

NYR1-02



You Ain't From Around Here

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Steven A. Hardinger

It's been a few weeks since you've returned from Royal mail duty. The town crier announces a call from the Crown for licensed adventurers to explore the central regions of the Gnatmarsh. A scenario for PCs of level 1 – 2 set in the Kingdom of Nyronnd.



Visit our Website at:
www.wizards.com/rpga

DUNGEONS & DRAGONS, D&D, GREYHAWK, ROLE PLAYING GAMES ASSOCIATION and RPGA are registered trademarks owned by Wizards of the Coast, Inc. LIVING GREYHAWK and the D20 system logo are trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. Any reproductions or unauthorized use of material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This scenario is intended for organized play use only and may not be reproduced without approval of the RPGA Network.

© 2000 Wizards of the Coast, Inc. All rights reserved.

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
Tier:	4-12	5-13	6-14	7-15	4th

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

Lifestyle

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

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Notice to Judges and Con Coordinators

Before for you run this scenario or any other Living Greyhawk Nyronde Regional Scenarios, please contact the Nyronde Triad (NyrondeTriad@aol.com) to get a copy of the Nyronde Judge's Kit for the scenario(s) you are running. This kit will include additional background for the Nyronde's major NPCs, historical data, current events, information about crime and punishment, and other useful tools. This information will be constantly updated, so it is important for you to get this information with each new scenario. It is important to understand that the Nyronde Judge's Kit is only for the campaign judges and is not for player consumption.

Nyronde Campaign Objectives

Introduce the witches of Gnatmarsh and the town of Paducah.

- Introduce the rumor that Prince Sewardt allied with the Gnatmarsh Coven.
- Emphasize the "grey" in Greyhawk with theft, conspiracy, murder, and combat that the PCs cannot win.
- Provide a moral dilemma: justice by a local sheriff of questionable morality resulting in certain death of a possible innocent, or superseding this local justice by force and there by preventing the execution of a possible murderer.

Judge Introduction

The Judge is encouraged to study the RPGA Living Greyhawk Kingdom of Nyronde Web site to learn more about Nyronde before running this or any other Nyronde scenario (<http://nyronde.oerth.com/nyronde.html>). All of that Web site's information is public knowledge for any PC or NPC living in Nyronde. Information below is taken in part from the Living Greyhawk Gazetteer:

About the County of Brackenmoor: *Any PC who is from the County of Brackenmoor will know this information, except for information within brackets.*

The immense Gnatmarsh and the lands south of the Celadon and west of the Duntide is under the supervision of Count Romadnen Beremen [N Clr-Zilchus], a cowardly ally of the king. The general economic depression of the land has forced the count to exact harsh taxes from his people, who have taken to lying and hiding much of their wealth from his greedy collection squads. [The sheriff of Paducah manages to provide sufficient "fees" for the collection squads so that Paducah actually feels little of these taxes. In this way the sheriff has influence over both the people of Paducah as well as the local collection squad.] The lands of Brackenmoor have never been particularly fertile, making the province the most depressed region in all of Nyronde.

Brackenmoor's saving grace is its relationship with the

Celadon natives. Since Romadnen prefers the path of least resistance in all things, he maintained good relationships with the elves and woodsmen of the forest, even when Archbold's directives instructed a harsher policy. (Archbold was king before Lynwerd, and was the victim of an attempted coup by Prince Sewardt, brother of King Lynwerd.) For this reason, most of the forest trade flows through Beetu, rather than Woodwych.

The people here are poor and fearful folk. Those who live near the Gnatmarsh, and especially those who live in Paducah, the only real settlement in the Gnatmarsh, are considered base yokels, primarily due to their filthy living conditions and long-standing tendency toward interbreeding. Superstition and poor education have led to a general mistrust (and frequently downright hostility) toward nonhumans.

About Prince Sewardt (N/NE hm Wiz 13):

The Greyhawk Wars extracted a terrible toll on Nyronde. Whether Nyronde would fall was never an issue. The question was simply of timing. Remarkably Archbold's own son the young Prince Sewardt decided the issue.

In the fall 585 CY, King Archbold appeared to suffer a stroke. Clerics from around the land convened in Rel Mord, where later they finally determining that he had been poisoned. Within hours of the discovery, Prince Sewardt and a group of military officers attempted to seize the throne. Only the intervention of the capital's entire Heironean clergy saved crown and king. By the time Archbold's older son, Crown Prince Lynwerd, could lead an army to his father's side, Sewardt and a handful of his cohorts had vanished into the Nyronde countryside. Sewardt's treachery shattered whatever resolve Archbold had clung to during the difficult war years. A wholly broken man, he abdicated in favor of Crown Prince Lynwerd in Fireseek, 586 CY.

