

KEOI5-03

Clearing Out the Chapterhouse

A One-Round D&D[®] LIVING GREYHAWK[™] Keoland Introductory Adventure

Version 1.2

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You received an urgent summons from the Headmaster of the Seaton Chapterhouse of the National Academy of Wizardry. But what task can novice adventurers complete that Keoland's most accomplished wizards cannot? A Keoland Introductory module that answers the nagging question about just what happened to all those abandoned toad familiars. For 1st level characters only.

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 rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

This is an introductory adventure and as such is playable only by 1st level PCs.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 scenario.

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

Trei Vor, a half-elf sorcerer, was expelled from the National Academy of Wizardry ("NAW") for juvenile pranks. He decided to get revenge by ruining the reopening of the NAW's Seaton chapterhouse. With the assistance of a lost quasit, Trei tricked and kidnapped another apprentice and taken his place using *hat of disguise*. The Seaton chapterhouse was closed during the Scarlet Brotherhood's invasion of the southlands and the subsequent plague (see KEO1-07 *Deathmarch*). The grand reopening is an event of some significance for the Viscounty of Salinmoor. The party is summoned by Treggish Mull, assistant to Dareena Secunforth (the chapterhouse's local

head), to take care of a dirty job. Trei used a rare wondrous item known as *pipes of the marshlands* to call a plague of toads to the chapterhouse's lecture hall.

The NAW wizards are frantic. They are preparing for the arrival of their headmaster, the notoriously-grouchy Archmage of Keoland, Lashton. As such, they do not have the time to get rid of the toads amidst their other responsibilities. Trei's quasit companion used its *commune* power to find out that Lashton is arriving in Seaton and has timed his "prank" to occur a mere three hours before Lashton's visit, hopefully leaving the place a wreck by the time the Archmage arrives. It is up to the PCs to clean up the chapterhouse and save the local NAW wizards from embarrassment before the archmage, as his distaste of toads is well-known.

Adventure Summary

The PCs hear that the local NAW chapterhouse is urgently seeking adventurers. PCs will be directed to meet with Treggish Mull at a local tavern. Should any of the PCs be NAW apprentices, he simply orders them to assist. If the PCs agree to keep matters confidential, Mull will explain the situation at the chapterhouse and ask the PCs to clean things up. Mull will explain what areas are off-limits to non-members and empathize that the PCs are NOT to damage anything.

PCs may begin surveying the situation and start cleaning up toads. The PCs must accomplish this non-violently. The PCs can keep their weapons, but are warned not to damage anything.

Trei's quasit uses the *pipes of the marshlands* to summon a dire toad to attack the PCs while they clean up.

The PCs, warned by Mull to stay out of the library, see "Novgood" (Trei Vor in disguise) attacked by another toad. He tries to trick the group into setting off a *glyph of warding*. He will "thank" the PCs for "saving" him afterwards, but the PCs will be berated by Mull if they set off the glyph. Injured PCs can go to a local temple for healing, but may miss the final encounter!

If PCs look like they are succeeding, Trei and the quasit become desperate enough to attack them. Mull will arrive within ten rounds, and quickly subdues Trei if the fight lasts that long. If the PCs think of it, they may locate a kidnapped apprentice trussed up in a room at "The Toad in the Hole".

Preparation for Play

Determine if any characters are members of the National Academy of Wizardry or Sea Mages as membership may affect their introduction to this scenario.

Find out if any sorcerer or wizard PC possesses a toad familiar. If they do, when they approach the chapterhouse (Encounter One), they will get an empathic sense from their companion of a compulsion to make all haste into the Lecture Area (see DM Aid One). This is because of the influence of the *pipes of the marshlands*. Being a magical beast, however, the toad can resist the urge (but feels it nonetheless).

Introduction

The pungent, swampy stench of Seaton greets your nostrils as you enter the walled city that serves as the trade center for the Viscounty of Salinmoor. Seaton seems to be recovering from the awful plague that claimed many of its residents back in the year 591 CY. But many of the homes and buildings remain boarded up, and you recall passing many graveyards outside the town's limits.

Seaton itself is a gloomy place, its streets shrouded in warm fog and the light rain that has gradually drenched you and your traveling companions. Ahead, you can see the dim outline of what must be Oceanspray Palace, home of Viscount Cronin Secunforth. A forlorn-looking inn called "The Toad In The Hole" offers a haven from the rain and the chance of a warm fire to dry your clothes.

Give the PCs a few moments to introduce themselves (as they would likely have met on the road to Seaton if they haven't met previously) before proceeding to Encounter One.

Encounter One: Support Your Local Wizards

As you weigh your options, a hooded man pushes past you and heads towards the tavern, muttering under his breath. He stops and stares at your group. Under the hooded cloak, you see hawk-like Oerdian features regard you appraisingly. "Hmmpf. You lot may do, if you have the sense to get out of the rain. Come." Without another word, the man beckons you to follow him inside the tavern.

