3*.

Tactics: Thugs 1 and 5 are the couple in the alley. Thugs 2 and 3 are on the rooftops of the flanking buildings. Thug 4 is pretending to window shop across the street and will close in behind them. The buildings are all one story high, with no rooftop access from within the shops. If the rooftop thugs try to run for it, they can try to go from roof to roof and jump or climb down a few buildings away from the PCs.

This group will fight the PCs to the best of their abilities. They will try to preserve their own lives as much as possible. They have been paid a good deal of money to kill or incapacitate the PCs, and fearing backlash from their mysterious employer, they will not be able to be talked or bribed out of the fight. They will try to revive downed companions with potions or scrolls (if they have them) and will try to regroup and retreat if two of their number are killed outright.

Treasure: Only the Thugs' gear, see the appendix for a list.

Developments: If any of the thugs are taken alive and questioned (via either Diplomacy or Intimidation: standard DCs), they only know they were hired to kill or incapacitate the PCs by a man who always remains hooded and cloaked. They can provide no description of the man, nor a name. He told them the PCs were “do-gooders” and would almost certainly fall for a trap in which someone appeared to need help. They have been hired by the man before to do minor jobs (such as spying or banditry), but this is first time he's hired them to kill someone. He never gives a name or allows them a good look at him, but he always seems to know where to find them when he wants to hire them. They were paid in advance. The PCs can take any prisoners to the guard house if they wish.

ENCOUNTER 10: SOMETHING BLUE

At the West End guard house, they are able to speak with Godric, who is captain there. This is a freeform roleplay encounter for you and the players. Godric is a well spoken yeoman, though a little gruff. Once Stephon Kelven's name is dropped, he is quite willing to discuss the old investigation with the PCs. However, he will not tolerate any rudeness or any implication he is incompetent. He's an old-school southern guy and doesn't take any disrespect from “youngsters” or vigilantes. Here's what he knows about the investigation (try to work this into a normal conversation):

- He wasn't a part of the investigation as that was the job of the Merchants Row guard house, but all the captains in the guard were briefed on it.
- The guard was summoned to an alley near the far end of Merchants Row. A dead woman was discovered there, her throat slit. She was discovered by her husband when she didn't return home after a walk.
- No weapon was found at the scene.
- No witnesses to the crime have turned up.
- A note was found wedged underneath the body. All it said was “WE WARNED YOU” written in block letters on nondescript parchment.
- The husband said there were previous threats made against the woman. The investigators did find corroboration of this in the old case file. Apparently, she was threatened and assaulted in Westburn, and then assaulted again here in Loftwick. No one was ever caught in the threat case. It is assumed the same individuals killed her.

- The husband accused some distant relatives of the murder, and we did check them out. They claimed they hadn't seen or even talked to Chelsea in many months. We couldn't find any proof they had been anywhere near Loftwick or Westburn to have left the threats or attacked the woman.

Godric will respond to any theories or suggestions (such as Jarrad killed her himself) with a demand for proof. He'll agree the story sounds a little strange, but without solid proof he is not even going to write it down. "Can't be going around accusing upstanding merchants without no proof." Whenever the PCs finish talking with Godric, move directly to Encounter 11.

ENCOUNTER 11: SOMETHING NEW

Leaving the guard house with no more answers than when you entered, you wonder what your next step should be. As you step away, you hear a "Psst" from the corner of the building. Looking in that direction, you see a young man gesturing for you to come that way.

The PCs are probably wary of another trap, but they should realize they ARE right in front of a guard house and should be relatively safe. If they proceed, ignoring the young man, they will lose some valuable information and possibly the ability to continue on in the adventure. Likewise, if they instead duck back into the guard house and report the young man, when they go back outside he will be gone, as he does not want to deal with the guard and have them stop his revenge. In these cases, they will probably simply choose to return to Kelven with what meager info they've learned so far. Kelven will thank them, pay them the 50 gold each, and they earn xp and other gold up to this point. If they decide to go back to Jarrad's house on their own, they may complete Encounter 9.

If they go over and speak to the young man, continue on.

The young man motions you over. He is slender, with dark hair and could certainly be described as "intense looking".

"Please, I need to speak with you privately, it's very important. I believe we are pursuing similar goals." He beckons you to follow him to a quiet place to talk.

"I hope you will forgive the secrecy, but I do not wish my presence in the city to be known by my enemy. He hears and sees much more than you know. I am Benjamin Ruddick. You may call me Ben."

Here the PCs should introduce themselves to Ben. If they ask if he is the one who has been following them, he

will confirm it. If asked if he is the one who left the note for Kelven, he will confirm that as well.

"I've been following you since your visit to HIS lair." Ben says this last part with poison in his words. "I've been watching your investigation since then. I needed to discover if you were friend or foe before I approached you. I have picked up much of what you learned, but I was not able to hear the information you got in the guardhouse. I will share with you my story, and then I hope you will share the information with me, as we are allies."

"Once upon a time, as they say, I was a carefree boy who lived with his parents and big sister on a farm near Wymmswold. Five years ago, that all changed. A man came into my sister's life. See, I loved my sister dearly, but to be honest, she was quite plain and she was getting on past the marrying age, with no prospects in sight. My parents were afraid she would be an old maid. And Tess...well, Tess seemed to be content with her lot in life. We were very close. I told her she would always have a place in my household when I came of age. That seemed to please her. Well, as I said, this man came along. He began to woo Tess, and overnight she changed into this silly, giggling girl. I suppose she was awful lonely, and deep down she always hoped there would be someone for her. So, unfortunately, she fell for this man – hook, line, and sinker. He told us his name was Daniel, but I do not know if that is true or not. He is the man you know today as Jarrad Udric."

"I noticed things about him that seemed a bit 'off', but no one else seemed to. He was not wealthy, not as you see him now, but he it was clear he had some money and land. My parents were thrilled with the match even though he wasn't from the area and had no family to speak of. I think they were just glad there was SOMEONE to woo her. I tried to warn Tess that something wasn't right, but she wouldn't hear it. In fact, I am sorry to say our last words were those in anger. She believed me to be jealous, thinking he was taking her away from me. At first, I admit, that was part of it. We had always been so close. But then I began to notice more and more things that didn't add up..." He sighs, and pauses to wipe at his eyes. "Anyway, my father put together what dowry he could, and they were wed. Against my strong objection, so I was not present. After the wedding, he took Tess back to his 'estate', some few towns away. About a month after the wedding, I could not bear the separation between us any longer, so I went to visit her, to try and make amends. If she was happy, I would accept him. My first problem was that this estate of his was not where he had told us it was. Finally, after several days of asking around the area, I was able to find his property. It was not the prime land he had claimed, but some rocky and almost un-farmable land in the hills. There was a

house and stables as he claimed, but they were small in comparison to his description. Still, I soldiered on, thinking any man will want to make himself look good when seeking a bride. Well, I went there and asked to see my sister. He coldly informed me that she was dead! Said she fell from a horse during a ride and broke her neck. And then he practically slammed the door in my face. I was in shock. Surely this wasn't true! There wasn't much of a local guard, just a constable and a couple of part-time volunteers. I went to them, and they confirmed that she had died in a fall from her horse. When I asked if they investigated, they seemed to think I was mad. They said the husband had seen the whole thing, so no reason for all that. Can you believe it! They just took his word! Nothing I said changed their disinterest in the case."

"So, I vowed to get my revenge. I've spent the last five years training myself and learning all I can about this fiend who killed my sister."

At this point, shift into a more conversational mode, allowing the PCs to ask questions and such so they are not overwhelmed by the read aloud text. Use this information to converse normally with the PCs. Please do NOT simply read the bullet points to the players; allow them some time to roleplay and get to know Ben. He trusts the PCs unless they do anything suspicious or hostile toward him, and sees no reason to hide anything from them. This information is all the truth as Ben knows it and is based on the information he has obtained so far. When roleplaying Ben, keep in mind that he is a quiet and intense young man who is very serious in his quest for justice for his sister. He would like to have some company, but will not be swayed from his primary goal under any circumstances.

- He has been training himself for the last five years, as well as making contacts and keeping tabs on "Jarrad".
- He believes that Jarrad has married twice since his sister's death.
- He has no information on the marriage that came next after his sister, as he took a bit of time to mourn Tess and then to begin his training. It also took him some time to make the necessary contacts needed to keep tabs on Jarrad.
- He is aware of pretty much all the details of the marriage to Chelsea, though he found out everything too late to warn and save her. He strongly believes it was Jarrad himself who was sending the "threat" notes to Chelsea, and that he killed her. The notes, as well as the hiring of adventurers to "witness" attacks upon Chelsea was all to set up an alibi for Jarrad when she died. Chelsea was not an unknown farm girl like Tess and the girl who followed her, so he wanted to cover his tracks.