Due to a campaign of false information by Sewardt and the Gnatmarsh Coven, as well as the exceptional gullibility of the inbred folk of Brackenmoor, most everyone, including King Lynwerd, incorrectly believes Sewardt is hiding in the Duchy of Korenflass under the protection of Duke Regurd. Sewardt also was the source of a rumor claiming that Lynwerd's bastard lives with a coven of witches deep in the Gnatmarsh. The truth is that Sewardt himself dwells among the witches. He is teaching them, bending them to his evil, and consolidating his power for future actions against the crown and king.

Seven months ago, true to form of his cowardly policies, the Count of Brackenmoor appointed two Paducah residents to serve his needs there: Mayor Romano as the political head of town, and Sheriff Venokur as local law enforcement and tax collector. The Count doesn't believe either is bright enough to handle their respective positions, but feels locals will be better tolerated by their own. A month after arriving in Paducah, Venokur was contacted by the coven of witches who reside deep in Gnatmarsh. The witches demanded his allegiance. Venokur, just bright enough to respect the coven's power, and further prompted by his own cowardice, agreed to ally himself with the coven. Crass bul-

These thoughts are interrupted by the clanging of a bell and the practiced, booming voice of a town crier. "Hear ye, hear ye! The Crown has need of licensed adventurers to explore the central regions of the Gnatmarsh in preparation for road building and other developmental work. Interested adventurers and other mercenaries should report to Dock 7 at sunrise tomorrow. Bring your adventuring license or be prepared to register. Hear ye, hear ye!" The crier repeats the message as he wanders off down the street.

If questioned about the message, the crier is polite and courteous, but he knows nothing other than what he was told to say. He does not expect tips, but being nobody's fool, the crier will certainly take any money offered.

Day 1

Even at sunrise, the docks of Rel Mord are a busy place. The smells of fish, wood and water fill the air. Labors scurry to and fro, sweating under their loads. A fresh wanted poster flaps slowly in the cool morning breeze. There are several barges, ships and boats at Dock 7, as well as some other people that do not appear to be laborers. These other people look like....

Have the players describe their characters at this point. Anyone who looks at the wanted poster can view Handout #1. If questions about Sewarndt arise, give each player a copy of Handout #2.

Allow the PCs a few minutes to interact before Captain Spikely addresses them.

A sailor descends from a boat with a stylized dragon bowsprit and the name Duntide Dragon painted on the bow. The man speaks: "I am Captain Spikely and this is my boat, the Duntide Dragon. If you are here for the Gnatmarsh job, I will need to inspect your adventuring papers before you board. If you are not yet licensed, I have been authorized as a representative of the Crown to collect the license fee and issue the license. Step lively, mates."

Before the PCs board, they will be asked to show their adventuring license. Inspect the appropriate cert from each player. Without a cert it is assumed the PC does not have a license, regardless of what they say. Unlicensed persons can register by paying the fee of 10 Nyronid nobles (the local gp). Bribes may be accepted (judge's discretion; Bluff, DC 18). Questions will be answered only after all licenses have been checked and persons not participating in the mission are sent away.

The keelboat has sufficient room for one horse per PC in the party, but the PCs are expected to feed and clean up after their own animals.

Listen up, mates. We will sail downriver for about ten days, and then land at Paducah in the Gnatmarsh. From there you will jour-

ney inland, explore the Gnatmarsh and collect all manner of information about the marsh, including anything you can about the people and creatures in the area. The Crown will then use this information to plan road building and other developmental projects within the marsh. For the purposes of this mission information can be of any type, such as local legends and political situation, maps or samples of uncommon flora and fauna. The Crown is especially interested in rumors of witches in the area. Your pay is based on your duties aboard the boat. Those of you with sailing skills who crew the boat will be paid one noble per day. Those of you without sailing experience are expected to stand watch and will receive a total of five nobles for the trip. And, of course, you can keep anything you legally find, minus the King's Fifth. Questions?

The PCs bunk below decks. Spikely questions the PCs about their sailing skills, and those with sailing skills are asked to assist with handling the boat (1 noble/day). Other PCs are put on night watch (5 nobles for the trip). A PCs who fails in his or her duty is put off the boat, lashed or may even be executed depending upon the severity of the crime.

