

SND4-M02

Needles and Pins

A One-Round D&D LIVING GREYHAWK[®] Sunndi Regional Interactive

Version 1

Round 1

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Playtesters: None

The Pitchfield Merchant Guild seeks some trustworthy individuals for a simple yet important task. All that is required is knowing how to swing a hammer. And no fear to get some dirt under ones fingernails.
A Regional mini scenario for APL 2-10

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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Introduction

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

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 Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session

to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add

to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level

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	

characters, or try to enlist higher-level characters to play at that table.

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Sunndi. Characters native to Sunndi 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.

Adventure Background

... add history of trader agreement, royal merchants, etc.

Adventure Summary

Introduction: The PCs have been invited by Ulrond Yaelmishj, gnome architect, to discuss a small job. The job regards a recent project Ulrond undertook, the refurbishing of Speiher House, so it can be used as the Ahlissan embassy and by the Royal Guild of Merchants of Ahlissa as their headquarters in Pitchfield.

Encounter 1 [Dirt]: The PCs meet master Quendrean, a powerful dwur abjurer, and member of the Olsamman (an organisation of arcane casters in Glorvardum). Ulrond contracted Quendrean to perform a magical enchantment on the mansion, so the walls of the house will be impregnable by magical divination or teleportation. The charm was explicitly requested by the Guild, to protect against spies and thieves.

Originally, Ulrond had intended to have the house mostly in order when Quendrean would do his job, but situations worked against him and now the mage has arrived to ply his magic, while the house has not even been touched by Ulrond's workers. Not a true problem normally, but unfortunately Quendrean has an irrational fear of dirt and does not desire to enter the house and make the necessary preparations himself. Hence, Ulrond needs some people – some that can be trusted and

are not to fearful of magic or vermin - to do this for him.

The PCs are offered wages and favors if they perform the job. It's a rather simple one. They get a box full of adamantine nails. Each nail need to be hammered in the wall in Speiher house (with a few nails given a specific purpose), where it works as a focus for the abjuration that Quendrean will provide to Ulrond in a *ring of major spellstoring*.

PCs may also know or learn that the house is haunted, but Ulrond and Quendrean believe this to be a tall tale.

Encounter 2 [Speiher House]: The PCs arrive at the house to do their work. Unbeknownst to them, the house is used as a base of operations by a small gang of criminals. They use the house's reputation and their magic to keep unwanted people away.

There is also a real ghost in the house, but while it may make an appearance it does not fight.

This encounter exists of a description of the rooms of the house, with a few key locations where traps or creatures can be encountered.

Encounter 3 [No Welcome]: The criminals initially try to scare of the PCs, but if this fails, they confront them. This may lead to a fight, but there are also possibilities to resolve this diplomatically.

Conclusion: Once the criminals have been dealt with, the PCs may choose to continue the preparations. Once these have been done, Quendrean provides a *ring of spellstoring*, allowing the PCs to cast the needed spell to ward the house against intrusion.

Introduction

The PCs have been asked to make a visit to Ulrond "Glass Eyes" Yaelmishj, a well known gnome architect and the project leader for the refurbishment of the old Speiher Mansion. They have heard that Ulrond is looking for people for a small job. Nothing quite 'adventurous', in fact, the job doesn't seem to demand any skill at all. It is therefore rather peculiar that the offer ended up at the PCs hands.

How the PCs were contacted is dependent on their background.

A member of the Pitchfield Merchant Guild will know Ulrond as one of the more prominent members. He was one of the people who proposed Cessira Folken as the guild president, and is generally well liked. The PC has been directly contacted by Ulrond. Apparently, Ulrond has some

problems with getting other workers to participate in his latest project.

A member of the Royal Merchant Guild of Ahlissa (or anyone with a favor with Lord Hugher or The Benefit) has been asked, quite formerly, by Lord Hugher to arrange a meeting with Ulrond. This PC has learned that Ulrond has taken on the rebuilding of Speiher Mansion so it can be used as the guild's new headquarters in Pitchfield.

A member of the Jade Mask has been contacted by the Green Lady, and ordered to aid the gnome, though the exact reasons are left unclear.

Members of the Queens Halls, the Olsamman - the dwarven arcane caster guild from the Glorioles - or the Samryntar - the clerical organization from the same area -, know Quendrean as a powerful but eccentric dwur abjurer. They have been told he may need their assistance, though it has not been revealed yet what his connection with Ulrond Yaelmishj is.

Other PCs have been contacted by Vella Ironbeard, proprietress of the Broken Manacles tavern, who often deals as a intermediate between adventurers and their employers.

In each case, the exact job description has not been given, though in many cases it is clear it has to do with Ulrond's recent project.

Encounter 1: Dirt

The house of Ulrond "Glass Eyes" Yaelmishj is in the center of town, the hubbub of the merchants and craftsmen of Pitchfield. It is a small house at a square, wedged between a pottery store and a bakery. The windows in front are narrow and high, but it is hard to see through the dirt that cakes them.

There is no bell, but the door opens at a push, revealing a small, dusty corridor leading off to a room in the back. The voice of a young man calls out from the room.

"Just come in, over here!"

When the PCs go in:

Continuing on, you enter a large room, with a open window to the garden outside. A dwarf is milling in the garden, casting glances inside. He seems rather nervous though the reason is not apparent.

The room itself is a jumble of tools, papers, and closets. Roughly in the center of the room is a desk, behind which sits a young gnome. He

smiles and nods at you as you enter, waving you to some chairs in the room, whose seats are covered with various trinkets and leafs of paper.

“Be with you in a minute.”

He turns to a man standing next to the desk, who is almost the opposite of him. A tall, old and almost cadaverously thin man, in a black cloak, has just handed him something that looks like keys on a chain. The man frowns as he looks at you.

“Your lackeys, Ulrond? They do not look like... craftsmen.” he says, in an icy tone. Ulrond looks at you and nods, though he does not seem to be troubled by the observation at all. “No they don’t, do they not? Excellent, what? Well... thank you for handing over the keys, Grim. A great gift for the good of the city, yes. Very generous.”

The old man glares at the gnome, despise dripping from his very pores.

“Do not judge so hasty, Ulrond. I may...need it back.”

He casts a last look at you, then grabs his walking stick and swoops out like a bat, leaving you alone with the gnome and the dwarf in the garden.

The man that just left is Ludger Grim, a local moneylender. PCs that are a member of the Pitchfield Merchant Guild know him, and those who have played the regional “United we Stand” likely have met him before. Otherwise, a DC 15 Knowledge[local: The Splintered Suns] check identifies him. Grim is very rich, and known to be very greedy and heartless (he is not evil, though, in case anyone checks).

The gnome in the chair is Ulrond. A DC 15 Knowledge[local: The Splintered Suns] check identifies him (members of the Pitchfield Merchant Guild recognize him instantly). He is a young fellow, cheerful and a total contrast with Grim. He greets the PCs and beckons them forward, but stays in the chair, as he fell of a ramp a few weeks ago and broke his leg. It is not directly apparent as the plastered leg is resting on a pillow under the desk.

Grim just handed the keys to Speiher House to Ulrond. Grim offered the mansion to the Ahlissan Guild to use. Given his demeanor, it came as quite a surprise, especially since Grim offered it for free. Some wonder how Cesira Folken managed to coax Grim in giving it up, but many assume Grim had too much costs on the mansions upkeep. The house has been standing empty for years, being rumored to be haunted. Any Pitchfield Merchant will know these rumors on a DC 20 Knowledge[local: The

Splintered Suns] check. Otherwise, if asked about Grim, Ulrond happily shares these rumors with the party.

Initially, Ulrond opens with some small talk. After introductions, he moves to business.

“Right...” The gnome claps his hands. “Let’s get to business, shall we? You all know how to hold a hammer, right?” He laughs at the question.

“Yes, I thought so... well... this is all about hammers. And nails. See... You may have heard of the new trade agreement with Naery? Well, I have been asked to dress the new Ahlissan embassy and headquarters for the Ahlissan Royal Guild of Merchants, here in Pitchfield. We found a nice spot, but it is rather old and needs some work. Now. Thing is... the Ahlissans want to have some magic wards placed. You know, to keep rogues out and such. Don’t want anyone to sneak in and steal their precious trade secrets eh? Well, thing is, the mage we contracted turned up a bit early.”

He points his thumb to the dwarf in the garden, who peers inside, looking a bit nervous.

“That’s him. Nice fella but a bit weird. Well, we have to place those wards now, but he says he needs some preparation. Hmm. Maybe better if he tells himself, but I fear we have to get outside. He doesn’t want to come in. I told you he is weird.”

Ulrond takes some time to get out of his chair, grab some supports and hobble outside. He meanwhile urges the PCs to go ahead and meet the mage. He answers any questions the PCs have at this point, while moving outside into the small garden.

The dwarf is Quendrean. He is a very reclusive mage, and only members of the Samryntar or the Olsamman will have heard of him. To them, he is known as an eccentric wizard, who keeps a lot to himself.

The dwarf nods at you as you enter the garden. He seems polite, but keeps a bit of a distance and does not offer his hand nor take any offered hands. His arm clenches a small wooden box.

Ulrond adds “Master Quendrean. High standing member of the Oldsamman. That’s the dwur wizards, yaknow.”

Quendrean looks you over critically.

“Tru stworthy, are they?” he asks.

“Of course, Of course,” Ulrond says.

“Right...” the wizard says, as he pulls a hand kerchief from his pockets and wipes his hands with it. He then produces the box, wiped the lid, and opens it.

Inside is scroll, a hammer with a black head, small bag, and a collection of nails, also of shining black metal.

“A delicate job.” The wizard says. “Very delicate. Care must be taken. And precision.”

“You see, these nails are the focii for a important mantra that will ensure a warding shielding will be formed if they are placed according to specific metric instructions as given on this scroll. The exact mathematics required are contained therein, and should be followed to the letter. Now, the placement of these focii should be done by, regrettably, forceful application by the supplied tool, and consistently, even spaced, throughout the object of enchantment. I am clear?”