If the PCs decide not to follow, the module ends. If the PCs choose to follow the man inside:

The interior of the Toad In The Hole is definitely more cheery than the damp streets outside. The man you followed motions your group towards the rear of the tavern towards a large comfortable table. He sits after shaking out his cloak. You have an opportunity to observe the man who led you here so abruptly. Narrow, suspicious eyes stare at you from underneath heavy black eyebrows. He is bald, and his beak-like nose sniffs the air disparagingly. "Sit down, please. Standing sword-slingers make me nervous. My name is Treggish Mul. I have been sent by Dareena Secunforth, daughter to the Viscount of Salinmoor. I have a proposition for you – one that will allow you to perform a service for the most prestigious wizard's organization in the Sheldomar Valley – perhaps in all of the Flanaess. I am speaking, of course, of the National Academy of Wizardry. Before I say more, I must have your assurances that anything that occurs in the course of your employment will be kept silent, for both the Academy and Headmistress Secunforth have many petty rivals within the Kingdom and without. We can pay you a hundred gold lions for the completion of a simple task within the confines of the new Seaton Chapterhouse. Will you accept employment under these terms?"

Mul will refuse to answer any additional questions until the PCs have accepted these terms, only stating that he hears that the local NAW chapterhouse is seeking adventurers for this assignment, and they had best make up their minds quickly. PCs who are members of the NAW or who have any ranks in Knowledge: local (Sheldomar Valley) find it odd that this meeting is taking place outside the confines of the Chapterhouse. In fact, if Mul observes that any PCs are wearing NAW badges, he will order them to report back to the Seaton chapterhouse with him. If the PCs agree to keep matters confidential, Mul will explain the situation at the chapterhouse and ask the PCs to clean things up:

"An unfortunate situation has developed at the new Academy chapterhouse here in Seaton. A situation made desperate because we are about to have a very important visitor to dedicate the new Chapter – none other than Lashton, the Archmage of Keoland himself!" Mull is obviously deeply excited at the prospect of this visitor. "The Archmage, as

you should know, is the head of the Academy and is also the chief advisor to the Lion Throne. Headmaster Lashton is due to arrive today, but his visit will prove less than satisfactory unless a certain ... mess is cleared up.

“You see, the new chapterhouse is ... infested. With ... well, with toads. An influx of these creatures occurred this morning, and they continue to arrive in greater numbers each hour! Of course, with all the preparations that need to be made to prepare for the Archmage’s arrival, we cannot even spare apprentices to remove these creatures. And they cannot be here when the Archmage arrives!” A note of panic creeps into Mull’s voice. “You see, Lashton despises toads, and having them hopping all about the first floor and belching on his arrival – well, there’s no telling what he will do! He might even close the chapter down!”

“Your services are needed to remove these creatures from the premises before the Archmage’s arrival at four o’clock today. And I said remove, not butcher! The last thing we need are toad gizzards littering the first floor. We’d best be off to the Chapterhouse.”

Mull will pause if the PCs have any questions, answering them in an impatient manner but to the best of his ability. Some potential questions and Mull’s answers are included below:

Where did the toads come from? “I have no idea. From the damned swamp, probably. I’m concerned with removing them not their origins!”

Are they dangerous? [With obvious contempt]. “They are toads. Normal toads are no more dangerous than a salamander or garden-variety purplish worm.”

Could they have been put there purposely? “Well, they weren’t offered membership in the Academy! It’s possible that someone is seeking to embarrass the Academy, but I cannot speculate on why someone would seek to do so.” [Mull will then eye any admitted members of rival organizations suspiciously].

Has anyone tried to remove the toads? “As I said before, our apprentices are busy polishing the cauldrons and cleaning the upper level rooms where the Archmage will be staying during his visit. We can’t spare anyone to clean up the lower levels.”

Are you the head of the Seaton chapter? “Of course not! My mistress, Dareena Secunforth, is far too busy with preparations and his own research to bother with this paltry matter.”

Has anything unusual occurred at the Chapterhouse recently? “Not at all.” [A successful Sense Motive check opposed by Mull’s Bluff check (his total modifier is +7) will reveal that Mull is holding something back. If pressed, he will admit that there have been some minor disturbances at the chapterhouse, but only state that “the matter has been dealt with administratively.” Any PC who is a member of the NAW will know that this means that an initiate was expelled.]

If the PCs refuse the assignment, the module is over. Otherwise they should proceed to the Chapterhouse (and you should go to Encounter Two.)

Encounter Two: Meeting the Toads...

Refer to DM Aid #1.