- He has not been able to determine WHY he marries these women and then kills them, though he is pretty sure that money is involved somehow. Chelsea was pretty wealthy, and Marissa is wealthy as well as part of an important family. Tess of course was only a poor farm girl, though their father was able to put together a small dowry which was primarily made up of some jewelry which has been passed down through the family for generations. Again, he doesn't have any information on the other marriage, though he has found enough clues to believe there was one, and that she was a girl similar to Tess.
- Jarrad purports to be a merchant dealing in antiques. Ben believes this to be a front for something else, but he doesn't know what.
- Jarrad makes periodic mysterious trips out of town, and is gone for a couple weeks each time. Supposedly these are "scouting" trips for antiques. Ben has tried to follow him a couple of times, but always loses his trail somehow. He makes these trips about 4-5 times a year from what Ben can tell.
- The guards are of no help in investigating Jarrad, due to Jarrad's position. Ben believes it will take hard evidence to convince the authorities of anything.
- Ben will be interested in any information or theories the PCs have. He is especially curious of what they learned in the guard house just now, as he was not able to eavesdrop successfully. This information will reinforce his belief that Jarrad is killing his wives for some nefarious purpose.

Once the PCs and Ben are done talking, he will ask them if they will join him in his quest to seek justice for these poor murdered women. He is willing to tell what he knows to Stephon Kelven, provided the PCs can get him up to see him surreptitiously. He wants to do whatever it takes to prevent more deaths at this man's hands, but he does not want Jarrad to know of his presence here.

If the PCs decide to take Ben to see Kelven, he will be most interested in what the intense young man has to say (see previous encounters for roleplaying as Kelven). Kelven has no new info for them, but asks them to continue to investigate. He believes that questioning Jarrad in more detail is the next step. Ben also is eager to check back in on Jarrad, since he has been busy following the PCs all day.

If the PCs do not take Ben to Kelven, and seem at a loss for what to do next, Ben will suggest that they check back on Jarrad and see what he is up to, since Ben has been busy following the PCs all day.

ENCOUNTER 12: THE GIFTS

See DM Aid: Map#2 – Jarrad's House

This encounter covers the return trip to Jarrad's house. He is obviously wise to the fact that he is being investigated, since he sent the thugs to attack the PCs in Encounter 7 (though he may not yet know about Ben, depending on the PCs actions so far.). He has by now fled his house, but left a few surprises for curious PCs.

Back again at Jarrad's house on Merchants Row, you approach the nice looking home with caution. Ben slips away from your group, though he says he'll be nearby watching. He does not wish to risk being seen by Jarrad or his informants yet. As you draw near to the house, you notice that all the shutters have been closed since your earlier visit, and the place seems very quiet. Perhaps Jarrad is not at home?

If the PCs chose to knock on the door, they will receive no answer. They hear no dogs bark if they remember and ask about that. Curious PCs and those with a larceny bent may be tempted to enter the house at this time. While the street is patrolled, they can easily watch and time the patrol's rounds, or they can choose to go around back and try to break in. The street is fairly quiet, as most of the residents are off working their shops or stalls. There are servants at home in the neighboring houses though, so any loud noises will cause them to alert the patrol. Reference the map of Jarrad's house (DM Map 2) if they chose to try and enter it.

The front and back doors have an average lock on them (Open Lock check at DC 25). The stat blocks for the doors and the locks are as follows:

🔒 **Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

🔒 **Steel Lock:** 1 in. thick; hardness 10; hp 10; AC 7; Break DC 24.

The doors are not trapped externally, so a Search check on the closed and locked doors will find no traps. However should either door be opened without the proper key, a trap will activate just across the threshold. Whenever someone steps into either of the indicated squares, it will go off. There is one of these traps on the front door and one on the back. Each must be disabled separately. So if the PCs leave by a different door than they came in, they will have to face the trap again. Also, it can hit them again when they leave if they did not disable it the first time through as it automatically resets. There is only 5 shots loaded per trap, so each will shoot a maximum of 5 times.

APL 2 (EL 2)

➦ **Poison Dart Trap:** CR 2; mechanical; location trigger, automatic reset (maximum 5 times); Atk +12 ranged, (1d4 plus poison, dart); poison (blue whinnis, DC

14 save resists (poison only), 1 Con/unconsciousness); Search DC 18; Disable Device DC 18.

APL 4 (EL 4)

➦ **Poison Dart Trap:** CR 4; mechanical; location trigger, automatic reset (maximum 5 times); Atk +16 ranged, (1d4+4 plus poison, dart); poison (blue whinnis, DC 14 save resists (poison only), 1 Con/unconsciousness); multiple targets (one target in each of two preselected 5-ft. squares); Search DC 20; Disable Device DC 20.

APL 6 (EL 6)

➦ **Whirling Poison Blades:** CR 6; mechanical; location trigger, automatic reset (maximum 5 times); Atk +10 melee, (1d4+4/19-20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists (poison only), 1d6 Str/2d6 Str); multiple targets (one target in each of two preselected 5-ft. squares); Search DC 20; Disable Device DC 20.

Once they disable or survive the trap, they can explore the house. Jarrad is not planning on returning, so he has taken anything of value and anything obviously incriminating with him. However, if the PCs are smart, they may be able to deduce a few things about him.

ROOM DESCRIPTIONS: (Note: all windows and doors are closed until the PCs open them. No doors are locked except the front & back doors and the secret door. All windows are latched from the inside. Throughout the house, only basic items and furnishings remain. There are no items of value left behind. However, if the PCs state they wish to loot the house, there are mundane everyday items that could be taken – such as plates, simple candlesticks, etc. If they take ANYTHING from the house, remember this when they are arrested.)

- Entry Hall – this room is a long hallway from the front door through the middle of the house. The squares with the X's are the trapped areas. It's exits are 6 closed doors and one double wide archway.
- Parlor – this room is obviously a formal sitting room. It has a large fireplace and some sitting chairs and sofas. Its exits are 2 doors.
- Dining Hall – this room is the formal dining room. A huge table with seating for twelve dominates this room. Its exits are 2 doors and a large archway.
- Kitchen – This is an typical kitchen for a manor of this size. It has counters, a cold box, cooking stove, etc. Also a small dining table, probably where the servants ate. Its exits are 2 doors.
- Pantry – This is a large pantry and storage area. It contains boxes of food stuffs and a couple of kegs, one containing wine and one containing

water. It also served as access from the servants sleeping quarters to the kitchen. Its exits are 2 doors.

- Servants Quarters – This area consists of a short hallway with 2 servants sleeping areas and the servants' back door. The squares with the X's are the trapped areas.
- Office – This is a large office, with several sets of shelves and a desk. If the PCs search around they will find various documents that seem to support an import/export business involving antiques. However, there is not a ledger or any sort of account book or papers present.
- Small Privy – There is a small privy at the end of the Entry Hall.
- Bedrooms – These bedrooms would have been suitable for children or as guest rooms. They appear to be currently set up as guest rooms, with a bed and dresser in each, though it doesn't look as though anyone has used the furniture in quite a while. The first bedroom has a locked secret door hidden in it.

🔒 **Wooden Secret Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18. Search DC 20.

🔒 **Steel Lock:** 1 in. thick; hardness 10; hp 10; AC 7; Break DC 24; Open Lock 25.

- Master Bedroom – This is the large master bedroom. It has obviously been in recent use, the bed is rumpled and unmade. It has several dressers that stand with the drawers hanging askew, as though someone had emptied them in a hurry.
- Master Bath – a lavish bath off the master bedroom.
- Secret Altar Room – Of immediate interest to the PCs are the mean dogs which jump them when they try to enter the room. The dogs have been sitting very sit and quiet, guarding as ordered.

APL 2 (EL 3)

🐾 **Guard Dogs, Riding Dog (3):** hp 15; see *Monster Manual*, page 272.

APL 4 (EL 5)

🐾 **Guard Dogs, Corrupted Riding Dog (3):** hp 19; see *Appendix 2*.

APL 6 (EL 7)

🐾 **Guard Dogs, Shadow Riding Dog (4):** hp 15; see *Appendix 3*.

Tactics: The guard dogs are mean and will fight to the death to guard this room as ordered. They will fight as befits their combat training and intelligence level.