If anyone gives indication they do not understand, Ulrond explains:

“What he means,” the gnome interjects “is you have to hammer those nails in the walls of the mansion. Using the hammer.”

Quendream hands the box to one of the PCs (the one that looks the cleanest), then wipes his hands again.

The box contains one adamantine hammer, 50 adamantine nails (about one inch long), and a scroll containing a maps of Speiher mansion, with indications on where nails have to be placed. The small bag contains five other nails, also black but with a distinct red gleam.

“Not such a bad job, eh?” Ulrond says. “All you have to do is hammer those black nails in the walls of Speiher House, according to the map. This is the key.”

He holds up the key that was just handed to him.

“There are also five red nails. In the little bag. You put those in a specific room. All this is indicated on the map. Should not be more than a days work. Once you are finished, master Quendream will cast his spell...”

“No, no no!” the dwarf interrupts. “I do not enter that house! The dust! The filth! The... the... horrible... dirt!” He shakes his head, disgust on his face. “No no. I will provide a means, and then these folks can perform the charm.”

Ulrond looks blankly at the mage, then shrugs and turns to you. “Fine with me.” He says, mouthing ‘totally bonkers’ to you. “So, good job, eh? Deal?”

The assignment seems very simple. Too simple, possibly, for the PCs, who might suspect something sinister. In any case, the PCs might have some questions.

What do we get for this?

“Ah. Yes. Let’s see.... That would be a day work tops, even counting you’re not pros, and for a average laborer’s wages, special circumstances, yes, but deduct 10% guild tax - you get a health benefit for that – comes to... twelve silver seven copper. A person, ofcourse. Let’s say thirteen silver, I’m not skimpy.”

Only thirteen silver?

“And, of course, my gratitude and that of the Pitchfield Merchant Guild. And you have first pickings on whatever you find in the house. Maybe there is still some nice furniture or some drapes that hasn’t been eaten by moths. It all has to go anyway. New stuff has been ordered already.”

It’s not enough, we won’t do it!

“Oh, for Pelors sake. It’s a simple job. Anyone can do it. Really. If I wasn’t pressed for time... Well.< sigh > What would you find appropriate then?”

Ulrond is not a skinflint, so, though annoyed, he is willing to pay more. However he won’t go higher than 25 gp per PC.

Why did you ask us?

“We have a bit of trouble finding laborers who want to do this. See, I hired some Ahlissans for the refurbishing job, thought that would please the Royal Merchants, but now the carpenters are refusing to do the rush job. Easily offended, I’ll make it up to them but for now... and I can’t wait for those Ahlissan laborers to arrive either, the dwur has to leave tomorrow. I’d do it myself but I can’t climb any stairs.”

How did you break your leg?

“I fell from a ramp during the last job. Didn’t see the edge. Heh. They say I should get glasses. Heh. Nonsense. My eyes < squints > are perfect!”

When does it have to be finished?

“This evening, next morning at the latest. It can be done easily in a few hours.”

What about the house?

“The name is Speiher mansion. It is in one of the suburbs At Paradise Lane, south of here, only fifteen minutes walk. It’s an old house, can’t miss it, large messy garden. It’s a bit untidy “ – the dwur shudders - ”I have only been inside for a few moments, but it’s not too bad. Been abandoned for years. They says it’s haunted but I don’t buy that – just fanciful talk.”

Why did Grim give it up?

“I guess he couldn’t sell it. It probably cost too much on upkeep so he gave it away. Well, that’s my guess. Grim never gives anything away. Maybe he bought the haunting bit.”

What about the haunting?

“They say it is haunted by the ghost of the previous owner, who hung himself after his daughter died. Happened years ago. Don’t remember his name, you should ask Grim that.”

What are the enchantments?

“I don’t know myself. The dwur doesn’t want to say. Professional etiquette, I guess.”

Once the PCs accept the task, Ulrond hands them the keys. He tells them to come back once the job is finished.

Some PCs may not be enticed by the poor offer of Ulrond. If they press for a better reward, Ulrond ups to a flat reward of 25 gp per PC (as above). If PCs still refuse, the adventure ends, and the PCS are ushered out, after which Ulrond tries to seek out other employees.

Some PCs may desire to do some investigation of their own. Depending on what they are looking for they can find the following on a Gather Information check (and 1d4 gp on expenses).

On Ulrond:

10	Ulrond is one of better known architects. He is young and ambitious..
15	Ulrond upset some of the local craftsmen by hiring Ahlissans for his last project. Apparently he butter up to please the Royal Merchant guild of Ahlissa, but the locals are less pleased.
20	Ulrond is called “glass eyes” because he is shortsighted but refuses to wear glasses. This has caused a number of accidents. The last time he broke a leg.

On Quendrean:

20	Quendrean is a reclusive mage, a dwur wizard
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	and a member of the Olsamman..
25	He is rather eccentric, and has an irrational fear of dirt.

On Grim:

5	Grim is a moneylender. He is greedy and cold hearted, but generally fair and has never been caught in any dishonest business.
10	Grim owns most of the houses in the poor district, and several houses near Crowns Road.
15	He gained Speiher House from the former owner, who had a huge debt with him.
20	Apparently, nobody wants the house, and it costs Grim money on taxes.
25	Grim himself never tried to live in it. He lives in his own house, a large stone building on The Crowns Road.

On Speiher House:

10	Speiher House has been empty for over ten years.
15	The house is reputedly haunted by the spirit of the former owner, Ruhord Speiher. There are no actual people to be found who saw the ghost, but several people have heard strange noises and lights coming form the house.
20	Ruhord Speiher hung himself, several months after the death of his daughter.
25	Some say Speiher’s daughter, Gen, also died a violent death. Nobody knows for sure, as nobody saw her body.

Encounter 2: Speiher House

A large iron fence surrounds Speiher House and its enormous garden. The walkway up to the house is barred by a gate, closed shut and locked with a large iron chain with a massive lock. Both the fence and gate show signs of rust, but the chain seems more recent.

The garden surrounding the house is immense and looks like a wilderness – no one has tended this lot for years.

The house itself is a two story stone building, with a tower in the back. The second floor, which has numerous large windows, several of which have been broken, overhangs the front of the mansion, supported by large pillars.

It is a beautiful house, but the dread silence and abandoned state makes it look foreboding.

One can easily imagine why people might consider the house haunted.

The lock on the gate can be opened by the key on the chain. The gate is rusty and moves with difficulty, creaking loudly as it is opened.

The garden is full of wild plants. It is almost completely surrounded by the iron fence, though at the other side of the house a few bars are missing (hardly noticeable as the entire fence is in a rather bad shape). This is the place through which Salion and his gang (see below) leave and enter the estates.

As the PCs enter the garden, they are noticed by Golin, who alerts his friends. By the time the PCs reach the house the group is ready to deal with the PCs.

Someone else also notices the PCs arrival. Pick one PC (the character who enters the estate last), and take the player aside. Read the following:

Taking in the house, your eyes fall on a window on the second floor, at the right wing. The windows on that side are still intact. Through one of them, you see the image of a person looking out. It is a small girl. It is hard to see at this distance, but she seems to look straight at you. She presses herself against the glass, and it seems like she screams, though there is no sound. Then, all at once, she is gone. You are not entirely sure of whether you saw correctly... was this a figment of your imagination?

The girl is Gen. Note which PC saw her, as she will try to target him or her later.

The Job

The task set to the POCs is easy enough: place a nail at each location as indicated on the map (Player's handout #1). The red nails should be placed in the walls and floor of a particular room. Each nail is of adamantite, as is the hammer. The easiest way to place the nails is to hammer them on the walls or floors using this hammer.

The nails can be driven in with a normal hammer or tool, but that tool gets 1 point of damage (ignoring hardness) for each nail, eventually ruining the tool.

There are fifty normal nails and five special ones. If the PCs place all the nails according to the map, there will be six left. These nails are meant for the attic, but the PCs do not have a map (Quendrean forgot). If the PCs mention the missing nails, and ask, Quendrean will hasten to explain what

they are for. Smart PCs may deduce for themselves that the nails belong in the attic. Placing these nails is of import - If the PCs forget the nails in the attic, the charm created by Quendrean will be flawed.

It is also possible for the PCs to hang on to these nails, or the hammer, at the end of the scenario. As long as the charm seems to work, both Ulrond and Quendrean will forget about the 'components'. Note that technically, for the charm to 'work' (that is, not fail in an obvious way), not all nails have to be placed (but a minimum of 35 should).

The hammer and nails can be used as improvised weapons if needed. The hammer (if used in melee) does 1d4 damage, the nails (if hurled) do 1d2-1 points of damage. Being of adamantite, both hammer and nails ignore hardness of objects lower than 20.

There are four keys on the chain that the PCs received. One is for the lock on the gate, one opens the front door, and one opens the back door (the servants entrance, room 16). The third is a skeleton key for the doors and closets inside. These work on all doors in the house, *except* for the doors to room 38. Keeping or copying these keys is of little use, as Ulrond will add new locks to all doors when the reconstruction begins.

The Hauntings

Speiher House is indeed haunted. Years ago, Ruhord Speiher lived there with his daughter, Gen. Ruhord's wife, Iowusee, died in childbirth, and he blamed her death on the child. He was unduly harsh for the girl, and Gen's life slowly became a living hell, as her father punished her for every perceived slight.

During one particular angry moment, Ruhord hit her so hard that he killed her. Ruhord was shocked by his deed, but more so feared that others would find out. He hid her body, burying it in the garden at night, and later claimed she had died from a wasting illness. Since Ruhord habitually locked his daughter in her room, and few people saw her, most believed the story. Those few that had doubts were soon occupied with the upheaval caused by the Ahlissan invasion, and nobody seriously looked into the death.

But Ruhord did not escape justice. One month after her death, Gen's ghost appeared. She had turned into a vengeful spirit, and she taunted her father, causing her maddening laughter to slowly turn him insane. In the end, not knowing how to turn and unable to commit to his crime, Ruhord hung himself in the Tower, seeking escape in death. It

was not to be, for now, he himself haunts the tower room.