The Seaton Chapterhouse of the National Academy of Wizardry is a large, square-shaped, whitewashed stone building. A circular tower is built into the main building on the east side. Treggish Mull leads you up the steps as passers-by eye you curiously. Mull ignores their stares and heads towards an iron-bound wood door. He mutters a word under his breath and the door opens into a foyer.

Passages lead to your right and left. Directly ahead sits an immobile reptilian beast about the size of a black bear, with an enlarged head of savage looking teeth set in a massive jaw. It lacks any obvious eyes, yet has an array of nostrils and large membranes near the top of its skull. Mull seems to take no note of the creature.

The creature in the foyer is the "Grigaur Taxidermy Specimen" recovered in *SHE4-05 Fundamentals of Dweomercraft* and given to the NAW by adventurers. A successful DC 18 Knowledge (history or nature) check will identify the creature as a dangerous carnivore believed to be extinct on Oerth.

“The problem lies this way.” Mull gestures to the left-hand passage, which takes you in the direction of the tower.

The hall slopes slightly downwards, ending in what appears to be a large reception area. A dais and podium stand at the head of the room with several velvet cushioned chairs arranged behind it. On the main floor are hard-backed chairs, neatly arranged. Two exits lead from the hall into what appears to be the lower tower level and into what is obviously the kitchen. Through the closed windows, you can see the marshlands in the distance to the west.

However, what catches your eyes is the riot of toads in the great hall. Big toads and small toads. Toads climbing on chairs, the drapery, the dais, and even the podium itself. The great hall is blanketed in toads.

“Herein is our problem.” Mull says in a deliberate understatement. “Here is where the Archmage will speak and officially open the Seaton chapter. Of course, when he arrives, if these vermin are still here, he is just as likely to encase the whole place in a bubble like he did in Sterich.” Mull shudders involuntary at the remembrance of Lashton’s display in the war against the giants.

“We managed to clear the toads from the kitchen, and a ward prevents their entry into the tower library. The library is off-limits. Don’t enter,” Mull warns. “You are not to damage anything. I’ll be sending in some apprentices in a few moments that will get you whatever reasonable equipment you might need to remove the amphibians. You are NOT to damage anything, or just slaughter the toads and create a mess. Do you understand? I suggest you get to work.”

Mull exits into the kitchens, calling out to those inside.

Mull will pause if the PCs wish to ask questions; refer to Encounter One for his answers.

APL 1 (EL 5)

Toads (approximately 500): hp 1 each; see *Monster Manual*, p. 282.

The PCs can survey the situation and start cleaning up toads. If they start attacking the creatures, they cannot fight back and will soon make a mess. The toads will not swarm.

The toads were called here by the magic of the *pipes of the marshlands*. The toads arrived here in droves, and began leaping through the windows. The apprentices didn’t notice the problem until

several hundred had already made it inside the room. The lecture hall happens to be the room which faces, and is closet to, the Hool Marsh to the west. Thus, this room became the marshalling point for all of the amphibians arriving as a result of the *pipes’* magic. (The magical compulsion to come to this chapterhouse was filled when the toads hopped through the windows; now they’re just mulling about since they can no longer escape and wouldn’t know how to get back if they could.)

Description of the Chapterhouse’s Lecture Wing

Dining Hall: The apprentices are spending their time getting this room prepared. It seats about sixty people, and will be used to host a post-lecture reception for Lashton (the apprentice’s dining hall is the largest of those in the chapterhouse, since there are more apprentices than higher-level wizards). The tables are rectangular, and could be useful to create a “toad corral,” but the apprentices won’t allow it without a DC 18 Diplomacy check.

Kitchen: There is a marble-topped island in the center of this room, which is tiled in white on the floors and on the walls up to a height of four feet. The area is kept quite clean. The room’s centerpiece is an iron-topped block of stone three feet on a side. Anyone with a NAW badge can touch the stone side of the block and command the iron countertop to heat (to a specific temperature, or to a general one such as “boiling,” “hot enough to sear meat,” etc.) The block radiates moderate Evocation magic.

Library: This room is well-stocked with books that deal principally with non-magical topics – it is more of a reference hall of academia than a place to study magic. The room is a bit stuffy and contains a number of old chairs and tables.

Pantry: This room is neat and clean, and is organized and well-supplied. The room is cool and dry and contains mainly casks of water, wine, and a few sides of heavily smoked and cured beef that would be difficult for the apprentices to haul into the cellar.

Reception / Lecture Area: This room is well-lit, with a podium on one end. Heavy curtains hang on either side of the double windows, which push outward from the bottom to allow in air (and toads, if left open), held apart by gold cords. The floor is an alternating pattern of blue and silver tile. Padded wooden pews form two aisles through the

room's center; there is seating for over sixty observers. The room is choked with toads.