Treasure: None.

Developments: Once the PCs dispatch the dogs, they can check out the room. If the PCs simply close the door and walk away, they will NOT gain the xp for defeating the dogs.

This room has clearly been stripped top to bottom of all items that might have once been here. A search check will reveal that it appears there used to be wall hangings, as well as unknown items on recessed nooks throughout the room. All that remains is a tall coat rack type item in one corner and some sort of altar on the far end of the room. The altar is clearly of evil origin. It is made of some sort of black stone, and a search check (DC 20) of it reveals what may be dried blood in some of the crevices on the top. That check also reveals that there is a spot on the front of the altar that looks as though it would have held a symbol of some kind, however none is currently there.

You should go directly to Encounter 13 whenever the PCs exit the house.

ENCOUNTER 13: THE HONEYMOON'S OVER

If the PCs have spent more than 5 minutes inside the house, they run the risk of encountering the patrol as they leave. If they made noise entering, such as breaking down the door or windows, then the neighbors have summoned the patrol, who are waiting to arrest them. If the PCs did not enter the house or left it very quickly without exploring at all, then skip this encounter.

As you exit the house, you see a group of Loftwick guardsmen waiting for you. Several of them have crossbows aimed toward you, while others are bearing longswords at the ready.

The man in the center of the group addresses you. "You are under arrest for the unlawful act of breaking and entering. Put down your weapons and raise both hands above your head. Come quietly and you will not be harmed."

Allow the PCs to react here. They may take actions as desired. However, attacking guardsmen in Loftwick is a very bad idea. If the PCs try to fight them, give it to them with both barrels. Every 5 rounds, 4 more guardsmen will arrive on the scene. At the start of the battle, half of the NPCs will be using longbows, half longswords. If the PCs fight the guards, they will NOT gain the XP for "Diplomacy with the guards" as listed in the Experience Point Summary.

If the PCs try to talk their way out of it, they may use Diplomacy only. These guards cannot be intimidated out

of doing their job. A successful Diplomacy check will allow the PCs to state their case, and the sergeant will act accordingly. For example, they may be able to convince the guards to check out what they've found in the house before they go to jail, or perhaps they want the guards to take them to Kelven, rather than jail. On a full success, any reasonable request will be met. However, he will not simply let them go, no matter what the check result is. Have the players tell you exactly what they are saying, as it will affect the check. See the list below for modifiers and results to the check. You do not need to apply the penalty for rushed Diplomacy, as the guards are not hotheads and will take the time to hear the PCs' story. However, they get only one try.

Diplomacy modifiers:

- +2 for each PC in militia or army gear
- +5 for mentioning Kelven's name
- +3 for making a good speech to the NPCs (this is a little roleplaying bonus at the DMs discretion)
- -20 for each PC that is Wanted in the Yeomanry or Banned from the Yeomanry
- -5 for threatening the guards or trying to intimidate them before trying Diplomacy

A Diplomacy check of 14 or less will get them nothing. The guards will again insist on the PCs unconditional surrender. They will have to spend time in jail (eventually the situation will be sorted out) and pay a fine. They will not believe the PCs story or help them in any way. Give the PCs the first Burglar! entry on the AR.

A Diplomacy check of 15-24 will allow the PCs to explain the situation to the guards, but they will still need to surrender as they did break the law. However, the guards will be sympathetic and understanding, and they will be willing to send for Kelven once the PCs are in jail (if they request it) to speak on their behalf. Otherwise, they will agree to check out their story while the PCs are in jail. As the PCs have stolen nothing from the house, Kelven will vouch for them, and will negotiate with the captain for the PCs to pay a smaller fine and serve a reduced sentence. Give the PCs the second Burglar! entry on the AR.

A Diplomacy check of 25-39 will get the guards to be Friendly. The guards believe the PCs mean well and will do what they can to honor their requests. They will have to remain in custody for the moment, however, they may keep their weapons on their person if they sheath them or otherwise put them away. If the PCs think to ask to be taken to Kelven or ask for Kelven to be brought to the jail, he will vouch for them. As the PCs have stolen nothing from the house, they will be let off with a small fine and no time served. Give the PCs the third Burglar! entry on the AR.

A Diplomacy check of 40 or higher is full success. The guards will stand down and try to help the PCs however they can. The PCs will not be arrested, but the guards will ask them to stay in town until they verify their story with Kelven. The PCs don't receive any of the Burglar! entries.

All APLs (EL 10+)

🗡️ **Guardsmen, Male Human Fighter**3: hp 27; see Appendix 5.

Tactics: The guardsmen will attack with non-lethal blows until one of them is dropped. Then they will attack to kill. The longbow users each have 5 sleep arrows, and 20 regular arrows. The longbow wielders will drop the bows and switch to their longswords if an opponent closes to melee with them or if any guardsman is dropped.

Treasure: None. The PCs will not have the time to loot the bodies of the guardsmen, as more will be on the way every few rounds.

Developments: If the PCs are defeated in combat by non-lethal means, they will awaken in jail a number of hours later. Any that are killed in combat are taken to the Church of the Seven Faiths for disposal. If some PCs lived, once they get out of jail, they can attempt to claim the bodies of their deceased companions if they wish. If any of the guardsmen are killed, the PCs will receive the "Murderer!" entry on the AR.

CONCLUSION

If the PCs did not encounter the guards, you will need to alter this text to fit.

The mess with the guards finally sorted out, you find yourself alone with Stephon Kelven again. His demeanor is different than when you first met him this morning. He was concerned then, though not unduly so. Now he is visibly disturbed at all that has transpired.

"I thank you for all that you have done for me and for Marissa. Though she is heartbroken now, in time she, too, will be grateful for your aid. I wish we could have detained this man, this Jarrad or Daniel, or whatever his true name is, but the important thing is that my daughter is safe from the fate that met those other poor women."

"Also, I have been contacted by our mutual friend Ben. He wishes me to pass on to you his apologies on being unable to aid you with the guards. He did not see anything that he could do to improve the situation and feared his appearance would only further muddy the waters. He feels he must do whatever he can to track down this man, this perpetual groom, and exact his revenge. May the gods damn me, but I wish him well on his task."

“Here is the gold I promised you, and with it a bonus for all your troubles. If you ever need a favor that I can provide, you have but to call on me.”

If the PCs explored the house and found the secret room and then passed that info on to Kelven, the guards, or both, add the following.

“The knowledge of this ‘altar room’ concerns me. It leads me to believe this is not a simply case of greed, but something far more sinister. What dark deity did he serve in that room? If indeed his goal with these women was to collect money, for what dark purpose was that money used? And why the two girls without money? What did he gain from that? Well, you can be sure the authorities have been alerted to his possible misdeeds. Though they can do little with simply my word to guide them, at least no other girls will fall victim in this place. I plan to talk with Melinda herself about this, to see whether she feels he could be a threat to the greater safety of the Yeomanry. I hope you will make yourselves available should she wish to speak with you.”

If any of the PCs were killed by fighting the guards, the living PCs may go to the Co7F to claim the bodies. The priests will turn the bodies over to them without too much hassle. If it has been more than one week, the bodies will have been buried and will have to be dug up, for a cost of 20gp per body to pay the gravediggers again. If the PCs wish to be returned to life, the regular rule for such spell casting in the Yeomanry applies. How long the living PCs had to spend in jail may alter which spells may be used on the dead PCs.

CAMPAIGN CONSEQUENCES

Please take a moment RIGHT NOW to answer the questions on the Critical Events page at the end of this adventure. If you are at a convention, please give the results to your Senior DM or a current triad member if they are present. If you are the Senior DM or a home game DM, please send the results to the triad at POC@yeomanry.net. If you cannot email the results, please ask a player at the table to do it for you. The CES is very important to future Yeoman adventures.

ATTENTION DMS: At this time, anyone who had played YEO5-IS1 with this character and earned the Favor of Jarrad Udric needs to give you their AR and you need to MARK OFF the favor. You can mark it “Withdrawn” or simply X it off. He no longer grants them this favor.

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 character.

Encounter 9

Defeat the ambushers.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

Encounter 12

Disable or survive the traps.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

Encounter 12

Defeat the guard dogs.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

Encounter 13

Diplomacy with the guards.

APL 2: 60 xp.

APL 4: 60 xp.

APL 6: 60 xp.

Story Award

Find out useful information and report it to Stephon Kelven.

APL 2: 45 xp.

APL 4: 70 xp.

APL 6: 90 xp.

Find the secret altar room.