The two ghosts can freely roam most of the mansion, though normally Ruhord is too afraid of Gen to leave his tower, where Gen cannot enter. Gen appears in this scenario, and is encountered in room 38. Ruhord is not encountered, though his presence can be felt in the tower room.

The Criminals

The ghosts are not the only – or even the major – reason why people consider the house haunted. For the last few months, a small gang of burgling criminals have made their home in the mansion.

Salion Moonsorrow, Golin Eberhart and Thuk The Wilde are a gang of burglars, who have chosen the area around the mansion for their activities. Being non-native to the area, they broke into the house and now use it as their headquarters, hiding in the house's attic. The group makes use of Salion's magics and Golin's pipes to keep curious folk at a distance, using sounds and other figments to pretend the house is haunted.

The group may also use *fear* or *sleep* spells on those who are persistent. Salion prides himself in not ever having killed someone in his criminal career (the same cannot be said of his friends), and he prefers trickery over violent confrontation.

The group is unaware that the house is really haunted. Thuk - not the smartest of the lot – has seen Gen's spirit but has not been able to convince his friends.

When the PCs arrive at the house, they will be spotted by Golin, who keeps watch. The group carefully arranges for some encounters and special effects to chase the PCs off. They have several plans, which they use dependent on the locations throughout the house. Use the room descriptions to decide what happens.

The group by now knows all the secret doors in the mansion. They have not yet entered the tower room or Gen's room, the first because the stairs have collapsed, and the latter because the doors are locked and Thuk fears to go in there. Salion let the room be, thinking it not of much interest anyway.

Thuk stays in the group's lair, while Salion and Golin try to spring their traps or drive the vermin in the house at the party. You will need to track their progress through the house. Note that they know how to be silent in the house and how to avoid the creaky floorboards and steps. Golin also uses his *pipes of sounding* to cause strange, haunting sounds (like wind blowing, creaking doors, etc) to come from other rooms to draw away the PCs of

they get too close, or to draw them into a trap. Note that the pipes can cause sound to appear from any location within 30 feet (including other floors).

At higher APLs they use Salion's magic (such as *invisibility*) to get past the PCs, or illusions (such as *disguise self*) to pretend they are themselves ghosts in the occasion that they are seen – using the secret doors, it should be possible for them to get away the first time they are spotted, possibly giving the PCs the impression they saw a haunt.

If a PC specifically listens for it, he may notice Salion or Golin moving (roll opposite checks to determine if they are silent enough, applying a +2 circumstance modifier to the criminals' rolls).

Try, however, to keep things as mysterious as possible. The gang knows how to sneak and are pretty clever – they have been doing this for some time now.

Note that spells such as *detect magic* or *detect thoughts* may pick up auras or thoughts within 60 feet, but the gang can easily recognize these spells, and will avoid them when they are cast. Also, these spells can't penetrate the thicker walls nor the ceilings between floors.

The spell *detect undead* will yield results throughout the house, but does not give locations until the PCs actually encounter Gen (and only while she is present).

Finally, note that while casters can deduce that many effects can be *conceivably* achieved through magic, Spellcraft checks or *detect magic* will not reveal whether a strange or ghostly sound, the lowering of temperature in a room, or the moving of an object actually is caused by a spell. Keep the PCs guessing as long as possible.

If the party splits up so they drive the gang in a corner, they try to retreat to their lair (room 43). If that fails, or if the PCs otherwise manages to discover the group (which gets more likely as the APL goes up), they confront the PCs (go to encounter 3). This also counts whenever the PCs enter the attic (room 43).

See encounter 3 : Out of the Bag if the PCs force an encounter with one or more of the gang.

The House

Below follows a description of the rooms throughout the house. Most rooms are empty except for some left-over furniture, none of which is very valuable (the rest was sold by Grim). The only room still fully furnished is room 38 (which Grim never opened). Let the PCs decide how they navigate the house to apply the nails.

Most doors (excluding those mentioned in the text) are open. All doors in the house follow the following statistics:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; DC 18 Break.

You can hurry through the rooms if you like. The only rooms of true import for this scenario are 20, 38, 42, and 43, which deal with the Speiher hauntings, the vermin infestation, and the criminals traps or lair. Note that the attic can be reached through room 28 and 36. Some rooms contain events or opportunities for Salion and his gang to drive out the PCs. You may use your own imagination, or follow the hints marked as 'Salion's opportunity', to make life interesting for the PCs. Note that you can use many of these ideas in other rooms too. I.e. if someone is silly enough to take a bath in the bath room (no, really), you could drop the room temperature similar as in room 14.

First Floor

1. Entrance

One of the keys given to the PCs fits the front door, which is an extra strong double door. It is a bit stuck and if the PCs press it open it makes a loud, screeching noise.

This alerts the criminals inside, if they had not already spotted the PCs, and allows them to prepare.

2. Cloak Room

This room is empty except for a pile of old coats, all useless and half-eaten by moths.

3. Guardroom

This room was originally intended as a place for guards to stand watch during big events.

There are doors to the cloak room and the left wing. There is also a secret door, which allowed guards immediate access to the hall. It is easy to spot from this room (the outline of the door is in the wall), but from the hall it is nearly invisible.

The room is completely bare.

4. Hall

This is a large hall, with great stairs running up to the second floor. Big double doors lead to the dining room, and a large glass chandelier is hanging from the ceiling.

The chandelier is old but in good condition. If taken and sold, it fetches a good 300gp for the excellent glasswork (unless it shatters, as outlined below).

Salion's opportunity: If the PCs move under the chandelier and dally overly long, Golin targets the chandelier with an *open/close* spell, causing the construction that holds it to the ceiling to release and the chandelier to plummet down to the PCs.

The chandelier has a +0 to attack, but it only needs to hit a touch AC, and it is likely PCs are surprised. If a PC is hit, he or she gets 2d6 points of crushing damage from the chandelier. A DC 15 Fort save halves this damage. It then shatters in a thousand pieces, causing 1d6 cutting damage (glass) to everyone in a 5 foot radius (including the PC that was hit). A DC 15 Reflex save halves this damage.

Note that Golin needs to move into position and therefore only can do this trick if the PCs stay too long in this room.

Treasure:

All APLs: Loot (50 gp);

5. Dining Room

There are two hearths with chimneys that lead up to the roof. The left chimney is jammed at the second floor. Lighting that hearth will cause a lot of smoke.

This room only has a large wooden table inside it. It is thick with dust, and one of the table legs is chipped. It's too damaged to be sold.

Salion's opportunity: Golin uses his *pipes of sounding* to cause muffled cries for help to come out of the stuck chimney, to freak them out. Of course, there's nothing there, but prodding or otherwise examining the inners of the chimney will cause a cloud of soot to come down and fill the room, staining those who are within 10 feet of the chimney. The cries die down after that.

6. Serving corridor

These barrow corridors were used to stall out food and goods to be served in the dining room. They are now empty.

7. Ladies' Boudoir

This was a sitting room for the women. There are still drapes on the widows here.

8. Smoke Room

This was a sitting room for the men. There is a large carpet that still covers most of the floor, but it is full with burn marks.

9. Old Nursery

This room was the old nursery. While it was only used once, when Gen was born, Ruhord never changed it. The room still holds the bed Gen slept in when she was still a baby.

If the PC that saw Gen enters this room, take the player aside and read the following:

A soft, sobbing sound, emanates from the small bed in the corner. It is the crying of a child. It grows slowly louder, and louder, and louder, until it is a full fletched wail, that is pounding your eardrums. Then, as sudden as it started, it stops.

Nobody else heard the sound. The bed is, of course, empty.

10. Servant Quarters

This room was once used by the nurse, but after Gen grew older it was left empty. There is nothing here.

11. Sitting Room

This was a common room where the family would sit and have talks. During the last years of Ruhord's life this room was hardly used.

It still contains some furniture: an old chair, a table, and a sofa. None are in good state.

12. Storage Room

This room contains three crates, each containing bottles of wine. The upper two have gone bad and turned sour. The lower crate still contains good bottles of wine. The six bottles bring up 10 gp each.

Treasure:

All APLs: Loot (10 gp);

13. Pantry

This room is empty

14. Storage Room

This room is filled with shelves, filled with pots and jars. Most contain food, spoiled despite pickling. One jar contains salt, still useable.

Salion's opportunity: A small hole in the ceiling allows Salion to cast spells. He uses *prestidigitation* to lower the temperature in the room. While this is not cold enough to harm, it may well freak out the PCs. Golin adds to it by using his pipes to add the sound of breathing, or the clattering of teeth.

15. Larder

This room contains several crates and bags. The crates contain spoiled vegetables, and the bags moldy flour. A putrid stench fills the room when one of them is opened.

16. Kitchen

This kitchen holds a heavy iron stove, a few old chairs and a table, and several closets that were build into the walls, and which Grim couldn't break out to sell.

All cooking gear is gone, but the table holds a knife. Thuk forgot the knife after he had dinner at the table.

The Kitchen has a door that opens into the garden. One of the keys the PCs got fits on this door. The door is unlocked.

Salion's opportunity: Salion, *invisible*, tries to get close enough to cast a *silent mage hand* to levitate the knife in the air whenever someone notices it.

The knife jumps up from the table and darts at one of them. The knife hits on a 20 attack role, causing 1d2-1 points of damage. Otherwise it buries itself in the wood of one of the closets.

Salion then withdraws.

17. Servants Hall

This hall is where the servants used to have their own meals. The room and side rooms are now all empty.

The stairs go up to the second floor, to room 36.

18. Servants Quarters

Scuff marks indicate that this room once held a bed. It is otherwise empty.

Second Floor

The gang has drilled several small holes in the floor of the attic, so they can peer down in most rooms below. Only room 21, 29, 30 and 38 are clear.

The holes are very small and due to the bad state of the building go practically unnoticed. Only on an active search of the ceiling can one locate these holes on a DC 20 Search check.

19. Hall and Stairs

These stairs look out over the Hall below. The double doors to the ballroom are open, those to the trophy room are closed.