Root Cellar: This area is cool, dry, and unusually well-stocked. In constructing the chapterhouse, the academy wished to be able to remain quarantined for three months should the dreadful plague return to Salinmoor. PCs may find some tracks here (see the "Using Investigative Spells and Strategies" section in Encounter Three.

Encounter Three: ... and the Apprentices

As Mull indicated, three NAW apprentices arrive shortly to see to your needs. They enter from the kitchens, as Mull passes by them haughtily without another word and enters the library. You can see him ascend the spiral stair into the upper levels of the tower. The three apprentices, clad in lower order robes and wearing NAW badges, stand before you. The first is a plain-looking Suloise woman with wavy, reddish-blond hair and a cold demeanor. The second is a chubby bearded young man of Keoish descent. The final apprentice is a gnome with a bluish beard and wearing a pointed red cap. The woman speaks to you first. "Master Mull requested we assist you by bringing any mundane items you might need to clean this mess. What do you require?"

The three apprentices arrive after a few minutes. In addition to bringing the PCs any mundane gear they may request from the kitchens or cellar, they will answer questions as noted in their individual descriptions should the PCs think to ask. The PCs may obtain any reasonable equipment (valued at 50 gp or less) from Table 7-8 in the *Player's Handbook*. Note that the apprentices will not volunteer information but will answer direct questions as noted in their descriptions.

APL 1 (EL 4)

Lausanne Narthistle, female human Ari 1 / Wiz 3: hp 10; see Appendix One.

Description: A plain young Suloise woman with reddish-gold hair and blue eyes. Lausanne wears the drab robes worn by all NAW apprentices but no ornaments save a signet ring and jade chopsticks around which her long locks are curled.

A successful Knowledge (nobility) check DC 15 will recognize her ring as identifying her as a noble of House Narthistle of Keoland. Lausanne is a

distant cousin of the now disgraced Narthistle family and does not like this fact advertised. A DC 15 Diplomacy check will get Lausanne's cooperation if they do not identify her with her family; this check increases to DC 20 if they address her as "Lady Narthistle". If the PCs fail either check she will act cold and haughty and refuse to answer any questions, claiming that she must attend to her duties upstairs.

What she knows:

Lausanne knows that a half-elf sorcerer was expelled from the Academy for unruly behavior, but she doesn't recall his name. Novgood has been acting peculiarly today; he is not normally in such a good humor. She attributes this change in behavior to the imminent arrival of Lashton and official opening and recognition of the Seaton chapterhouse.

Were there any unusual occurrences at the chapterhouse lately? "There have been a number of pranks about the school lately which have not been at all humorous - potion ingredients switched, cauldrons fouled, etc."

She believes the person responsible was disciplined, and she will not elaborate on that subject.

Who do you think is responsible for the toads? "I have no idea, I'm sure."

Where did the toads come from? "Who knows? This is Seaton, after all. The city is right near the Hool Marsh Protectorate; they probably had a nest or something that was disturbed in construction." (Note that a DC 10 Knowledge (architecture & engineering) check will alert a PC that this is unlikely since the foundation of the chapterhouse appears to have been laid properly.)

"Novgood," male human (actually a disguised Trei Vor, male half-elf Sor 1 / Wiz 1 / War 1): hp 14; see Appendix One).

Description: "Novgood" is a very overweight, jolly human of Oerdian-Suel heritage with brown eyes and light brown hair and beard. Unseen beneath his locks, he wears a thin black metal headband. (This is in reality a *hat of disguise*; see below.) This cannot be spotted visually unless his hair is deliberately parted and inspected.

If the PCs specify that they are studying him, a successful DC 29 Spot check (courtesy of his disguise kit and *hat of disguise*; this should place him well out of the ability of a group of 1st level PCs to detect) will reveal that he is in some sort of

disguise. He is quite friendly, but will appear genuinely busy and therefore reluctant to speak to the PCs.

“Novgood” is actually the half-elf Trei Vor in disguise using both his disguise kit and *hat of disguise*. If the PCs pierce his disguise, Trei will first attempt to bluff it out to carry on with his plan; otherwise he and his quasit will attack as detailed in Encounter Five.

What he knows:

Were there any unusual occurrences at the chapterhouse lately? “There have been a number of pranks about the school lately. Pretty funny stuff, mostly. I don’t think we should be discussing the details though. I think they expelled the poor apprentice responsible. I think it was really because he was a half-human.” (True)

Who do you think is responsible for the toads? I have no idea.” (False; if the PCs question his veracity, have them make opposed Sense Motive checks against his Bluff, whose total modifier is +8).

Where did the toads come from? “I don’t know. Probably from the swamp, but I have no idea how they got here.” (False, Bluff +8)

Waz Winklebottom, male gnome Com 1 / Wiz 1: hp 10; see Appendix One.

Description: A skinny gnome with a bluish beard and bright reddish eyes, Waz wears a pointy red cap to cover his bald head.