Captain Spikely can provide any information that is reasonable for an experienced Duntide boat captain to know as long as it doesn't give away the scenario. Judge's Map #1 might be useful.

Once all questions are answered:

Are any of you from the Gnatmarsh? No? Just curious...

The giant mosquitoes of the Gnatmarsh ignore any PCs of Gnatmarsh ancestry (which may become relevant during Day 9 of the river trip). Note the names of these PCs on the Judge's Summary Sheet at the end of the scenario.

One more thing, mates—Raise your right hands. As agents of the Crown, do you swear to uphold the King's Law as well as any local law and to act in a manner supportive and complimentary of the Crown under penalty of lashing, imprisonment and/or death?

Spikely waits for the "I do's" then welcomes them aboard. The *Duntide Dragon* is a well-maintained but worn keelboat with a normal crew of four. The boat leaves immediately. Persons who refuse to swear are not allowed to board the boat. For them the adventure is over.

Captain Spikely (human male Ftr6, LN, hp 40; Chr 15; Feats: Alertness, Leadership, Weapon Focus [scimitar])

Appearance: 6 ft. 2 in. Spikely has deep green eyes, and blond hair that looks like it is combed by the wind. You can almost smell the sea in his veins.

Personality: "Sailing is my life. I'd rather stand at the wheel than sleep or gamble," Spikely says. He wants to get a Royal Naval ship on Relmor Bay. "Could you put it a good word for me next time you see King Lynwerd? I'm sad that my biggest role in the

war was to haul a load of potatoes and sheep to Mithat on Relmor Bay, and that without seeing a single enemy vessel." In truth, the captain sailed a number of important secret missions into Relmor Bay and on occasion behind enemy lines. Spikely knows almost nothing about Paducah, but can provide any other information that he might reasonably know that does not give away the scenario. Spikely is normally a calm leader, but gets upset when his keelboat is called anything but a keelboat.

The captain has been instructed to wait no more than one week at the Paducah docks for the return of the PCs.

Sailors: Tome, Dheek, Charrie and Bahilly (human males FtrI, LN, hp 9. Feats: Weapon Focus [club])

Appearance: Average and unshaven humans, with stereotypical crude sailor language and interests.

Personality: "We live to sail, drink, chase women, and gamble. Sailing kept us out of the infantry during the war, and we get to travel. The pay is reasonable and it's safe enough work, but I would abandon this tub instead of giving my life for the boat or Captain Spikely." The sailors know everything that a PC could ever want to know about sailing, drinking, chasing women and gambling, but little else. They are quick to spread gossip and rumors (Appendix 1).

The other NPCs are already on board, and introduce themselves as the PCs board the boat.

Royal Bard of Count Romadnen Beremen of Brackenmoor (a.k.a. Skree): The "royal bard" prefers to be called "The Bard." He is actually a rogue named Skree traveling to Paducah. Skree works for the Paducah sheriff but is unaware of the sheriff's connection with the Coven of Gnatmarsh and their connection with Sewarndt. Skree appears very open, answering all questions put to him (he lies as often as needed, but his lies are consistent and believable). Once he learns that the PCs are adventurers and/or working for the Crown, he tries to learn everything about them and their mission so that he can sell the information to the sheriff. He knows much more than the PCs will ever learn from him, but he can provide information that is either common knowledge or minor lies. He will claim it's his first trip to Paducah and that he is negotiating an important secret agreement between the Crown, the Count, and the people of Paducah. Skree often steals items for his personal use or to sell to the sheriff of Paducah. More detail about Skree can be found in Appendix 2.

Eweman (human male FtrI, LG, hp 6. Feats: Track.)

Appearance: A generic human shepherd, complete with crook and beard, and an ugly war wound scar on his right forearm.

Personality: Eweman is a war veteran who took up the pastoral life of a shepherd after the war. He is traveling to Adrean's Landing to sell the 30 sheep that are on board. He lives for the sheep, but he does not get too attached, because they have to be sold and butchered at some point. Being a shepherd is good work,

as people always want sheep, but he thinks he has the calling to be a priest of Heironeous, but physically and emotionally scarred by the violence of the Greyhawk wars, he's also a pacifist. (Heironeous is the Nyrond state-favored religion, the god of good, law, and war, with LG worshippers). Eweman shies away from PCs who are outwardly violent or openly display weapons, especially big ones.

For each day of the trip, ask the PCs about their activities.