Salion's opportunity: Golin uses his *pipes of sounding* to cause footsteps from the Trophy room,

hoping the PCs will enter that room and encounter the vermin.

20. Ballroom

This room has large open windows, and takes full use of the space given. It was once a dancing hall, but the wooden floor planks are splintered and broken, and full of spider webs.

In the corner of the room is a secret door to the Music room. It is easy to notice (+5 on Search checks). The door was used to instruct musicians that would play in the room next door. A DC 20 Spot or Search check reveals small holes in the wall, next to the door, used to allow the music to be heard in this room.

The floor is very unstable – years of neglect and rot have made the floor porous. When two or more people enter the room, the area nearest to the door collapses. Anyone on the two squares behind the door risks falling through the woodwork to the hall (room 4) below.

Pit Trap: CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search (DC 21); Disable Device (DC 20).

Note: a Knowledge(Architecture and Engineering) check can be used instead of a Search check to notice this trap.

Once sprung, a 10 by 5 feet hole marks the bad spot in the floor. The rest of the ballroom floor will hold, so there is no further danger of collapse.

21. Music Room

This room is empty. It was used by a small orchestra to play music, so it could be heard in the ballroom. Small holes in the wall allow for the sound to pass to the ballroom (room 20).

The 'hidden' door to that room is clearly visible from this side.

22. Master Bedroom

This was Ruhord's room. It still contains a large bed, which is too heavy to drag out (in fact, it can't be taken out without breaking it up). The mattress and bedding on the bed are gone.

23. Balcony room

This room was once used to place chairs so people could enjoy the sun and enter the balcony.

24. Balcony

This balcony looks out over part of the garden.

It is not well build, and a PC may easily step through a rotting plank, but it otherwise holds.

25. Guest Bedroom

This room is empty.

26. Storage Room

This storage room contains mops, cloth, and other utensils which you normally use for cleaning. In the corner are four flagpoles, and on a shelf three flags depicting the old kingdom's crown. The flags are mouldy, and fall apart if they are unfolded.

The flagpoles were used to decorate the sides of the house. They can be placed under each of the three balconies, and above the house's main entrance.

27. Bath Room

There is still a wooden tub in this room. It is half filled with dirty water, which still feels warm.

28. Towel Room

This room holds a large closet, that was too heavy to move for Grim, who decided to let it stand. The closet is empty.

In the ceiling of this floor is a hatch. Opening the hatch causes a ladder to tumble down which allows you to climb up. A PC that is not prepared for the ladder may be hit by the ladder as it comes down (Attack +0, 1d4 non-lethal damage).

29. Trophy Room

The Trophy room originally held displays of stuffed animals, arms, and armors. A roaring bear, a mongoose head, and several stuffed birds were once proudly displayed here.

The arms and armors are gone (sold by Grim). The animal carcasses are still here, but they have been mostly eaten but the vermin that has infested this room.

Creatures: The vermin is hidden among the debris of the room, the walls, and in the remainders of the animal's carcasses.

Once the PCs enter this room, they attack.

APL 2 (EL 1)

Spider Swarm: hp 9; see *Monster Manual* page 239 and Appendix 1.

APL 4 (EL 2)

Spider Swarm (2): hp 9; see *Monster Manual* page 239 and Appendix 2.

APL 6 (EL 4)

Centipede Swarm: hp 31; see *Monster Manual* page 238 and Appendix 3.

APL 8 (EL 6)

Centipede Swarm (2): hp 31; see *Monster Manual* page 238 and Appendix 4.

APL 10 (EL 8)

Centipede Swarm (4): hp 31; see *Monster Manual* page 238 and Appendix 5.

30. Stair house

This corridor contains a collapsed stair, which normally would lead up into the tower. It does not support anyone any more, but it does support hand and foot holds if someone would try to climb up. If anyone uses the stair in this way, a DC 15 Climb check brings one up into the tower (room 42). Without the stair the DC is 25.

31. Study

This used to be a comfortable study, but it is now empty except for the fireplaces.

Note: the special nails need to be used for this room.

32. Library

This room still contains all the shelves of a normal library. Grim sold all the books, but there are still a few scrolls around. None of these have any financial value. The contain accounts of the house's finances in earlier days, a few poems, and a short, unfinished ballad about the joy of motherhood. The poems and ballad are signed by lowusee.

33. Balcony

This balcony looks out over part of the garden. It is quite sturdy and safe to walk.

From this vantage point one can see the back of the house, which once used to have a fancy hedge maze, remnants of which can still be seen.

34. Servants Quarters

A bedroom intended for one of the servants. Only the skeleton of a wooden bed frame remains.

35. Servants Quarters

Another bedroom intended for one of the servants. This one is empty.

36. Stair House

In the ceiling of this floor is a hatch. Opening the hatch causes a ladder to tumble down which allows

you to climb up. A PC that is not prepared for the ladder may be hit by the ladder as it comes down (Attack +0, 1d4 non-lethal damage).

The door to room 38 is locked. The lock is simple (DC 20 to open). The key to this lock is in the tower room.

37. Balcony

This balcony looks out over part of the garden. It is quite sturdy and safe to walk.

The door to room 38 is locked, and all windows to that room have bars on them. The lock is average (DC 25 to open). The key to this lock is in the tower room.

38. Children's Bedroom

All doors into this room are locked, and all windows barred. The key to the doors is on the floor in the tower room.

If people enter, describe the room as follows:

This room is, surprisingly, still fully furnished. The windows have drapes, the floor is covered by carpet – though one of a rather drab yellow color - and the room holds a small, made up bed, two small chairs (fit for children), and a small table. A wicker case stands in the corner. It is stands open and holds a number of wooden toys.

Then you hear the unmistakable tip tap of little feet. Stepping around the corner at the end of the room is a small girl. She is petite, with golden locks, and a pretty dress. However, her lip is split, and her face is marred by blue spots, as if she had been beaten.

This is Gen, or rather, her ghost that haunts this place. She is, at this point, corporal and appears as a normal girl. She can even be touched, though she feels quite cold.

If the player who saw her earlier is also in the room, Gen targets him or her in the next section. Otherwise, determine her target randomly.

She looks at you with large questioning eyes. She looks a bit frightened. "Are you... bad people? Where is my daddy?", a tiny voice asks.

Gen is both frightened and angry for her father. She hates him, and if she gets the idea that the PCs are friends of her father, she instantly dislikes them (becomes unfriendly).

She is indifferent to PCs who show ignorance. If a PC takes a stand against her father (i.e. if they deduce her father beat her and act out their horror

or anger), she takes a liking to that person if that PC makes a DC 15 Diplomacy check. The DC raises to 25 if the PCs earlier gave Gen the impression that they were her father's friends.

If more PCs speak out, determine her attitude for each PC. Note that befriending Gen is not a mere skill roll – do NOT just ask a Diplomacy check. Gen is a ghost: fickle, confused, and obsessive. She will only turn friendly if the PC explicitly turns against her father. Diplomacy cannot change Gen's attitude to helpful at this point, no matter how high the check is.

The PCs will likely wonder what she is doing here. Gen, however, does not provide much info. She claims her name is Gen Speiher, she lives here, and that her daddy has gone out. She can give the name of her father (Ruhord) and her mother (luwosee).

If asked if her father beat her, she goes silent, and steps back. She does not answer other questions..

Whenever one of the PCs approaches within five feet, unless that PC is someone she likes, or if the PCs somehow insult her mother, she starts screaming:

The girl steps back, emitting a loud and piercing shriek. The sound is deafening, and as she screams, the girl's face transforms into a snarling, almost demonic visage. Even as the scream reaches a pitch where your eardrums start hurting, she fades away, turning into a strange mist. As the scream dies down, only a vapor remains where the girl once stood.

If she likes the PC that approaches her, she allows him or her to come close, and even touch her or examine her wounds.

The girl whimpers as you touch her, and she feels incredibly cold. "You... won't let him hurt me anymore?" She looks scared.

If the PC assures her that he won't, she smiles bravely.

"You are nice. I like you. Better than the other people." She hugs you, a freezing, ice cold hug. As you try to put your arms around her, they go through her – the girl fades, becomes a cold mist, and then disappears, leaving only the trace of a vapor.

Note the PC(s) that befriended Gen. These get the "Friend of Gen" condition on the cert. This

includes all PCs that she liked – not just the PC that holded her.

If the PCs like, they can take the stuff from this room (the toys, the furniture, etc), and sell it, though it is rather old and not of high quality.

Treasure:

All APLs: Loot (35 gp);

39. Nurse's bedroom

This room was used by Gen's nurse – at least until Ruhord fired her.

The door to room 38 is locked. The lock is simple (DC 20 to open). The key to this lock is in the tower room.

40. Mistress Bedroom

This was the room of Gen's mother, lowusee. The only thing remaining is a painting in the corner, covered by a cloth. The painting depicts a young, beautiful woman, with long, golden hair, obviously of Suel descent.

41. Bedroom

This used to be a guest bedroom. It still has a bed with a mattress, though the sheets and blankets are gone.

Third Floor

42. Tower

Ruhord hung himself on this room, and the cut rope that he hung himself on still hangs from the rafters. There is a very moody and depressive atmosphere in the room, and it is devoid of the birds that would normally roost here. Ruhord ghost haunts here, but he will not let himself show.

A DC 10 Search check finds a key lying in the dust of the floor. Ruhord carried it with him when he hung himself, but it fell out of his pockets and was forgotten when the servant that found him cut him down. The key fits the locks to Gen's room (room 38).

43. Attic

The party does not have a map of the attic – Quendrean forgot about it. Its is actually important – the remaining six nails are to be placed in the walls of this room. Without these nails, the charm which the mage will place will be imperfect.

Salion has used the attic as his hideout. In one corner, near the windows facing the house's back, between two chimneys, are a few bedrolls, and some survival gear.

Under one of the floorboards is a small chest with some jewelry. It is well hidden and can only be found on a DC 35 Search check. The jewelry is from a burglary several nights ago. The jewelry is recognizable as the property of the Kavesh family, and almost impossible to sell in these parts. However, returning the jewelry grants a reward of 25 gp x APL.