What he knows:

Waz is glad that Novgood is in a cheery mood; the man is usually quite dull. He remembers that a half-elf named Trei was responsible for the pranks, but he’s not around today. Waz does not know that Trei was expelled.

Were there any unusual occurrences at the chapterhouse lately? “There were a number of hysterical pranks about the school lately! This apprentice switched Lausanne’s potion ingredients, and when Mull tried her concoction, he turned lavender. Everyone thought it was absolute comedy, except Lausanne and Novgood. And Mull of course. No sense of humor amongst humans... I think they kicked the poor guy out. I haven’t seen him around much.”

“Also, I thought I heard strange music coming from the basement this morning. But when we went down to the cellar to get tubers and potatoes, there was nothing.”

Who do you think is responsible for the toads? “I have no idea. But for my money, it’s hysterical! I’d shake his hand, if it hadn’t caused so much trouble for you folks.”

Where did the toads come from? “I’d guess the basement must have a link to the swamp. But there aren’t any toads down there. For some reason they are all congregated in the reception hall. (Note that a DC 10 Knowledge (architecture & engineering) check will alert a PC that this is unlikely since the foundation of the chapterhouse appears to have been laid properly.)

Using Investigative Spells and Strategies:

It’s likely that the PCs will use one or more divination spells in the course of the module, and/or try to Track. Some guidelines are discussed below.

Detect good/evil/law/chaos: These spells will all work normally. Note that the quasit Sneblok stays outside of the walls of the school, flying inside only briefly in Encounter Four, and standing by his ally Trei Vor in Encounter Six.

Detect magic:

- All of the apprentices’ NAW badges have *arcane mark* cast upon them (weak Universal magic).
- Lausanne carries a magic comb which attends to her hair for a total of 30 minutes per day, combing her long locks with unseen hands. The object is essentially a one-function *unseen servant* spell (weak Conjuration magic). She typically wears the comb in her hair.
- Waz carries a *potion of fox’s cunning* (weak Transmutation magic). If he is asked about the contents of the potion he will blanch, pull the PCs aside and away from any other NAW members, and explain in a hushed tone, “Keep it down! It’s a potion I am saving for final exams. It makes me smarter. You’ll get me expelled!”
- Trei Vor’s *hat of disguise* (in its current form as a circlet; see “Novgood’s” writeup, above) radiates weak Illusion magic, and is tricky for him to hide from the PCs. If “Novgood” is confronted about the magic headband, his story will vary depending on what the PCs accuse. If they just ask him what the item he wears is, he’ll claim it is a *headband of intellect* (Bluff +7). If the PCs specifically accuse him of wearing a *hat of disguise*, he

states that the circlet was given to him by his deceased mother (this is actually true; Trei's parents were both half-elves, and his mother used it to travel through Keoland without arousing the suspicion and ire of the populace). If the PCs threaten to forcibly search him and/or remove the circlet, all of the apprentices will warn the PCs that laying a hand on any of them would earn them the wrath of the Academy. At that juncture, Novgood will attack the PCs when they turn their backs to him, attempt to search him, or attack him (go to Encounter Six).

- Sneblok the quasit possesses the *pipes of the marshlands* (moderate Conjunction and Enchantment magic). Note that the summoning of the dire toad in Encounter Four permanently expends the last of the *pipes'* magic, and as such the item will no longer radiate magic of any sort afterwards. Sneblok radiates weak *illusion* magic when he is *invisible*, but as noted above he remains entirely outside of the chapterhouse except for Encounters Four and Six.
- The area behind the door of the library radiates weak Evocation magic (from the *glyph of warding*).
- The kitchen's iron-topped stone block radiates moderate Evocation magic.

Speak with animals: Any toad communicated with will indicate that it had a sudden strong desire to proceed to this area with all due haste. Any toad which made it into the hall will indicate its confusion as to why it came here, and whether or not it should remain or try and find its way home. Note that toads are not amongst the creatures that gnomes may communicate with via their racial ability.

Tracking: The floors of the area are stone and well traveled, so little meaningful tracking can be done there. However, the root cellar has a dirt floor. A successful DC 15 Track check can pick out a single set of booted footprints which appear to have come into the cellar, headed for a corner, then turned back around and left. Because the *hat of disguise* is an illusion, Trei Vor is leaving behind his actual footprints, and did so when he came down here when he wended the *pipes* to summon the toads to the chapterhouse. Because Trei Vor is a half-elf, and his build is lighter than a human's, a tracker might determine the boot print to be that of a medium-sized creature of light build (which would apparently rule out "Novgood" and

incriminate Lausanne, which suits Trei Vor just fine).

Development:

When the PCs have finished questioning the apprentices, they will head into the library and upstairs into the tower to attend to other duties.