APL 2: 45 xp.

APL 4: 70 xp.

APL 6: 90 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

Encounter 9

APL 2: L: 189 gp, C: 5 gp, M: *scroll of haste* (31 gp), *scroll of arcane sight* (31 gp), *scroll of summon monster 1* (2 gp), *scroll of lightning bolt* (31 gp), *scroll of cure moderate wounds* (17 gp), *bracers of armor +1* (83 gp),

breastplate +1 (113 gp), 2 *potion of remove fear* (8 gp), *Quaal's feather token (bird)* (25 gp).

APL 4: L: 142 gp, C: 5 gp, M: *scroll of haste* (31 gp), *scroll of arcane sight* (31 gp), *scroll of summon monster 1* (2 gp), *scroll of lightning bolt* (31 gp), *scroll of cure moderate wounds* (17 gp), 2 *bracers of armor +1* (167 gp), *breastplate +1* (113 gp), 2 *potion of remove fear* (8 gp), *Quaal's feather token (bird)* (25 gp), *banded mail +1* (117 gp), *pearl of power 1st level* (83 gp), *splint mail +1* (110 gp).

APL 6: L: 116 gp, C: 5 gp, M: *scroll of haste* (31 gp), *scroll of arcane sight* (31 gp), *scroll of summon monster 1* (2 gp), *scroll of lightning bolt* (31 gp), *scroll of cure moderate wounds* (17 gp), 2 *bracers of armor +1* (167 gp), *breastplate +1* (113 gp), 2 *potion of remove fear* (8 gp), *Quaal's feather token (bird)* (25 gp), *banded mail +1* (117 gp), *pearl of power 1st level* (83 gp), *splint mail +1* (110 gp), *cloak of resistance* (83 gp), *potion of cure light wounds* (4 gp), *scroll of false life* (13 gp), *scroll of knock* (13 gp), *wand of burning hands* (63 gp), *scroll of silent image* (2 gp), *heavy mace +1* (193 gp), *panic button (meandering)* (63 gp), *rod of Metamagic, enlarge lesser* (250 gp).

Encounter 12

APL 2: L: 0 gp, C: 0 gp, M: (0 gp).

APL 4: L: 0 gp, C: 0 gp, M: (0 gp).

APL 6: L: 0 gp, C: 0 gp, M: (0 gp).

Conclusion

APL All: L: 0 gp, C: 75 gp, M: (0 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 189 gp, C: 80 gp, M: 341 gp – Total: 610 gp (450 gp).

APL 4: L: 142 gp, C: 50 gp, M: 735 gp – Total: 957 gp (650 gp).

APL 6: L: 116 gp, C: 80 gp, M: 1419 gp – Total: 1615 gp (900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of Stephon Kelven:** You have earned the favor of a very powerful man in the Yeomanry. He will aid you however he can. This favor counts as 2 Yeomanry Influence Points when used normally, and 4 when used for a political reward. Mark this favor as USED when the IPs are spent.

☛ **Spellbook I:** You have recovered a spellbook with the following spells: 1st – *erase*, *expeditious retreat*, *mage armor*, *summon monster I*, *unseen servant*; 2nd – *mirror*

image, obscure object, spider climb. Weight: 3 lbs.; Price: 550 gp.

📖 **Spellbook II:** You have recovered a spellbook with the following spells: 1st – *chill touch*, *comprehend languages*, *expeditious retreat*, *hypnotism*, *lesser orb of acid* (Spell Compendium), *magic missile*, *silent image*, *sleep*; 2nd – *glitterdust*, *summon monster II*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd – *deep slumber*, *protection from energy*, *secret page*, *shrink item*. Weight: 3 lbs.; Price: 1,400 gp.

👤 **Burglar!:** You were caught breaking into a private home in Loftwick. The result is (circle the appropriate result):

- Serve 15 additional TUs in a work gang and pay a fine of 150 gp.
- Stephon Kelven has spoken on your behalf. You will serve a reduced sentence of 5 additional TUs and pay a fine of 50 gp.
- Stephon Kelven has spoken significantly on your behalf. You will be released from jail with time served and pay a fine of 50 gp.

👤 **Murderer!:** You killed a Loftwick guardsman while he was simply trying to do his job. You will serve 100 additional TUs in a work gang and pay a fine of 2,000 gp. Additionally, the government is extremely unhappy with your unlawful behavior - if you are a member of the military or the Co7F, your membership is revoked, you immediately lose all benefits granted by them, and you may never again join either organization.

Item Access

APL 2:

- Fairy Button (Adventure; Complete Mage; Limit 3)
- Quaal's Feather Token, Bird (Adventure; Dungeon Master's Guide)
- Spellbook I (Adventure; See Above)
- Spellbook II (Adventure; See Above)

APL 4 (all of APL 2 plus the following):

- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)

APL 6 (all of APLs 2, 4 plus the following):

- Metamagic Rod, Enlarge, Lesser (Adventure; Dungeon Master's Guide; Limit 1)
- Panic Button, Meandering (Adventure; Complete Scoundrel; Limit 3)

APPENDIX I – APL 2

ENCOUNTER 9

THUG 1

CR 1

Female human fighter 1
CN Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)
hp 9 (1 HD);
Fort +4, **Ref** +1, **Will** +1

Speed 20 ft. in banded mail (4 squares), base movement 30 ft.
Melee mw bastard sword +4 (1d10+3/19-20)
Base Atk +1; **Grp** +3
Atk Options Power Attack
Special Actions Quick Draw, Second Wind
Combat Gear caltrops, smokestick, acid flask x2
Abilities Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10
Feats Power Attack, Quick Draw, Second Wind,
Skills Handle Animal +2, Intimidate +2, Jump -1, Ride +3,
Possessions combat gear plus mw bastard sword, mw banded mail, noble's outfit, belt pouch, 8gp.

Description

Sources Second Wind (Miniatures Handbook)

THUG 2

CR 1

Male human Wizard 1
NE Medium humanoid (half-elf)
Init +2; **Senses** low-light vision, Listen +3, Spot +3
Languages Common, Elven, Draconic

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 mage armor)
hp 8 (1 HD);
Immune sleep
Fort +2, **Ref** +2, **Will** +2 (+4 against enchantment)

Speed 30 ft. (6 squares), base movement 30 ft.;
Melee dagger +1 (1d4+1/19-20) or
Ranged dagger +2 (1d4+1/19-20)
Base Atk +0; **Grp** +1
Combat Gear scroll of haste
Class Spells Prepared (CL 1st):
1st—*grease* (DC 12), *mage armor*
0—*acid splash* (+2 ranged touch), *ray of frost* (+2 ranged touch),
touch of fatigue (+1 touch)
† Already cast

Abilities Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8
SQ elven blood
Feats Scribe Scroll, Toughness,
Skills Diplomacy +1, Gather Information +1, Knowledge (Arcana) +5, Knowledge (Geography) +5, Knowledge (History) +3, Listen +3, Move Silently +5, Search +2, Spot +3, Spellcraft +3,
Possessions combat gear plus cat familiar, dagger, backpack, hemp rope (50ft), waterskin, spellbook, spell component pouch, scroll case, scroll of arcane sight, 3gp.
Spellbook spells prepared plus 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*,

light, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*, *resistance*; 1st—*erase*, *expeditious retreat*.

Description

THUG 3

CR 2

Male elf wizard 2
CE Medium humanoid (human)
Init +1; **Senses** low-light vision, Listen +8, Spot +5
Languages Common, Elven, Draconic, Goblin

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 armor)
hp 8 (2 HD);
Immune sleep
Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.;
Melee club +2 (1d6+1)
Base Atk +1; **Grp** +2
Atk Options spells
Combat Gear *scroll of summon monster 1*, *scroll of lightning bolt*, *scroll of cure moderate wounds*, caltrops, 7gp.
Class Spells Prepared (CL 2nd):
1st—*magic missile*, *orb of acid lesser* (+2 ranged touch), *sleep* (DC 13)
0—*acid splash* (+2 ranged touch), *daze* (DC 12), *ray of frost* (+2 ranged touch), *resistance*

Abilities Str 13, Dex 12, Con 12, Int 15, Wis 12, Cha 8
Feats Scribe Scroll, Skill Focus (Concentration)
Skills Concentration +9, Knowledge (History) +7, Knowledge (Planes) +7, Listen +8,
Possessions combat gear plus club, scroll case, 5 sheets paper, waterskin, bracers of armor +1, spell component pouch with fairy button, inkpen, ink 1 oz vial, spellbook, bat familiar, 7gp.
Spellbook spells prepared plus 0—all; 1st—*chill touch*, *comprehend languages*, *expeditious retreat*, *hypnotism*, *silent image*.