Once the party enter the attic, Salion and Golin give up on trying to scare the party away, and they confront them (see encounter 3).

Treasure:

- APL 2:** Loot (50 gp);
- APL 4:** Loot (100 gp);
- APL 6:** Loot (150 gp);
- APL 8:** Loot (200 gp);
- APL 10:** Loot (250 gp);

Encounter 3: Out of the Bag

At some point, the PCs will have to face the gang – either because their investigations leads to their discovery, or because the group tires of the PCs and confront them.

Unless the PCs attack on sight, Golin will first attempt to see if he can reason with the party – bribe them, for instance. Killing the PCs might draw curious guards, depriving the group of their hide-out. Unless the PCs have already figured out that they are dealing with living beings, Golin may use his spells to ‘appear’ as a ghost or undead.

Since there is no certain way how this encounter will start, no boxed text is provided. The gang uses the following strategies:

First, Golin (or Salion himself if the PCS already dealt with Golin) appears to the PCs, preferably at some distance. Using *prestidigitation*, *dancing lights*, or *disguise self*, he may attempt to look as unreal and ‘ghostly’ as possible.

He attempts to reason with the PCs. Golin makes up a story that there is a curse on the house and that the PCS should leave, or be ‘eaten by the house, just like him’. It’s a fabrication, of course, but Golin can be very convincing.

If asked who he is, Golin claims to be the former owner, how ‘trapped’ in the house. If the PCs caught any of his minions he says they are likewise cursed too.

Golin attempts to convince the PCs to leave. If they don’t leave, he dramatically shouts they are calling the wrath of the house on themselves. At that point, the gang attacks, hoping to gain surprise.

If the party give indications that they don’t believe Golin’s story, he takes another approach. He admits that he is not a ghost, and that he and his friends have been using the house as a place to sleep (he does not tell them they are burglars that operate from here). The group has decided they have to deal with the party and will be making themselves up for attack, unless the PCs are open for negotiation.

The PCs can grab the chance here to explain why they are there. If they do, Salion and Golin realize that they will have to give up the hide out, and they decide that they either need to negotiate or to take out the party so they can have a safe window to get out.

The party has a small window of opportunity to avoid conflict, if they indicate that they are willing to allow the thugs to escape. – a DC 15 Diplomacy check may hold off hostilities. If they promise not to tell of the gang’s presence, Salion and his friends are willing to vacate the building. A PC that has figured out that the gang are criminals can attempt to haggle for a part of the loot (An opposed Diplomacy check with Salion or Golin). In that case, Salion offers them the contents of the small chest in Room 43 to keep – treasure he can’t sell himself.

Salion does not intend to kill the party – he is content if he can disable them so he and his gang can get away. He prefers spells that incapacitate rather than damage – but that does not mean he holds back – he will cast magic missiles and other damaging spells to bring the party low. Some code of honor does mean he will attempt to not kill anyone. His fellows are less bothered with this and they attack without reservation.

Note that both Salion and Golin are well versed in negotiation. Diplomacy cannot be used to affect PCs. Instead, describe the NPCs’ as trustworthy and likeable to stretch this point.

APL 2 (EL 4)

Salion: male human Sor3; hp 13; see Appendix 1

Golin: male half-elf Brd1; hp 6; see Appendix 1

Thuk: male half-orc Rog1; hp 8; see Appendix 1

APL 4 (EL 6)

Salion: male human Sor5; hp 21; see Appendix 2

Golin: male half-elf Brd2; hp 10; see Appendix 2

Thuk: male half-orc Rog2; hp 14; see Appendix 2

APL 6 (EL 8)

Salion: male human Sor7; hp 29; see Appendix 3

Golin: male half-elf Brd4; hp 18; see Appendix 3

Thuk: male half-orc Rog4; hp 26; see Appendix 3

APL 8 (EL 10)

Salion: male human Sor9; hp 37; see Appendix 4

Golin: male half-elf Brd6; hp 26; see Appendix 4

Thuk: male half-orc Rog5/Brb1; hp 38; see Appendix 4

APL 10 (EL 12)

Salion: male human Sor11; hp 42; see Appendix 5

Golin: male half-elf Brd8; hp 34; see Appendix 5

Thuk: male half-orc Rog5/Brb3; hp 59; see Appendix 5

Treasure:

If the PCs defeat Solian, they will find that most of the loot is stolen. Fencing the stuff is difficult, but returning it to the authorities yields a monetary reward (mentioned as 'loot', below). This is in addition (but to the max of the gold cap) as the coin gained from returning the Kavesh jewels (but obviously cannot rise above the gold cap for this scenario).

APL 2: L (50 gp); C (10 gp); M *pipes of sounding* (0 gp);

APL 4: L (100 gp); C (20 gp); M *pipes of sounding* (0 gp), *ring of protection +1* (0 gp);

APL 6: L (150 gp); C (30 gp); M *pipes of sounding* (0 gp), *ring of protection +1* (0 gp);

APL 8: L (250 gp); C (40 gp); M *pipes of sounding* (0 gp), *ring of protection +1* (0 gp);

APL 10: L (400 gp); C (50 gp); M *pipes of sounding* (0 gp), *ring of protection +1* (0 gp);

Conclusion

Once the party has dealt with Salion's gang, they can continue to place the nails throughout the house (which proves easy unless they have not yet fought the vermin or encountered the trap in room 20).

Once all nails are placed, the party can inform Ulrond and Quendrean. Quendrean then asks one of the PCs to enter the house, and cast a spell from a magic ring he supplies (he needs the ring back, and the PCs do not gain access to it – it only works once, anyway).

Once this is done, Ulrond will gladly pay them the agreed price (up to 25 gp, if the PCs haggled for it). It is possible, at this point, for the PCs to keep the hammer, or even some nails if they didn't use all of them. As long as the spell works (at least 35 nails were used), Neither Ulrond or Quendrean will bother with the loss. PCs who do this gain access to these items.

Treasure:

All APLs: Loot (250 gp); Coin (25 gp); Magic ;

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Triad at madfox@planet.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Did the spell succeed?
2. Did the PCs place the special nails?
3. Did the PCs place nails in the attic?
4. Did the PCs kill or capture Salion and his gang?
5. Did the PCs befriend Gen?

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 2: Speiher House

Fighting and defeating the vermin swarms:

APL2	30 XP
APL4	60 XP
APL6	120 XP
APL8	180 XP
APL10	210 XP

Dealing with the pit trap:

APL 2-6	30 XP
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Encounter 3: Out of the Bag

Defeating Salion and his gang:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Story Award

If the PCs use all the nails (including those for the attic)

All APLs	30 XP
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Discretionary Role-playing Award

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP
APL10	90 XP

Total Possible Experience:

APL2	225 XP
APL4	337 XP
APL6	450 XP
APL8	562 XP
APL10	675 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.

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

Encounter 2: Speiher House

APL 2: Loot: 95 gp; Coin: 50 gp;
APL 4: Loot: 95 gp; Coin: 100 gp;
APL 6: Loot: 95 gp; Coin: 150 gp;
APL 8: Loot: 95 gp; Coin: 200 gp;
APL 10: Loot: 95 gp; Coin: 250 gp;

Encounter 3: Out of the Bag

APL 2: Loot: 50 gp; Coin: 10 gp; Magic: 0 gp
APL 4: Loot: 100 gp; Coin: 20 gp; Magic: 0 gp
APL 6: Loot: 150 gp; Coin: 30 gp; Magic: 0 gp
APL 8: Loot: 250 gp; Coin: 40 gp; Magic: 0 gp
APL 10: Loot: 500 gp; Coin: 155 gp; Magic: 0 gp

Conclusion:

All APLs: Loot: 125 gp; Coin: 25 gp;

Total Possible Treasure

APL 2: Loot: 270 gp; Coin: 85 gp; Magic: 0 gp -
Total: 225 gp (max)

APL 4: Loot: 320 gp; Coin: 145 gp; Magic: 0 gp
- Total: 325 gp (max)

APL 6: Loot: 370 gp; Coin: 205 gp; Magic: 0 gp
- Total: 450 gp (max)

APL 8: Loot: 470 gp; Coin: 265 gp; Magic: 0 gp
- Total: 650 gp (max)

APL 10: Loot: 720 gp; Coin: 430 gp; Magic: 0 gp
- Total: 1150 gp (max)

Items for the Adventure Record

Adamantite hammer

This hammer is of adamantite. It is a normal tool, useful for carpentry, not a weapon.

Used as an improvised weapon (with the associated penalties), the hammer does 1d4 points of damage. The hammer ignores hardness of objects lower than 20.

Value: 1500gp

Adamantite nails (___ left)

These are normal nails, but of adamantite and therefore very strong. The nails can be driven in any surface (including adamantite) with any hammer or tool, but unless that tool is itself of adamantite, it gets 1 point of damage (ignoring hardness) for each nail, eventually ruining the tool.

The nails can be thrown as improvised weapons. They do 1d2-1 points of damage. The nails ignore hardness of objects lower than 20.

Value: 30gp

Favor of Ulrond

This favor acts as a influence points with the Pitchfield Merchant Guild

Friend of Gen

The PC has befriended Gen, ghost of Speiher House. This friendship may be useful in the future.

Item Access

APL 2

Pipes of Sounding (Adventure, See DMG)

Appendix 1: APL 2

Encounter 2 (EL 1)

Spider Swarm: CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., Climb 20 ft.; AC 17 (touch 17, flat-footed 14); Base Atk +1; Grp -; Atk Swarm (1d6 + poison); Full Atk Swarm (1d6+poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Listen +4, Spot +4.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier rather than its Strength modifier for Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 3 (EL 4)

Salion: Male human (mixed) Sor3; CR 3; Medium-sized humanoid(human); HD 3d4+3; hp 13; Init +4; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +0; Atk +0 melee (1d6-1, quarterstaff) or +1 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6-1, quarterstaff); AL N; SV Fort +2, Ref +1, Will +5; Str 8, Dex 10, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +5, Hide +3, Knowledge(Arcana) +4, Listen +4, Move Silently +6, Spellcraft +6, Spot +4; Alertness, Speak Languages (fruz), Improved Initiative, Silent Spell, Stealthy

Possessions: spell component pouch, tanglefoot bag

Spells Known (6/5; base DC = 13 + spell level): 0— *detect magic, mage hand, message, open/close, prestidigitation*; 1st— *color spray, mage armor, magic missile*.