Allow the PCs some time to formulate a plan to clean up the toads. Permit any reasonable plan to make considerable progress (using brooms to sweep the toads into buckets, etc.) If the PCs resort to individually catching toads let them spend a few minutes making touch attacks and opposed grapple checks against the legions of toads before informing them that this plan will likely not remove them all before the Archmage's arrival this evening.

Encounter Four: Ribbit!

Seeing the PCs progress, Trei's quasit companion decides to incorporate another part of their plan. He turns *invisible*, enters the chapterhouse through an open window, and wends the *pipes of the marshlands*. In doing so, the last magic of the *pipes* is expended, and he summons a dire toad. Allow PCs a Listen check (DC varies based on their position; see the *Player's Handbook*) to hear the sound of strange piping music before the attack.

As you make some headway in cleaning up the toads, an enormous slimy toad hops into the room, tongue darting in and out of its maw in your direction!

The effect of the *pipes* is equivalent to a 3rd-level druid spell; thus, the dire toad remains for 5 rounds before disappearing (or disappears as normal for a summoned creature should it be slain). A swallowed creature will be left behind when the toad vanishes.

DM Note: The PCs might express a concern about slaying the dire toad when they were told not to make a mess. The apprentices (who won't enter combat but rather who scream from the sidelines) will yell to the PCs that *they* will clean the mess if need be – "JUST KILL IT!"

APL 1 (EL 3)

Dire Toad: hp 30; see Appendix One. Note that this dire toad is not venomous.

Tactics: The toad attempts to swallow small-sized PCs first before tackling larger foes.

Development: If the call for assistance, Mull will respond ten rounds (one minute) later. He is shaken at the size of the creatures.

Encounter Five: Zap!

After recovering from the fight with the enlarged toads, you are directed by Treggish Mull to continue with the removal of their smaller cousins. Mull exits once more into the library.

Allow the PCs to continue their clean-up efforts and heal as necessary. After a few minutes, they hear a scream from the library.

Inside the library, you see a horrific sight. One of the apprentices that helped you earlier, Novgood, is backing away from another giant toad. He looks to you and screams, "Help me!"

APL 1 (EL 3)

Glyph of warding: CR 3; magical trap; manual reset; Damage 2d6 electricity; Ref save DC 13 for half damage; Search DC 20; Disable Device DC 25.

Development: Novgood is actually the disguised Trei, who tries to trick the group into setting off the *glyph of warding*. The "dire toad" is a *minor image* cast from a scroll (DC 13 Will save to disbelieve if interacted with), and disappears once it is struck in combat. Note that the glyph will *not* affect anyone wearing a NAW badge. He will "thank" the PCs for "saving" him afterwards, but the PCs will be berated by Mull if they set off the glyph. Injured PCs can go to a local temple for healing, but may miss the final encounter! If the PCs do not attempt to rescue him, Trei will abandon this plan and attack as detailed in Encounter Six. If "Novgood" is questioned about the illusion after being rescued, he will profess ignorance, blaming it on the continuing pranks of unknown origin going on in the chapterhouse (Bluff +8). If disbelieved and confronted, he will realize the game is up and attack. Proceed to Encounter Six.

Encounter Six: Fight!

With the latest distraction overcome, you begin again to make headway clearing out the chapterhouse, but mocking laughter sounds in your ears, from the direction of the library.

Assuming that the PCs head there read the following. If they don't, Trei Vor will use the time to

cast *shield* before confronting the PCs himself. (He has already cast *mage armor* at this point; this bonus to his AC has been reflected in his statistics in Appendix One.)

You find Novgood – who changes form with a shimmering magical gleam and popping noise, and standing in his place is a thin, smirking half-elf in dirty NAW robes. In his hands he holds a strange instrument resembling pan pipes. "How dare you lot try to spoil my little joke on Headmistress Dareena and Mull-the-lackwit?!" the half-elf shrieks. "I had everything I needed to ruin this chapter, to make sure it never got off the ground for expelling me just because I am neither fully human or elven! Now you will pay so that the Academy is embarrassed!" He begins to gesture and utter words of magic in a high-pitched voice...

Modify the boxed test accordingly if the PCs confront Trei after the events of Encounter Five.

APL 1 (EL 4)

Trei Vor, half-elf Sor 1 / Wiz 1 / War 1: hp 14; see *Appendix One*;

Sneblok the Quasit: hp 18; see *Monster Manual* p. 46.

Tactics: Desperate since PCs look like they are succeeding, Trei and the quasit attack. Trei will cast *shield* first if possible, followed by *rays of enfeeblement* against fighters and *magic missiles* at obvious clerics or wizards. The quasit will attack, having flown into the room after entering through an open window within the chapterhouse. It focuses on any spellcasters hoping to poison them with its claws. The quasit will *cause fear* as a last resort before attempting to flee, which it will do if Trei Vor is killed, incapacitated, or *charmed*.