Description

Sources Fairy button (Complete Mage)

THUG 4

CR 1

Male dwarf fighter 1
N Medium humanoid (human)
Init +0; **Senses** darkvision, Listen -1, Spot -1
Languages Common, dwarven, goblin

AC 16, touch 10, flat-footed 16
(+6 armor)
hp 9 (1 HD);
Fort +4 (+6 against poison), **Ref** +0, **Will** -1

Speed 20 ft. in splint mail (4 squares), base movement 20 ft.;
Melee mw morningstar +4 (1d8+2) or
Melee mw spiked gauntlet +4 (1d4+2)
Base Atk +1; **Grp** +3
Atk Options Blind Fight, +1 attacks against orcs and goblinoids, +4 dodge bonus to AC against giants
Special Actions
Combat Gear smokestick
Abilities Str 15, Dex 10, Con 15, Int 12, Wis 8, Cha 12
SQ Dwarven racial enemy, stonecunning, +4 dodge vs. giants

Feats Blind-Fight, Endurance
Skills Climb -1, Handle Animal +5, Jump -1,
Possessions combat gear plus mw spiked gauntlet, mw
Morningstar, splint mail, backpack, silk rope (50ft),
grappling hook, 9gp.

Description

THUG 5

CR 2

Male wood elf warrior 3
CG Medium humanoid (wood elf)
Init +6; **Senses** low-light vision, Listen +1, Spot +1
Languages Common, Elven, Goblin

AC 20, touch 12, flat-footed 18
(+2 Dex, +6 armor, +2 shield)

hp 18 (3 HD);

Immune sleep

Fort +3, **Ref** +5, **Will** +0

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.;

Melee mw heavy mace +7 (1d8+3)

Base Atk +3; **Grp** +5

Combat Gear 2 *potion remove fear*, thunderstone, alchemist's fire

Abilities Str 17, Dex 14, Con 11, Int 12, Wis 8, Cha 10

SQ +2 to saves vs. enchantment

Feats Improved Initiative, Lightning reflexes

Skills Handle Animal +6, Jump +5, Listen +1, Ride +10,

Possessions combat gear plus breastplate +1, mw heavy
wooden shield, mw heavy mace, backpack, silk rope (50ft),
Quaal's feather token (bird), 9gp.

Description

ENCOUNTER 12

POISON DART TRAP

CR 2

Description Should either door be opened without the special
key, a trap will activate just across the threshold. Whenever
someone steps into either of the indicated squares, it will go
off. There is one of these traps on the front door and one on
the back. Each must be disabled separately.

Search DC 18; **Type** mechanical

Trigger location,

Effect ranged +12 dart (1d4+poison); poison (blue whinnis, DC
14 save resists (poison only), 1 Con/unconsciousness);

Disarm Disable Device DC 18.

APPENDIX 2 – APL 4

ENCOUNTER 9

THUG 1 CR 2

Female human fighter 2
 CN Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 11, flat-footed 17
 (+1 Dex, +7 armor)
hp 18 (2 HD);
Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. in banded mail (4 squares), base movement 30 ft.
Melee mw bastard sword +4 (1d10+3/19-20)
Base Atk +2; **Grp** +4
Atk Options Power Attack, Cleave
Special Actions Quick Draw, Second Wind
Combat Gear caltrops, smokestick, acid flask x2

Abilities Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10
Feats Power Attack, Quick Draw, Second Wind, Cleave,
Skills Handle Animal +2, Intimidate +3, Jump +0, Ride +3,
Possessions combat gear plus mw bastard sword, mw banded
 mail, noble's outfit, belt pouch, 8gp.

Description
Sources Second Wind (Miniatures Handbook)

THUG 2 CR 2

Male human Wizard 2
 NE Medium humanoid (half-elf)
Init +2; **Senses** low-light vision, Listen +3, Spot +3
Languages Common, Elven, Draconic

AC 16, touch 12, flat-footed 14
 (+2 Dex, +1 bracers of armor, +4 mage armor)
hp 12 (2 HD);
Immune sleep
Fort +2, **Ref** +2, **Will** +3 (+5 against enchantment)

Speed 30 ft. (6 squares), base movement 30 ft.;
Melee dagger +2 (1d4+1/19-20) or
Ranged dagger +3 (1d4+1/19-20)
Base Atk +1; **Grp** +2
Combat Gear scroll of haste
Class Spells Prepared (CL 2nd):
 1st—grease (DC 13), mage armor, summon monster 1
 0—acid splash (+3 ranged touch), daze (DC 12), ray of frost (+3
 ranged touch), touch of fatigue (+2 touch)
 † Already cast

Abilities Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8
SQ elven blood
Feats Scribe Scroll, Toughness,
Skills Diplomacy +1, Gather Information +1, Knowledge
 (Arcana) +6, Knowledge (Geography) +6, Knowledge
 (History) +3, Listen +3, Move Silently +5, Search +2, Spot +3,
 Spellcraft +6,
Possessions combat gear plus cat familiar, bracers of armor +1,
 dagger, backpack, hemp rope (50ft), waterskin, spellbook,
 spell component pouch, scroll case, scroll of arcane sight, 3gp.
Spellbook spells prepared plus 0—all; 1st—erase, expeditious
 retreat, unseen servant.

Description

THUG 3 CR 4

Male elf wizard 4
 CE Medium humanoid (human)
Init +1; **Senses** low-light vision, Listen +8, Spot +6
Languages Common, Elven, Draconic, Goblin

AC 12, touch 11, flat-footed 11
 (+1 Dex, +1 armor)
hp 15 (4 HD);
Immune sleep

Fort +2, **Ref** +2, **Will** +5
Speed 30 ft. (6 squares), base movement 30 ft.;
Melee club +3 (1d6+1)
Base Atk +2; **Grp** +3
Atk Options spells
Combat Gear scroll of summon monster 1, scroll of lightning bolt,
 scroll of cure moderate wounds (arcane), caltrops, pearl of power 1st-
 level.

Class Spells Prepared (CL 4th):
 2nd—glitterdust (DC 15), summon monster 2, touch of idiocy (+3
 touch)
 1st—chill touch (+3 touch), magic missile, orb of acid lesser (+3
 ranged touch), sleep (DC 15)
 0—acid splash (+3 ranged touch), daze (DC 14), ray of frost (+3
 ranged touch), resistance

Abilities Str 13, Dex 12, Con 12, Int 16, Wis 12, Cha 8
Feats Scribe Scroll, Skill Focus (Concentration)Spell Focus
 (Enchantment)
Skills Concentration +11, Decipher Script +4, Knowledge
 (History) +9, Knowledge (Planes) +9, Listen +8, Spellcraft
 +10, Spot +6,
Possessions combat gear plus club, scroll case, 5 sheets paper,
 waterskin, bracers of armor +1, spell component pouch with
 fairy button, inkpen, ink 1 oz vial, spellbook, bat familiar, 7
 gp.
Spellbook spells prepared plus 0—all; 1st—comprehend
 languages, expeditious retreat, hypnotism, silent image; 2nd—.

Description
Sources Fairy button (Complete Mage)

THUG 4 CR 2

Male dwarf fighter 2
 N Medium humanoid (human)
Init +0; **Senses** darkvision, Listen -1, Spot -1
Languages Common, dwarven, goblin

AC 18, touch 10, flat-footed 18
 (+7 armor, +1 shield)
hp 18 (2 HD);
Fort +5 (+7 against poison), **Ref** +0, **Will** -1

Speed 20 ft. in splint mail (4 squares), base movement 20 ft.;
Melee mw morningstar +5 (1d8+2) or
Melee mw spiked gauntlet +5 (1d4+2)
Base Atk +2; **Grp** +4
Atk Options Improved Shield Bash, Blind Fight, +1 attacks
 against orcs and goblinoids, +4 dodge bonus to AC against
 giants
Special Actions

Combat Gear smokestick

Abilities Str 15, Dex 10, Con 15, Int 12, Wis 8, Cha 12
SQ Dwarven racial enemy, stonecunning, +4 dodge vs. giants
Feats Blind-Fight, Endurance Improved Shield Bash,
Skills Climb +1, Handle Animal +6, Jump +1,
Possessions combat gear plus mw spiked gauntlet, mw Morningstar, splint mail +1, light steel shield, backpack, silk rope (50ft), grappling hook.