Note: Salion will have Mage Armor up (calculated in the stats). Unless he is surprised, he will also cast shield (raising his AC to 18, and that of Syfer to 24)

Syfer (familiar): Cat; CR 0; Tiny animal; HD 3d8; hp 6; Init +2; Spd 30 ft.; AC 20 (touch 14, flat-footed 18); Base Atk +1; Grp -11; Atk +5 melee (1d2-4, claw); Full Atk +5 melee (1d2-4, claw); SQ improved evasion, share spells, empathic link, deliver touch spells; AL N; SV Fort +2, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: As Master, plus: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +9, Spot +3; Weapon Finesse.

Golin: Male half-elf Brd1; CR 1; Medium-sized humanoid (human); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +0; Grp +1; Atk +1 melee (1d8+1/19-20, longsword) or +2 ranged (1d6, short bow); Full Atk +1 melee (1d8+1/19-20, longsword); SQ countersong, fascinate, inspire courage +1; AL N; SV Fort +0, Ref +4, Will +2; Str 13, Dex 14, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Diplomacy +8, Gather Information +4, Hide +6, Knowledge (history) +5, Listen +3, Move Silently +6, Perform (wind instruments) +6, Speak Languages (elf, fruz), Spot +3, Tumble +6; Dodge

Possessions: buckler, studded leather armor, longsword, thunderstone, *pipes of sounding*

Spells Known (2; base DC = 12 + spell level): 0—*ghost sound, lullaby, open/close, prestidigitation*;

Thuk: Male half-orc Rog1; CR 1; Medium-sized humanoid (half-orc); HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +0; Grp +3; Atk +3 melee (1d6+3/18-20, rapier) or +3 ranged (1d6/19-20, hand crossbow); Full Atk+3 melee (1d6+3/18-20, rapier); AL CN; SV Fort +2, Ref +5, Will +0; Str 16, Dex 16, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Climb +4, Hide +5, Listen +4, Move Silently +5, Speak Languages (orc, fruz), Spot +4, Tumble +5; Combat Reflexes

Possessions: chain shirt, rapier

Appendix 2: APL 4

Encounter 2 (EL 2)

Spider Swarm: CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., Climb 20 ft.; AC 17 (touch 17, flat-footed 14); Base Atk +1; Grp -; Atk Swarm (1d6 + poison); Full Atk Swarm (1d6+poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Listen +4, Spot +4.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier rather than its Strength modifier for Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 3 (EL 6)

Salion: Male human (mixed) Sor5; CR 5; Medium-sized humanoid(human); HD 5d4+5; hp 21; Init +4; Spd 30 ft.; AC 15 (touch 11, flat-footed 15); Base Atk +2; Grp +1; Atk +1 melee (1d6-1, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6-1, quarterstaff); AL N; SV Fort +2, Ref +1, Will +6; Str 8, Dex 10, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Bluff +7, Concentration +7, Diplomacy +5, Hide +3, Intimidate +5, Knowledge(Arcana) +6, Listen +4, Move Silently +7, Spellcraft +8, Spot +4; Alertness, Speak Languages (fruz), Improved Initiative, Silent Spell, Stealthy

Possessions: spell component pouch, tanglefoot bag, *ring of protection +1*, *potion of cure light wounds*

Spells Known (6/6/5; base DC = 13 + spell level): 0— *detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*; 1st—

color spray, *mage armor*, *magic missile*, *shield*, 2nd — *glitterdust*, *invisibility*;

Note: Salion will have Mage Armor up (calculated in the stats). Unless he is surprised, he will also cast shield (raising his AC to 19, and that of Syfer to 25)

Syfer (familiar): Cat; CR 0; Tiny animal; HD 5d8; hp 10; Init +2; Spd 30 ft.; AC 21 (touch 14, flat-footed 19); Base Atk +2; Grp -10; Atk +6 melee (1d2-4, claw); Full Atk +6 melee (1d2-4, claw); SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL N; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +10, Spot +3; Weapon Finesse.

Golin: Male half-elf Brd2; CR 2; Medium-sized humanoid (human); HD 2d6; hp 10; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +3 ranged (1d6, short bow); Full Atk +2 melee (1d8+1/19-20, longsword); SQ countersong, fascinate, inspire courage +1; AL N; SV Fort +0, Ref +5, Will +3; Str 13, Dex 14, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Diplomacy +8, Gather Information +4, Hide +6, Knowledge (history) +5, Listen +3, Move Silently +6, Perform (wind instruments) +6, Speak Languages (elf, fruz), Spot +3, Tumble +6; Dodge

Possessions: buckler, thunderstone, longsword, *pipes of sounding*, *studded leather armor +1*, *potion of cure light wounds*

Spells Known (3/1; base DC = 12 + spell level): 0—*dancing lights*, *ghost sound*, *lullaby*, *open/close*, *prestidigitation*, 1st—*cause fear*, *Tasha's hideous laughter*

Thuk: Male half-orc Rog2; CR 2; Medium-sized humanoid (half-orc); HD 2d6+4; hp 14; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +1; Grp +4; Atk +5 melee (1d6+4/18-20, rapier) or +4 ranged (1d6/19-20, hand crossbow); Full Atk+5 melee (1d6+4/18-20, rapier); AL CN; SV Fort +2, Ref +5, Will +0; Str 16, Dex 16, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Balance +4, Climb +5, Hide +6, Listen +5, Move Silently +6, Speak

Languages (orc, fruz), Spot +5, Tumble +6;
Combat Reflexes

Possessions: masterwork buckler, chain
shirt, alchemy fire (2x), *rapier +1*, *potion of
shield of faith +2*

Appendix 3: APL 6

Encounter 2 (EL 4)

Centipede Swarm: CR 4; Diminutive Vermin (Swarm); HD 9d8-9; hp 31; Init +4; Spd 20 ft., Climb 20 ft.; AC 18 (touch 18, flat-footed 14); Base Atk +6; Grp -; Atk Swarm (2d6 + poison); Full Atk Swarm (2d6+poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4; Weapon Finesse^B

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier rather than its Strength modifier for Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 3 (EL 8)

Salion: Male human (mixed) Sor7; CR 7; Medium-sized humanoid(human); HD 7d4+7; hp 30; Init +4; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Base Atk +3; Grp +2; Atk +2 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6-1, quarterstaff); AL N; SV Fort +4, Ref +3, Will +8; Str 8, Dex 10, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Bluff +7, Concentration +9, Diplomacy +5, Hide +4, Intimidate +5, Knowledge(Arcana) +8, Listen +4, Move Silently +8, Speak Languages (fruz), Spellcraft +8, Spot +4; Alertness, Improved Initiative, Point Blank (ray), Silent Spell, Stealthy;

Possessions: spell component pouch, tanglefoot bag, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds*

Spells Known (6/6/7/5; base DC = 13 + spell level, 15 + spell level when enchantment): 0—*daze*, *detect magic*, *mage hand*, *message*,

open/close, *prestidigitation*, *read magic*; 1st—*color spray*, *mage armor*, *magic missile*, *silent image*, *shield*, 2nd — *glitterdust*, *invisibility*, *scorching ray*, 3rd — *blink*, *ray of exhaustion*;

Note: Salion will have Mage Armor up (calculated in the stats). Unless he is surprised, he will also cast shield (raising his AC to 20, and that of Syfer to 26)

Syfer (familiar): Cat; CR 0; Tiny animal; HD 7d8; hp 15; Init +2; Spd 30 ft.; AC 22 (touch 14, flat-footed 20); Base Atk +3; Grp -9; Atk +7 melee (1d2-4, claw); Full Atk +7 melee (1d2-4, claw); SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +15, Jump +10, Listen +3, Move Silently +11, Spot +3; Weapon Finesse.

Golin: Male half-elf Brd4; CR 4; Medium-sized humanoid (human); HD 4d6; hp 18; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +3; Grp +4; Atk +5 melee (1d8+2/19-20, *longsword +1*) or +5 ranged (1d6, short bow); Full Atk +5 melee (1d8+2/19-20, *longsword +1*); SQ countersong, fascinate, inspire courage +1, inspire competence; AL N; SV Fort +1, Ref +6, Will +4; Str 13, Dex 14, Con 10, Int 12, Wis 11, Cha 16.

Skills and Feats: Diplomacy +8, Gather Information +6, Hide +7, Knowledge (history) +5, Listen +6, Move Silently +7, Perform (wind instruments) +10, Speak Languages (elf, fruz), Spot +4, Tumble +7; Dodge, Mobility.