Development: Mull will arrive within ten rounds in any case and quickly subdue Trei if he lasts that long. The NPC rescue is intended to prevent PC death should things with the quasit go terribly awry through bad luck or poor tactics.

If captured and questioned what he did with the real Novgood, Trei will reveal that the other apprentice is bound and gagged in a room at the Toad in the Hole. He will admit that he wanted to disgrace the Seaton Chapterhouse by summoning the toads with his *pipes of the marshlands* and enraging Lashton, whose feelings about amphibians are well-documented.

Once Trei is defeated and no longer troubling the PCs, the toads are easy to dispose of before Lashton's arrival.

Conclusion A: Good Riddance!

Read this conclusion if the PCs successfully cleaned out the chapterhouse of toads (of all sizes), quasits, and vengeful half-elves:

With your trials completed, and the mischief of the chapterhouse ended, you are thanked and paid quickly by Mull. He confiscates the magic pipes and hat carried by Trei Vor, as these are the property of the Academy.

As Mull is hurrying you out the door, you all almost literally collide with an elderly man dressed in fine academy robes. His silver hair is short, and the spectacles perched on his nose go clattering to the floor. A copious sheaf of notes and papers follow behind him, carried as if by some invisible servitor.

"Whoof!" grunts the old man, who manages not to fall on his rump. "What's your hurry? Haste, in our profession, is dangerous. It leads to missed details... it's all in my biography, you know." He finally manages to recover his spectacles. After donning them, he looks at all of you with a frown. "Hmmp. Mull, are these the lot that cleaned out the chapterhouse?"

"Y-yes, Headmaster Lashton," stammers Mull. His eyes are like pie plates.

"Stop staring at me like a dead fish, you lackwit. Of course I knew about the toads. I'm not in the habit of going to places that I don't magically scry beforehand. When I saw all those wretched amphibians, I nearly blew my corn chowder all over my best robes."

Mull tries to formulate a response even as Lashton makes a dismissive gesture with his hand. "You lot are welcome to stay for my lecture if you wish. It's about the transdimensional dynamism of the secondary elements of dweomercraft... do try not to drool when I'm speaking, eh?"

The archmage presses forward without waiting for a response.

Any PCs with an interest may stay for the lecture; it's expected that any NAW members should stay

(and would wish to; Lashton's pomposity aside, he is one of the pre-eminent wizards of the world).

PCs that stay for the lecture will find it especially complex. A PC with less than a total bonus of +6 in Knowledge: arcana will find the lecture simply too esoteric to fathom. PCs with a +6 or higher bonus will find the lecture remarkably insightful, and will find any notes that they took to be helpful in the future; such PCs gain the *Insight of the Archmage* AR item.

Mull will award the PCs 100 gp apiece as promised; if they successfully dealt with Trei, he adds another 25 gp as a bonus.

The End

Conclusion B: Don't Let the Door Hit You on the Way Out

Any PCs that fail to deal with the toads in a timely manner will find that Lashton never arrives, and both Mull and ap-Owen know the reason. The PCs are dismissed without fanfare, and politely told not to darken the door of the NAW chapterhouse again.

NAW apprentices who get this conclusion gain the *A Mark on your Permanent Record* AR item.

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 Four

Defeat the dire toad: 90 xp

Encounter Five

Avoid, bypass, or set off the glyph of warding: 90 xp

Encounter Six

Defeat Trei and Sneblok the quasit: 120 xp

Story Award

Clean the chapterhouse of toads before Lashton arrives: 90 xp

Total possible experience

APL 1: 450 xp.

Treasure Summary

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

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

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

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

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

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

Conclusion:

L: 0 gp, C: 125 gp, M: *none*

Total Possible Treasure (Maximum Reward Allowed)

L: 0 gp, C: 125 gp, M: *none*

Items for the Adventure Record

Special

A Mark on your Permanent Record: As a NAW apprentice, you failed in your task to clean the Seaton chapterhouse of toads. Now you find that black mark on your record makes progressing within the Academy something that requires more than simple skill. Whenever you are due a promotion (Outer Circle to Inner Circle, for instance), you must expend one TU. This represents you having to expend an especially large amount of time pleading your case before the review board.

Favorable Notice of the National Academy of Wizardry: You have performed a valuable service for the National Academy of Wizardry’s Seaton chapter, and you have made the (fleeting) acquaintance of the headmaster, Archmage Lashton of Keoland. In any dealings with members of the National Academy of Wizardry, should you mention your efforts on the Seaton chapterhouse’s behalf, you gain a +3 circumstance bonus on a Diplomacy check. Alternatively, you may contact a NAW wizard in any chapterhouse (there is one in every major Keoish city) to make any one Knowledge check on your behalf; this takes 30 minutes. The wizard is assumed to have a +8 total skill check to any such roll. After either such use, this AR item is considered expended.