Description

THUG 5 **CR 2**

Male wood elf warrior 3
CG Medium humanoid (wood elf)
Init +6; **Senses** low-light vision, Listen +1, Spot +1
Languages Common, Elven, Goblin

AC 20, touch 12, flat-footed 18
(+2 Dex, +6 armor, +2 shield)
hp 18 (3 HD);
Immune sleep
Fort +3, **Ref** +5, **Will** +0

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.;
Melee mw heavy mace +7 (1d8+3)
Base Atk +3; **Grp** +5
Combat Gear 2 *potion remove fear*, thunderstone, alchemist's fire
Abilities Str 17, Dex 14, Con 11, Int 12, Wis 8, Cha 10
SQ +2 to saves vs. enchantment
Feats Improved Initiative, Lightning reflexes
Skills Handle Animal +6, Jump +5, Listen +1, Ride +10,
Possessions combat gear plus breastplate +1, mw heavy wooden shield, mw heavy mace, backpack, silk rope (50ft), Quaal's feather token (bird), ggp.

Description

ENCOUNTER 12

POISON DART TRAP **CR 4**

Description Should either door be opened without the special key, a trap will activate just across the threshold. Whenever someone steps into either of the indicated squares, it will go off. There is one of these traps on the front door and one on the back. Each must be disabled separately
Search DC 20; **Type** mechanical

Trigger location,

Effect ranged +16 dart (1d4+4 plus poison); poison (blue whinnies, D 14 save resists (poison only), 1 Con/unconsciousness); multiple targets (one target in each of two preselected 5-ft squares)

Disarm Disable Device DC 20.

RIDING DOG, CORRUPTED **CR 2**

Male riding dog
NE Medium Aberration
Init +1; **Senses** low-light vision, scent, darkvision, Listen +4, Spot +4

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)

hp 19 (2 HD); fast healing 1;

Immune acid

Fort +7, **Ref** +4, **Will** +0

Speed 40 ft. (8 squares), base movement 40 ft.;

Melee bite +5 (1d8+5)

Base Atk +1; **Grp** +5

Atk Options Disruptive Attack +1 damage

Abilities Str 19, Dex 13, Con 19, Int 2, Wis 10, Cha 4

SQ enhanced power

Feats Alertness, Track, Feat, Feat, Feat

Skills Jump +10, Listen +4, Spot +4, Swim +5,

Disruptive Attack (Su) The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half the creature's Hit Dice (max 20 points of vile damage). A corrupted creatures natural weapons are treated as evil for purposes of overcoming damage reduction.

Fast Healing (Ex) Each round, a corrupted creature heals damage equal to half it's Hit Dice (max of 10 points healed).

Enhanced Power (Su) The save DC's of any and all of the corrupt creature's special attacks increase by +4.

Skills Riding dogs have a +4 racial bonus on Jump checks and a +4 bonus on Survival checks when tracking by scent.

Description Looks like a regular riding dog except it's features appear to be twisted in a hideous appearance.

Sources Corrupted Template (Book of Vile Darkness)

APPENDIX 3 – APL 6

ENCOUNTER 9

THUG 1 **CR 4**

Female human fighter 4
CN Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 11, flat-footed 17
(+1 Dex, +7 armor)
hp 36 (4 HD);
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. in banded mail (4 squares), base movement 30 ft.
Melee mw bastard sword +8 (1d10+4/19-20)
Base Atk +4; **Grp** +7
Atk Options Power Attack, Cleave, Eviscerator
Special Actions Quick Draw, Second Wind, Improved Sunder
Combat Gear caltrops, smokestick, acid flask x2, panic button (meandering)

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10
Feats Power Attack, Quick Draw, Second Wind, Cleave, Eviscerator, Improved Sunder
Skills Handle Animal +2, Intimidate +5, Jump +3, Ride +3,
Possessions combat gear plus mw bastard sword, banded mail +1, noble's outfit, belt pouch, 8gp.

Description
Sources Second Wind (Miniatures Handbook), Eviscerator (Libris Mortis)

THUG 2 **CR 4**

Male human Wizard 4
NE Medium humanoid (half-elf)
Init +6; **Senses** low-light vision, Listen +3, Spot +3
Languages Common, Elven, Draconic

AC 16, touch 12, flat-footed 14
(+2 Dex, +1 bracers of armor, +4 mage armor)
hp 21 (4 HD);
Immune sleep
Fort +3, **Ref** +3, **Will** +4 (+6 against enchantment)

Speed 30 ft. (6 squares), base movement 30 ft.;
Melee dagger +3 (1d4+1/19-20) or
Ranged dagger +4 (1d4+1/19-20)
Base Atk +2; **Grp** +3
Combat Gear *scroll of haste*, *scroll of false life*, *scroll of knock*, *scroll of silent image*, potion of cure light wounds, wand of burning hands
Class Spells Prepared (CL 4th):
2nd—*mirror image* (2), *spider climb* †
1st—*expeditious retreat*, *grease* (DC 13), *mage armor* †, *summon monster 1*
0—*acid splash* (+4 ranged touch), *daze* (DC 12), *ray of frost* (+4 ranged touch), *touch of fatigue* (+3 touch)
† Already cast

Abilities Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 8
SQ elven blood
Feats Improved Initiative, Scribe Scroll, Toughness,
Skills Decipher Script +3, Diplomacy +1, Gather Information +1, Knowledge (Arcana) +9, Knowledge (Geography) +7,

Knowledge (History) +5, Listen +3, Move Silently +5, Search +3, Spot +3, Spellcraft +11,
Possessions combat gear plus cat familiar, *bracers of armor* +1, dagger, backpack, hemp rope (soft), waterskin, spellbook, spell component pouch, scroll case, *scroll of arcane sight*, 8gp.
Spellbook spells prepared plus 0—all; 1st—*erase*, *unseen servant*; 2nd—*obscure object*

Description

THUG 3 **CR 6**

Male elf wizard 6
CE Medium humanoid (human)
Init +1; **Senses** low-light vision, Listen +8, Spot +7
Languages Common, Elven, Draconic, Goblin

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 armor)
hp 23 (6 HD);
Immune sleep
Fort +3, **Ref** +3, **Will** +6
Speed 30 ft. (6 squares), base movement 30 ft.;
Melee club +4 (1d6+1)
Base Atk +3; **Grp** +4
Atk Options spells
Special Actions Improved Counterspell
Combat Gear *scroll of summon monster 1*, *scroll of lightning bolt*, *scroll of cure moderate wounds (arcane)*, caltrops, *pearl of power 1st-level*, *rod of metamagic*, *enlarge lesser*.

Class Spells Prepared (CL 6th):
3rd—*deep slumber* (2) (DC 17), *protection from energy*
2nd—*glitterdust* (DC 15), *summon monster 2*, *Tasha's hideous laughter* (DC 16)
1st—*chill touch* (+4 touch) (DC 14), *expeditious retreat (silent)*, *magic missile* (2), *orb of acid lesser* (+4 ranged touch)
0—*acid splash* (+4 ranged touch), *daze* (DC 13), *ray of frost* (+4 ranged touch), *resistance*

Abilities Str 13, Dex 12, Con 12, Int 16, Wis 12, Cha 8
Feats Improved Counterspell, Scribe Scroll, Skill Focus (Concentration) Spell Focus (Enchantment), Silent Spell
Skills Concentration +13, Decipher Script +5, Knowledge (History) +10, Knowledge (Planes) +10, Listen +8, Spellcraft +12, Spot +7,
Possessions combat gear plus club, scroll case, 5 sheets paper, waterskin, bracers of armor +1, spell component pouch with fairy button, inkpen, ink 1 oz vial, spellbook, bat familiar, 7 gp.
Spellbook spells prepared plus 0—all; 1st—*comprehend languages*, *hypnotism*, *silent image*, *sleep*; 2nd—*touch of idiocy*; 3rd—*secret page*, *shrink item*.