Possessions: buckler, thunderstone, *pipes of sounding*, *longsword +1*, *buckler +1*, *studded leather armor +1*, *potion of cure moderate wounds*

Spells Known (3/3/1; base DC = 13 + spell level): 0—*dancing lights*, *ghost sound*, *lullaby*, *open/close*, *prestidigitation*, *resistance*, 1st—*cure light wounds*, *grease*, *Tasha's hideous laughter*, 2nd—*calm emotions*, *silence*

Thuk: Male half-orc Rog4; CR 4; Medium-sized humanoid (half-orc); HD 4d6+8; hp 26; Init +3; Spd 30 ft; AC 19 (touch 13, flat-footed 16); Base Atk +3; Grp +7; Atk +6 melee (1d6+4/18-20, rapier) or +5 ranged (1d6/19-20, hand

crossbow); Full Atk+6 melee (1d6+4/18-20, rapier); AL CN; SV Fort +3, Ref +6, Will +1; Str 17, Dex 16, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Balance +6, Climb +7, Hide +9, Listen +7, Move Silently +9, Sleight of Hand +4, Speak Languages (orc, fruz), Spot +7, Tumble +9; Combat Reflexes, Dodge

Possessions: alchemy fire (2x), masterwork buckler, *chain shirt +1*, *rapier +1*, *potion of shield of faith +2*, *potion of cure light wounds*

Appendix 4: APL 8

Encounter 2 (EL 4)

Centipede Swarm: CR 4; Diminutive Vermin (Swarm); HD 9d8-9; hp 31; Init +4; Spd 20 ft., Climb 20 ft.; AC 18 (touch 18, flat-footed 14); Base Atk +6; Grp -; Atk Swarm (2d6 + poison); Full Atk Swarm (2d6+poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4; Weapon Finesse^B

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier rather than its Strength modifier for Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 3 (EL 10)

Salion: Male human (mixed) Sor9; CR 9; Medium-sized humanoid(human); HD 9d4+9; hp 38; Init +4; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Base Atk +4; Grp +3; Atk +3 melee (1d6-1, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6-1, quarterstaff); AL N; SV Fort +5, Ref +4, Will +9; Str 8, Dex 10, Con 12, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +8, Concentration +11, Diplomacy +6, Hide +5, Intimidate +6, Knowledge(Arcana) +8, Listen +4, Move Silently +9, Speak Languages (fruz), Spellcraft +10, Spot +4; Alertness, Improved Initiative, Point Blank (ray), Silent Spell, Stealthy, Empower Spell;

Possessions: spell component pouch, tanglefoot bag, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds (2x)*, *potion of protection from arrows 10/magic*, *potion of blur*

Spells Known (6/6/7/7/5; base DC = 14 + spell level, 15 + spell level when enchantment): 0— *daze*, *detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1st— *color spray*, *mage armor*, *magic missile*, *silent image*, *shield*, 2nd — *detect thoughts*, *glitterdust*, *invisibility*, *scorching ray*, 3rd — *blink*, *haste*, *ray of exhaustion*, 4th — *evard's black tentacles*, *otiluke's resilient sphere*;

Note: Salion will have Mage Armor up (calculated in the stats). Unless he is surprised, he will also cast shield (raising his AC to 20, and that of Syfer to 27)

Syfer (familiar): Cat; CR 0; Tiny animal; HD 9d8; hp 19; Init +2; Spd 30 ft.; AC 23 (touch 14, flat-footed 21); Base Atk +4; Grp -8; Atk +8 melee (1d2-4, claw); Full Atk +8 melee (1d2-4, claw); SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +3, Ref +5, Will +7; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +16, Jump +10, Listen +3, Move Silently +12, Spot +3; Weapon Finesse.

Golin: Male half-elf Brd6; CR 6; Medium-sized humanoid (human); HD 6d6; hp 26; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +4; Grp +5; Atk +6 melee (1d8+2/19-20, *longsword +1*) or +6 ranged (1d6, short bow); Full Atk +6 melee (1d8+2/19-20, *longsword +1*); SQ countersong, fascinate, inspire courage +1, inspire competence, suggestion; AL N; SV Fort +2, Ref +7, Will +5; Str 13, Dex 14, Con 10, Int 12, Wis 11, Cha 16.

Skills and Feats: Diplomacy +10, Gather Information +6, Hide +11, Knowledge (history) +5, Listen +8, Move Silently +11, Perform (wind instruments) +15, Speak Languages (elf, fruz), Spot +5, Tumble +11; Dodge, Mobility, Skill Focus (perform).

Possessions: *thunderstone*, *longsword +1*, *pipes of sounding*, *buckler +1*, *studded leather armor +1*, *buckler +1*, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of invisibility*

Spells Known (3/4/3; base DC = 13 + spell level): 0—*dancing lights*, *ghost sound*, *lullaby*, *open/close*, *prestidigitation*, *resistance*, 1st—

charm person, cure light wounds, grease, Tasha's hideous laughter, 2nd—calm emotions, mirror image, silence

Thuk: Male half-orc Rog5/Brb1; CR 6; Medium-sized humanoid (half-orc); HD 5d6+1d12+12; hp 41; Init +3; Spd 40 ft; AC 20 (touch 13, flat-footed 17); Base Atk +4; Grp +8; Atk +8 melee (1d6+5/18-20, rapier) or +6 ranged (1d6/19-20, hand crossbow); Full Atk+8 melee (1d6+5/18-20, rapier); SA sneak attack +3d6; SQ Rage 1/day, evasion, uncanny dodge, trap sense +1; AL CN; SV Fort +5, Ref +6, Will +1; Str 19, Dex 16, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Balance +6, Climb +8, Hide +10, Listen +7, Move Silently +11, Sleight of Hand +5, Speak Languages (orc, fruz), Spot +7, Tumble +13; Combat Reflexes, Dodge, Mobility

Possessions: alchemy fire (2x), rapier +1, buckler +1, chain shirt +1, potion of shield of faith +3, potion of cure moderate wounds, gauntlets of ogre strength +2

Appendix 5: APL 10

Encounter 2 (EL 4)

Centipede Swarm: CR 4; Diminutive Vermin (Swarm); HD 9d8-9; hp 31; Init +4; Spd 20 ft., Climb 20 ft.; AC 18 (touch 18, flat-footed 14); Base Atk +6; Grp -; Atk Swarm (2d6 + poison); Full Atk Swarm (2d6+poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4; Weapon Finesse^B

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier rather than its Strength modifier for Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 3 (EL 10)

Salion: Male human (mixed) Sor11; CR 11; Medium-sized humanoid(human); HD 11d4+11; hp 42; Init +4; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Base Atk +5; Grp +4; Atk +4 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6-1, quarterstaff); AL N; SV Fort +5, Ref +5, Will +10; Str 8, Dex 12, Con 12, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +8, Concentration +13, Diplomacy +7, Hide +7, Intimidate +6, Knowledge(Arcana) +10, Listen +4, Move Silently +11, Speak Languages (fruz), Spellcraft +12, Spot +4; Alertness, Improved Initiative, Point Blank (ray), Silent Spell, Stealthy, Empower Spell;

Possessions: spell component pouch, tanglefoot bag, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds (2x)*, *potion of protection from arrows 10/magic*, *potion of blur*,

scroll of lightning bolt, *scroll of fly*, *gloves of dexterity +2*

Spells Known (6/6/7/7/7/4; base DC = 14 + spell level, 15 + spell level when enchantment): 0— *daze*, *detect magic*, *flare*, *mage hand*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1st— *color spray*, *mage armor*, *magic missile*, *silent image*, *shield*, 2nd— *detect thoughts*, *glitterdust*, *mirror image*, *invisibility*, *scorching ray*, 3rd— *blink*, *haste*, *dispel magic*, *ray of exhaustion*, 4th— *evard's black tentacles*, *dimension door*, *otiluke's resilient sphere*, 5th— *feeblemind*, *baleful polymorph*;

Note: Salion will have Mage Armor up (calculated in the stats). Unless he is surprised, he will also cast shield (raising his AC to 21, and that of Syfer to 27)

Syfer (familiar): Cat; CR 0; Tiny animal; HD 11d8; hp 21; Init +2; Spd 30 ft.; AC 24 (touch 14, flat-footed 22); Base Atk +5; Grp -7; Atk +9 melee (1d2-4, claw); Full Atk +9 melee (1d2-4, claw); SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +3, Ref +5, Will +8; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +11, Climb +6, Hide +17, Jump +10, Listen +3, Move Silently +13, Spot +3; Weapon Finesse.

Golin: Male half-elf Brd8; CR 8; Medium-sized humanoid (human); HD 8d6; hp 34; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Base Atk +6/+1; Grp +6; Atk +8 melee (1d8+2/19-20, *longsword +1*) or +9 ranged (1d6, short bow); Full Atk +8/+3 melee (1d8+2/19-20, *longsword +1*); SQ countersong, fascinate, inspire courage +2, inspire competence, suggestion; AL N; SV Fort +2, Ref +8, Will +7; Str 13, Dex 14, Con 10, Int 12, Wis 12, Cha 16.

Skills and Feats: Diplomacy +12, Gather Information +7, Hide +13, Knowledge (history) +5, Listen +10, Move Silently +13, Perform (wind instruments) +17, Speak Languages (elf, fruz, orc), Spot +5, Tumble +13; Dodge, Mobility, Skill Focus (perform).

Possessions: *thunderstone*, *longsword +1*, *pipes of sounding*, *buckler +1*, *ring of protection +1*, *studded leather armor +1*, *buckler +1*, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of invisibility*, *scroll of dispel magic*