Insight of the Archmage: You have attended, and actually comprehended, a lecture by Lashton, Archmage of Keoland, entitled “*Transdimensional Dynamism of the Secondary Elements of Dweomercraft.*” You’ve retained the notes that you took, and have found them to be useful in academic endeavors dealing with magic. In any situation in which you can refer to your notes for 30 minutes prior to making a Knowledge (arcana) check, you may take a +2 circumstance bonus on the roll.

Appendix One – APL 1

Encounter Two

Lausanne Narthistle, female human Ari 1 / Wiz 1: medium humanoid (human); CR 1; HD 1d4+1d8+2; hp 10; Init +5; Spd 30 ft (6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +0/+0; Full Atk dagger +0 melee (1d4;19-20/x2); AL LG; SV Fort +1, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 12.

Skills & Feats: Bluff +5, Concentration +3, Diplomacy +5, Gather Information +5, Intimidate +5, Knowledge (arcana) +5, Knowledge (history) +7, Knowledge (nobility) +7, Listen +3, Ride +3, Sense Motive +3, Spellcraft +5, Spot +3. Eschew Materials, Improved Initiative, Scribe Scroll^B.

Wizard Spells Prepared (3/2 per day; DC 13 + spell level): 0 – *detect magic, prestidigitation, read magic*; 1st – *expeditious retreat, mage armor*.

Possessions: Dagger, robes, NAW emblem, magic comb.

Waz Winklebottom, male gnome Com1 / Wiz 1: small humanoid (gnome); CR 2; HD 2d4+6; hp 10; Init +2; Spd 20 ft. (4 squares); AC 13 (+2 Dex, +1 size), touch 13, flat-footed 11; BAB/Grp +0/-6; Full Atk dagger -1 melee (1d3-2;19-20/x2, Dagger); SQ gnome racial traits; AL NG; SV Fort +3, Ref +2, Will +2; Str 6, Dex 14, Con 16, Int 16, Wis 10, Cha 12.

Skills & Feats: Concentration +8, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +6, Spellcraft +7, Spot +4. Magical Aptitude, Scribe Scroll^B.

Wizard Spells Prepared (3/2 per day; DC 13 + spell level): 0 – *detect magic, prestidigitation, read magic*; 1st – *expeditious retreat, mage armor*.

Possessions: Dagger, robes, NAW emblem, spell component pouches, ridiculous red pointy hat, *potion of fox's cunning*.

Encounter Three

Dire Toad (non-poisonous): Medium animal; CR 3; HD 4d8+8; hp 30; Init +2; Spd 30 ft. (6 squares); AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +3/+3; Full Atk bite +5

melee (1d4) or tongue +5 ranged (--); SA improved grab, swallow whole; SQ low-light vision; AL N; SV Fort +6, Ref +6, Will +6; Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7.

Skills & Feats: Hide +8, Jump +10, Listen +7, Spot +8; Alertness, Weapon Finesse^B.

Improved Grab (Ex): If a dire toad hits an opponent that is at least one size category smaller than itself with a bite attack or a tongue attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +3). If it gets a hold, it can try to swallow an opponent. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple checks, but the dire toad is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +3). Once inside the dire toad, the opponent takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the toad's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 10 points of damage to the gizzard (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A Medium-size dire toad's stomach can hold 2 Small or 8 Tiny or smaller opponents.

Skills: A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

Encounter Five

Trei Vor, male half-elf Sor 1 / Wiz 1 / War 1: Medium Humanoid; CR 2; HD 1d8+2d4+3; hp 14; Init +5; Spd 30 ft; AC 15 (+4 armor, +1

Dex), touch 11, flat-footed 14; Base Atk/Grapple +1/+0; Full Atk dagger +0 melee (1d4-1;19-20/x2); SQ elven blood, immune to sleep, low-light vision; AL CN; SV Fort +3, Ref +1, Will +4; Str 8, Dex 12, Con 12, Int 13, Wis 10, Cha 16.

Sorcerer Spells Known (5/4; DC 13 + spell level): 0—*dancing lights, daze, ghost sound, ray of frost*; 1st—*magic missile, ray of enfeeblement*.

Wizard Spells Prepared (3/2; DC 11 + spell level): 0—*arcane mark, mage hand, prestidigitation*; 1st—~~*mage armor*~~, *shield*.

Skills & Feats: Bluff +8, Concentration +6 (+10 casting defensively), Disguise +5 (+19 when using disguise kit and *hat of disguise*), Intimidate +4, Knowledge (arcana) +6, Spellcraft +4; Combat Casting, Improved Initiative, Scribe Scroll^B.

Possessions: *hat of disguise, pipes of the marshlands, dagger, disguise kit*.