Description

Sources Fairy button (Complete Mage)

THUG 4 **CR 4**

Male dwarf fighter 4
N Medium humanoid (human)
Init +0; **Senses** darkvision, Listen -1, Spot -1
Languages Common, dwarven, goblin

AC 18, touch 10, flat-footed 18
(+7 armor, +1 shield)
hp 41 (4 HD);

Fort +7 (+9 against poison), **Ref** +2, **Will** +1

Speed 20 ft. in splint mail (4 squares), base movement 20 ft.;

Melee mw morningstar +8 (1d8+3) or

Melee mw spiked gauntlet +8 (1d4+3)

Base Atk +4; **Grp** +7

Atk Options Improved Shield Bash, Blind Fight, +1 attacks against orcs and goblinoids, +4 dodge bonus to AC against giants

Special Actions Diehard

Combat Gear smokestick

Abilities Str 16, Dex 10, Con 15, Int 12, Wis 8, Cha 12

SQ Dwarven racial enemy, stonecunning, +4 dodge vs. giants

Feats Blind-Fight, Diehard, Endurance, Improved Shield Bash, Improved Toughness

Skills Climb +3, Handle Animal +8, Jump +3,

Possessions combat gear plus mw spiked gauntlet, mw Morningstar, splint mail +1, light steel shield, backpack, silk rope (50ft), grappling hook, cloak of resistance +1.

Description

THUG 5

CR 4

Male wood elf warrior 5

CG Medium humanoid (wood elf)

Init +6; **Senses** low-light vision, Listen +1, Spot +1

Languages Common, Elven, Goblin

AC 20, touch 12, flat-footed 18

(+2 Dex, +6 armor, +2 shield)

hp 30 (5 HD);

Immune sleep

Fort +4, **Ref** +5, **Will** +0

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.;

Melee +1 heavy mace +10 (1d8+5)

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

Combat Gear *potion remove fear* (2), thunderstone, alchemist's fire

Abilities Str 18, Dex 14, Con 11, Int 12, Wis 8, Cha 10

SQ +2 to saves vs. enchantment

Feats Improved Initiative, Lightning reflexes

Skills Climb +5, Handle Animal +6, Jump +6, Listen +1, Ride +10,

Possessions combat gear plus breastplate +1, mw heavy wooden shield, heavy mace +1, backpack, silk rope (50ft), Quaal's feather token (bird), 9gp.

Description

ENCOUNTER 12

WHIRLING POISON BLADES

CR 6

Description Should either door be opened without the special key, a trap will activate just across the threshold. Whenever someone steps into either of the indicated squares, it will go off. There is one of these traps on the front door and one on the back. Each must be disabled separately

Search DC 20; **Type** mechanical

Trigger location,

Effect melee +10 melee (1d4+4/19-20 plus poison, dagger); poison (purple worm poison, DC24 Fortitude save resists (poison only), 1d6 Str/2d6 Str); multiple targets (one target in each of two preselected 5-ft squares)

Disarm Disable Device DC 20.

RIDING DOG, CORRUPTED

CR 2

Male riding dog

NE Medium Aberration

Init +1; **Senses** low-light vision, scent, darkvision, Listen +4, Spot +4

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 19 (2 HD); fast healing 1;

Immune acid

Fort +7, **Ref** +4, **Will** +0

Speed 40 ft. (8 squares), base movement 40 ft.;

Melee bite +5 (1d8+5)

Base Atk +1; **Grp** +5

Atk Options Disruptive Attack +1 damage

Abilities Str 19, Dex 13, Con 19, Int 2, Wis 10, Cha 4

SQ enhanced power

Feats Alertness, Track, Feat, Feat, Feat

Skills Jump +10, Listen +4, Spot +4, Swim +5,

Disruptive Attack (Su) The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half the creature's Hit Dice (max 20 points of vile damage). A corrupted creatures natural weapons are treated as evil for purposes of overcoming damage reduction.

Fast Healing (Ex) Each round, a corrupted creature heals damage equal to half it's Hit Dice (max of 10 points healed).

Enhanced Power (Su) The save DC's of any and all of the corrupt creature's special attacks increase by +4.

Skills Riding dogs have a +4 racial bonus on Jump checks and a +4 bonus on Survival checks when tracking by scent.

Description Looks like a regular riding dog except it's features appear to be twisted in a hideous appearance.

Sources Corrupted Template (Book of Vile Darkness)

APPENDIX 5 – ALL APL

ENCOUNTER 13

LOFTWICK TOWN GUARD **CR 3**
Male human fighter 3
LG Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 armor)
hp 27 (3 HD);
Fort +5, **Ref** +2, **Will** +2
Speed 20 ft. in full plate (4 squares), base movement 30 ft;
Melee mw longspear +7 (1d8+3/20x3) or
Ranged mw longbow +5 (1d8/20x3)

Space 5 ft.; **Reach** 10 ft. (with longspear)

Base Atk +3; **Grp** +5

Atk Options Distracting Attack, Point Blank Shot, Precise Shot

Combat Gear sleep arrows x5 (deals non-lethal damage and forces will save DC 11 or target fall asleep)

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

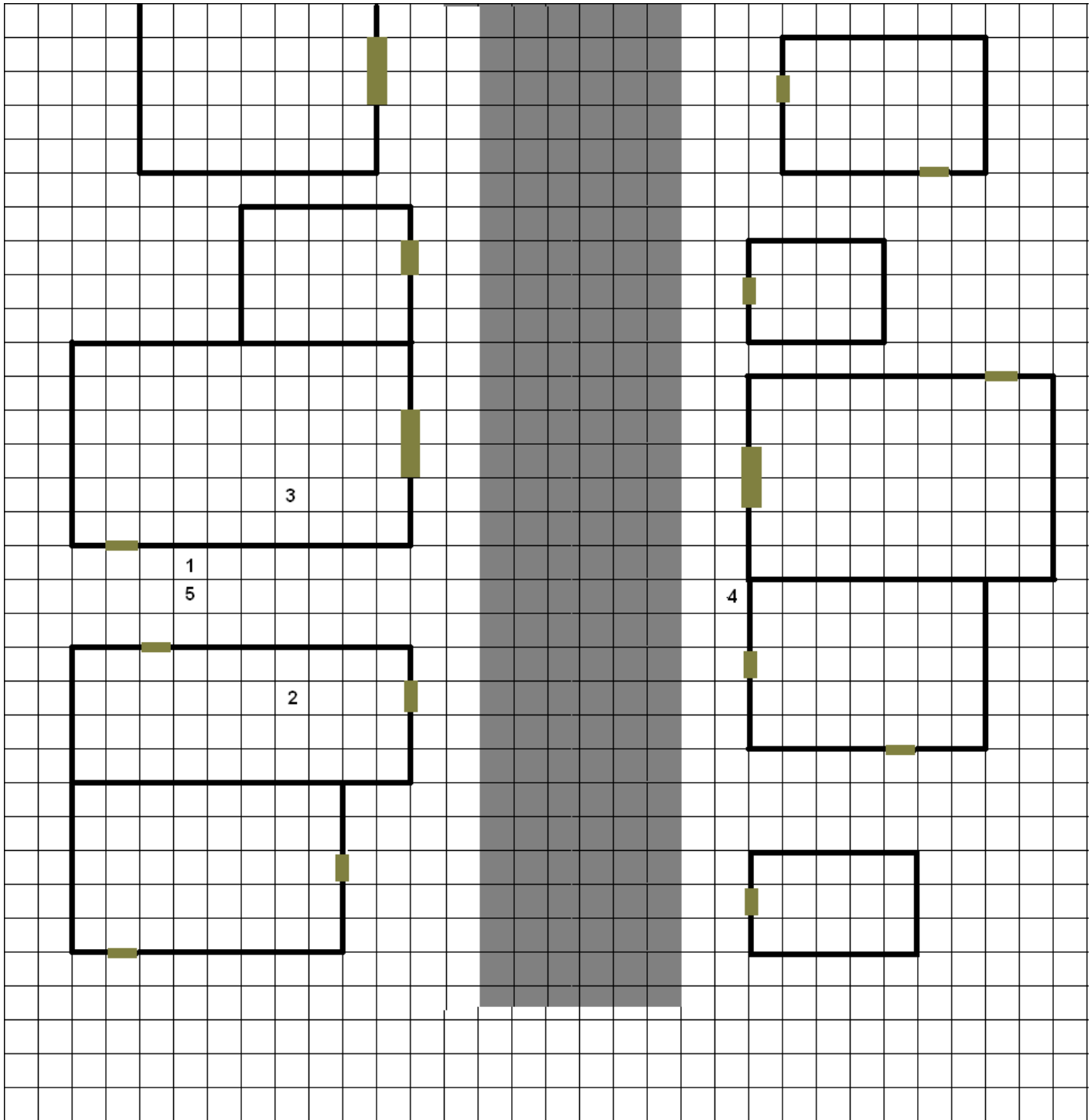
Feats Distracting Attack, Improved Initiative, Point Blank Shot, Precise Short, Weapon Focus