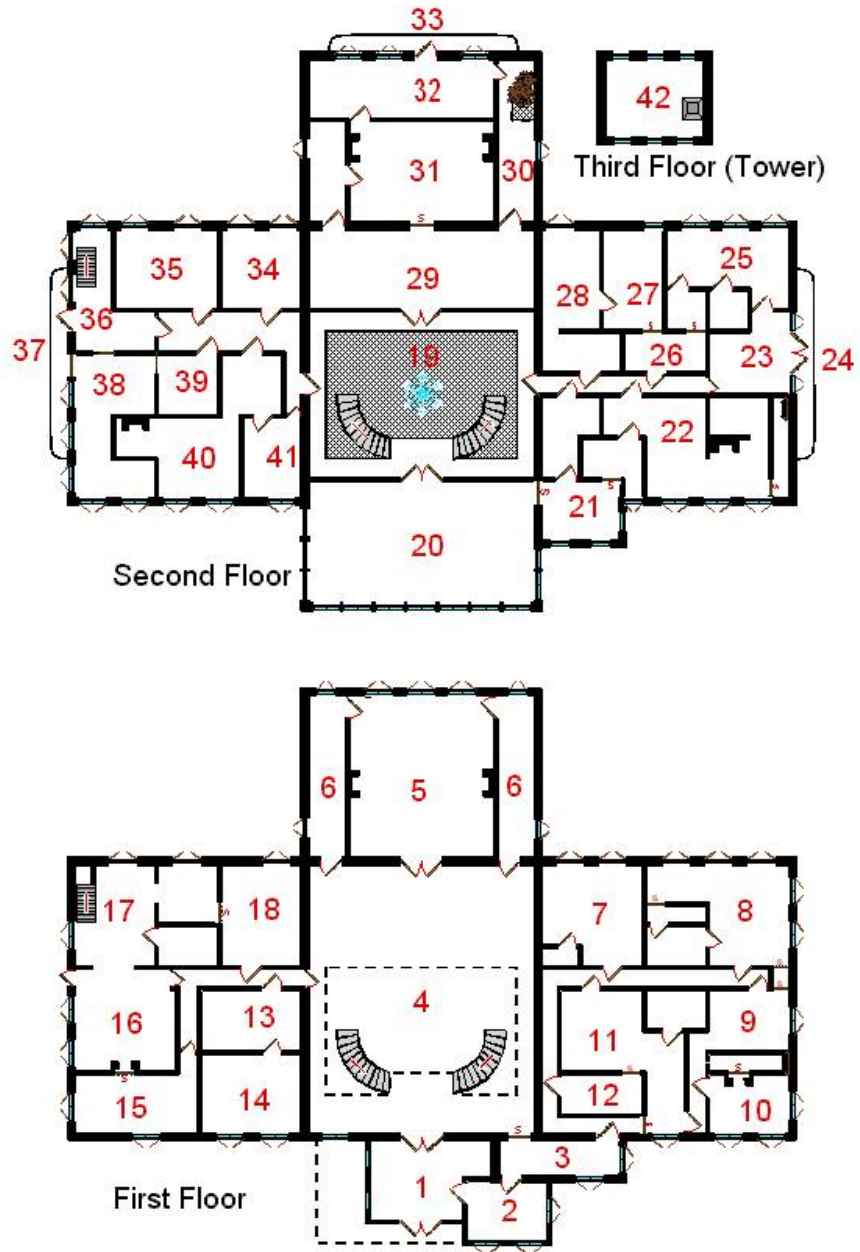
Spells Known (3/4/4/2; base DC = 13 + spell level): 0—*dancing lights, ghost sound, lullaby, open/close, prestidigitation, resistance*, 1st—*charm person, cure light wounds, grease, Tasha's hideous laughter*, 2nd—*calm emotions, cure moderate wounds, mirror image, silence*, 3rd—*fear, see invisibility*,

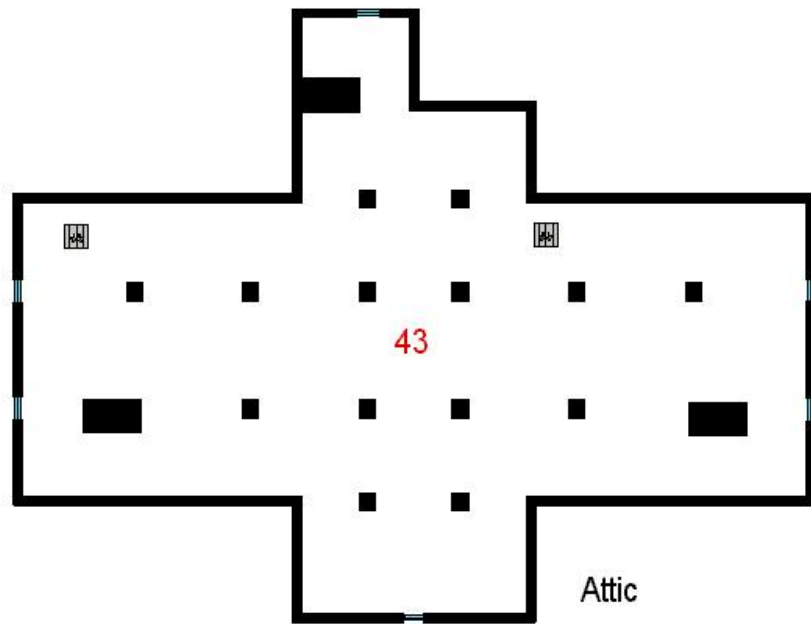
Thuk: Male half-orc Rog5/Brb3; CR 6; Medium-sized humanoid (half-orc); HD 5d6+3d12+16; hp 59; Init +3; Spd 40 ft; AC 22 (touch 13, flat-footed 19); Base Atk +6; Grp +11; Atk +11 melee (1d6+6/18-20, rapier) or +8 ranged (1d6/19-20, hand crossbow); Full Atk+11/+6 melee (1d6+6/18-20, rapier); SA sneak attack +3d6; SQ Rage 1/day, evasion, improved uncanny dodge, trap sense +2; AL CN; SV Fort +7, Ref +8, Will +3; Str 20, Dex 16, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Balance +6, Climb +8, Hide +10, Listen +7, Move Silently +13, Sleight of Hand +5, Speak Languages (orc, fruz), Spot +7, Tumble +14; Combat Reflexes, Dodge, Mobility

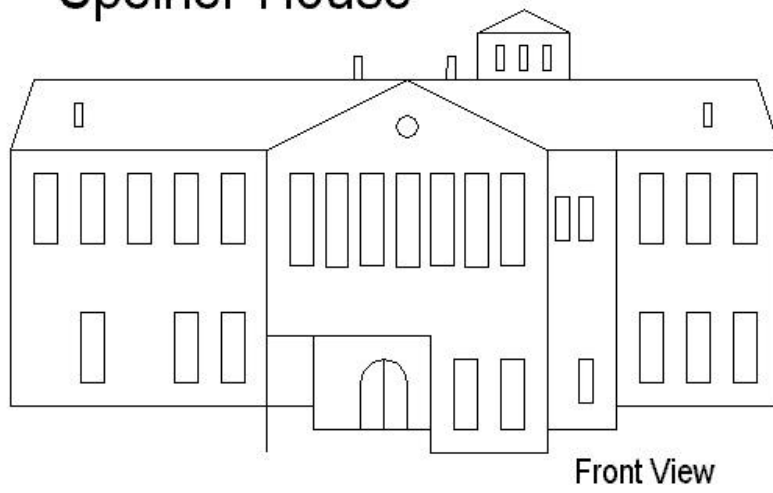
Possessions: alchemy fire (2x), *cloak of resistance +1, rapier +1, buckler +1, chain shirt +1, potion of shield of faith +3, amulet of natural armor +1, bracers of armor +1, potion of cure moderate wounds (x2), gauntlets of ogre strength +2*

Speiher House DM Map

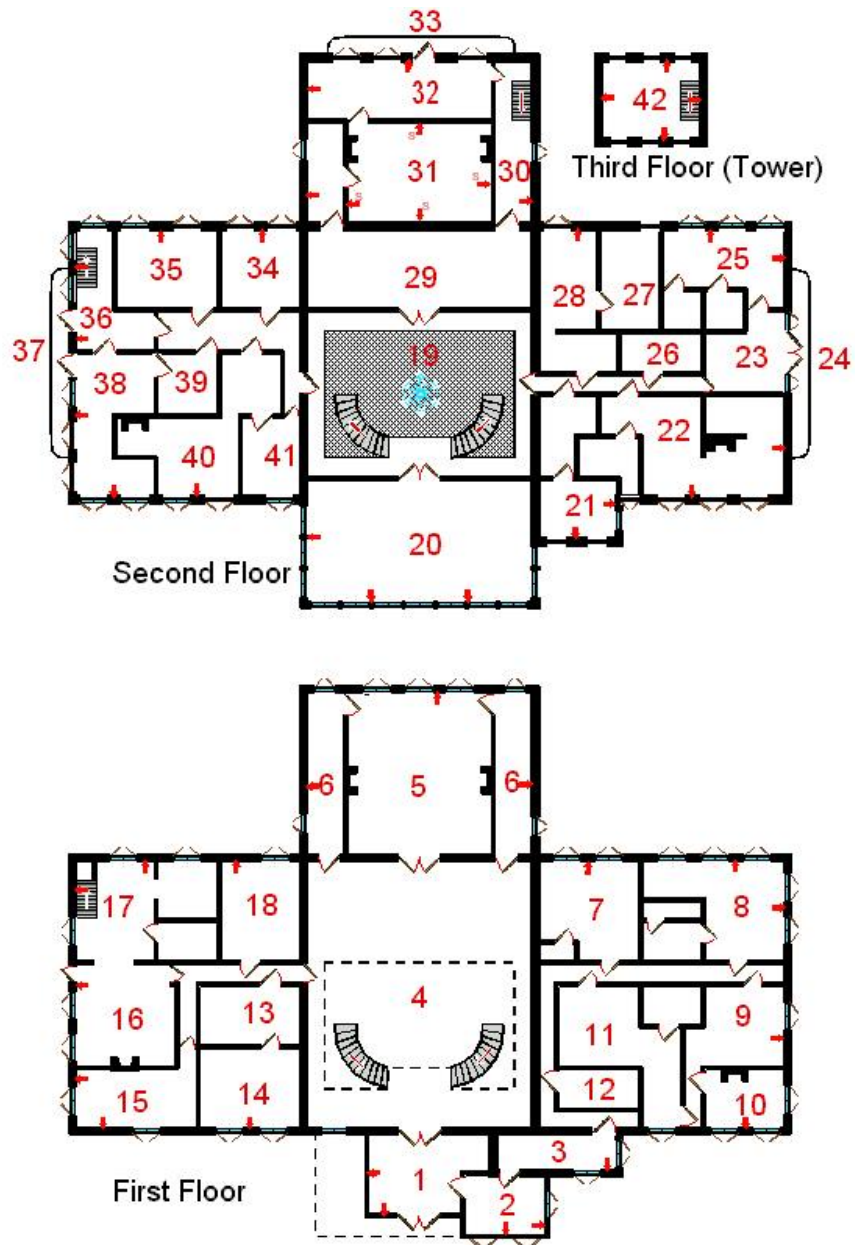




Speiher House



Map of Speiher House



The arrows indicate the locations where the nails need to be placed.
The arrows marked 'S' indicate the special nails.