Skills Climb +0, Handle Animal +1, Intimidate +5, Jump +0, Ride +3, Swim -1,

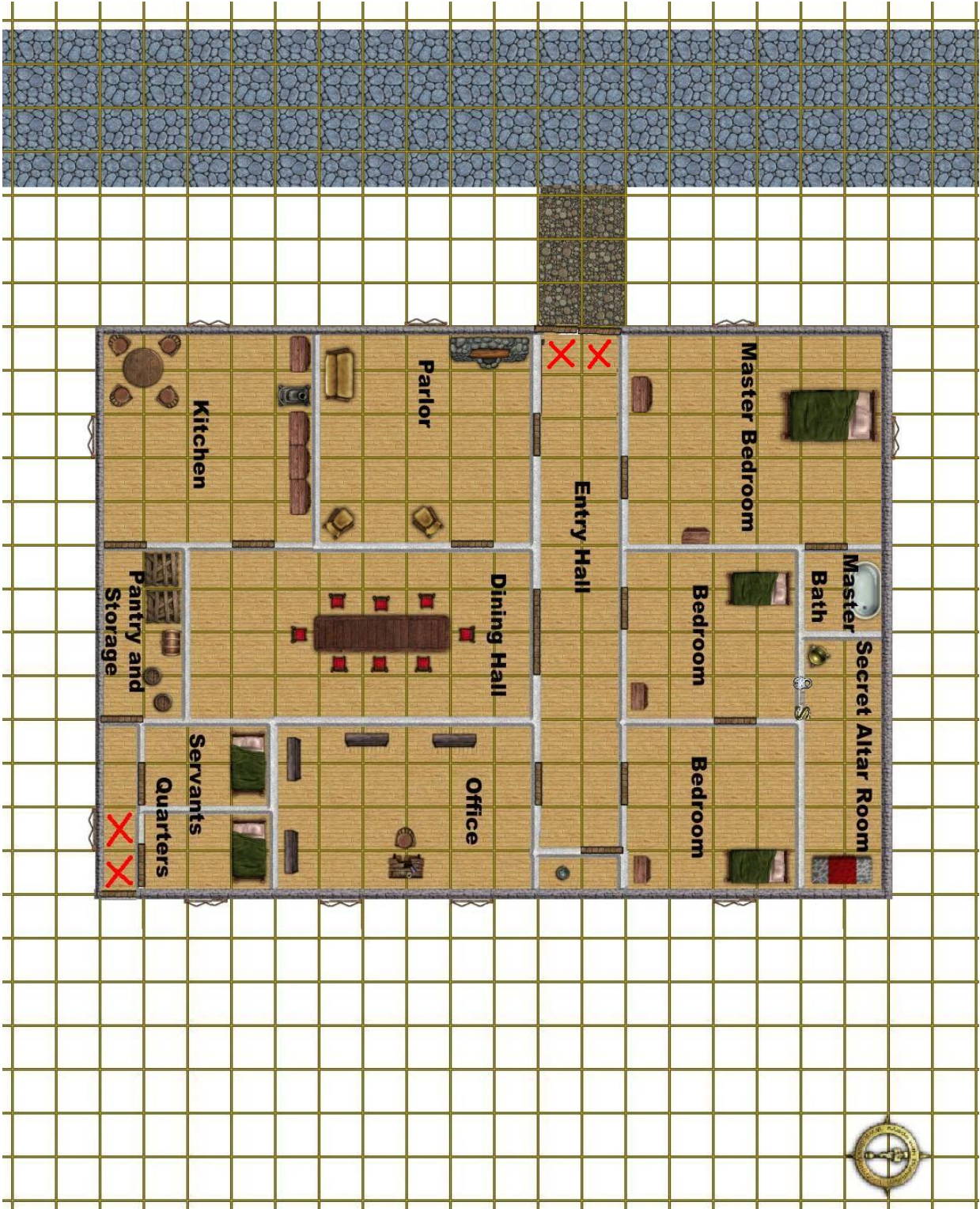
Possessions combat gear plus mw longspear, mw longbow, arrows x20, mw full plate.

Sources Distracting Attack (Miniatures Handbook)

DM AID: MAP #1 – ALLEYWAY



DM AID: MAP #2 – JARRAD’S HOUSE



DM AID: ENCOUNTER CHART

Use this chart as a reference to determine which encounter the PCs are going to. Hopefully this will be easier than flipping through a dozen pages over and over again.

Encounter	What they can do there	Location
Encounter 1 – 3	Not used in investigating.	
Encounter 4: The Merchants	The PCs can seek out information about Jarred among his merchant counterparts.	Marketplace
Encounter 5: The Groom	The PCs can visit Jarred at home and talk to him personally.	Merchants Row (residential area where many merchants live)
Encounter 6: The Bride	The PCs can visit Marissa at home and talk to her.	Her father's house
Encounter 7: Always a Bridesmaid	The PCs can visit with a couple of Marissa's friends and talk to them.	Somewhere in town
Encounter 8: Something Borrowed	The PCs check back in with Stephon Kelven and exchange information gathered so far.	The Pig's Eye
Encounter 9: Best Men	The PCs will get jumped after visiting 2 locations (not counting Encounter 1-3)	Somewhere in town
Encounter 10: Something Blue	The PCs can question the guard about the investigation of Chelsea's murder. Go immediately to Encounter 11 upon completion!	West End Guard House
Encounter 11: Something New	Immediately after finishing Enc. 10, the PCs are approached by a mysterious stranger.	Outside the West End Guard House
Encounter 12: Gifts	The PCs can return to Jarred's house to find him gone, and explore the house. Go immediately to Enc. 13 upon completion!	Jarred's House – Merchants Row
Encounter 13: The Honeymoon's Over	Directly after Enc. 12 - The PCs get caught leaving Jarred's house.	Jarred's House – Merchants Row
Conclusion	Triggers upon the PCs giving up, completing Enc. 13, or finishing all the other encounters and returning to Stephon.	Varies

DM AID: NEW RULES

NEW FEATS

Second Wind (*Miniatures Handbook*)

Prerequisite: none.

Benefit: Once per day, as a free action, you can heal yourself of a number of points of damage equal to your Constitution modifier (minimum 1).

Eviscerator (*Libris Mortis*)

Prerequisite: none.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear effect.

Distracting Attack (*Miniatures Handbook*)

Prerequisite: base attack bonus +1

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

NEW ITEMS

Fairy Button (*Complete Mage*)

These small bits of stone resemble brightly colored mushrooms or flowers. They occur naturally in caverns where the groundwater has the correct mineral content. They get their name from their minuscule size and bright colors - usually red, yellow, green, or purple or some variegated combination that includes some or all of those hues. When incorporated into an illusion spell, a fairy button doubles the area of the spell, as if affected by the Widen Spell feat.

Price 200 gp; Weight 1/10 lb.

Panic Button - Meandering (*Complete Scoundrel*)

You act as if under the effect of a slow spell for 1 round; this panic button is usually thrown at an opponent. Panic buttons often look like normal buttons sewn into clothing. They might also resemble metal bells, glass beads, or other small adornments. Regardless of its form, when activated a panic button bursts with a small flash of light, a tiny popping noise, and a faint smell of sulfur. You activate it by dropping or throwing it onto the ground. These items are designed for quick use; you can pull it off your clothing and drop it in your square as a swift action or toss it into another square as a standard action. Thrown buttons have a range increment of 5 feet and require a ranged touch attack as though it were a splash weapon, and it lands in a random square if you miss (PHB 158). Targeting an unwilling creature gets them a DC 16 Fort save to resist.

Moderate Transmutation; CL 7th; Craft Wondrous Item, slow; Price 750 gp; Weight --.

NEW SPELLS

Orb of Acid, Lesser (*Spell Compendium*)

Conjuration (Creation) [Acid]

Level: Sor/Wiz 1, Wmg 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

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.

PLAYER HANDOUT #1 – ANONYMOUS NOTE

If you love your daughter, do not allow her to marry that man.

It is not safe for me to be seen here, but please know my intentions are good.

I will speak to you in person once I believe it is safe. In the meantime, stop that wedding!

CRITICAL EVENT SUMMARY: YEO7-03 A.B.A.G.?

For use only before March 1st, 2008.

- | | | |
|--|-----|----|
| 1. Did the PCs find the secret altar room? | Yes | No |
| | | |
| 2. Did the PCs give away Ben's presence to Jarrad at any time? | Yes | No |
| | | |
| 3. Did the PCs kill any guards? | Yes | No |

If so, list player names/PC names here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):