Day 2

Skree attempts to steal a valuable item or two from a PC. He will be careful in his theft, only doing so if his chances of being caught are minimal. If the PCs have announced their destination, Skree plants his distinctive serrated hunting knife on another PC for possible blackmail or extortion by the sheriff once the PCs reach Paducah. Alternatively, the planting of this knife can occur during any day, whenever the opportunity seems best.

Day 3

The boat passes the town of Swan Bore late in the afternoon and Spikely announces the boat is making excellent time. An NPC (whichever one is convenient) relates the story of how the town was named: One a year, in the spring, a single giant wave rushes down the Duntide, with swans riding the wave's crest. The phenomenon was first observed here, hence the town's name.

The rest of the day is uneventful.

Day 4

A cold hard rainstorm starts just before sunrise and continues until the early evening. This damp and miserable day is otherwise uneventful.

Day 5

Day 5 is uneventful.

Day 6

Around noon the *Duntide Dragon* docks at Adrean's Landing. The boat stays in port just long enough for Eweman and the sheep to disembark, which takes about twenty minutes. PCs in an appropriate position may notice (Spot, DC 10) an elf with woodland camouflage clothes lurking around the docks. He is obviously (Sense Motive, DC 5) looking for something. When the *Dragon* departs the elf rides out of town on a swift horse. Captain Spikely refuses to keep the boat in port if the PCs want to investigate.

PCs who had volunteered to help crew the boat are ordered to help clean up after the sheep.

Elves native to this area are upset at recent human activities in Adrean's Landing. These rebel elves want to scare folks away from this area. This will be expanded upon in a future Nyrond plot line. The elves therefore plan terrorist attacks on Duntide

vessels. These attacks are meant to leave survivors to spread the tale, instead of just slaughtering all river traffic—something that the elves could easily do.

About an hour out of port, just south of Adrean's Landing, the *Dragon* moves through a heavily wooded area. The Duntide is deep but narrow here, forcing the boat to navigate within 20 yards of the shore. This is a perfect ambush spot, and the elven rebels of Woodwych have taken advantage of it. Before the attack occurs find out which PCs are on decks, and which ones are below. The rebel elves shoot flaming arrows at the boat. Divide these attacks between the PCs and NPCs on deck (Spikely and 3 crewmen) at random. Persons on far side of the boat get +2 cover bonus. Persons below decks are not subject to attack. One volley is fired at the boat, after which the elves fade into the thick woods. The fire is easily extinguished before the boat is significantly damaged. Observant, unsurprised PCs on deck might get a glimpse of the elves, all of whom are similar in stature and dress to the elf watching the *Dragon* at Adrean's Landing. The Captain refuses to stop the boat. If PCs go ashore they may find trails (Search DC 10) that fade after 20 yards. These elves are woodsmen and have used this site to ambush Duntide vessels before, so it is easy for them to cover their tracks (Track/Wilderness Lore, DC 20). If the elves are caught they will fight, but they will not talk.

All Tiers: EL Variable

Rebel Elves (one per PC) male elf, Ftr1: CR 1; Medium-size humanoid (5 ft.); HD 1d10+1; hp 7; Init +4 (Dex), Spd 30 ft.; AC 16 (leather, Dex); Atks +1 melee (1d8 [crit 19-20], longsword), +5 ranged (1d6 [crit x3], composite shortbow; Dmg 1d6 (composite shortbow, crit x3); AL N; SV Fort +2, Ref +4, Will +0.

Str 11, Con 9, Dex 19, Int 11, Wis 11, Cha 11.

Skills: Climb +3, Jump +2, Climb +3; **Feats:** Weapon Focus (composite shortbow), Point Blank Shot.

Equipment: composite shortbow, 20 arrows, longsword, leather armor, travelers outfit, long green or brown cloak.

Tactics: While the elves are firing from the waterline they enjoy one half cover. If they are attacked on land they will do their best to fire from behind trees gaining the +4 AC and +2 Reflex bonus whenever possible.

Day 7

The boat passes the town of Arnford early in the day, which is otherwise uneventful.

Day 8

Day 8 is uneventful.

Day 9/Encounter 1: You Ain't From Around Here

With the rising of the sun on the ninth day, the captain informs you that the keelboat has entered the Gnatmarsh and that she should make Paducah by high sun. The air today is heavy with humidity. The shores of the Duntide are thick with lush green vegetation and mosquitoes. Big mosquitoes. Watching them feed on the carcass of a warthog you figure they are at least six inches long, and none to friendly. Suddenly the swarm of hungry blood-sucking mosquitoes charges the keelboat.

The mosquitoes are much more interested in the lifeless warthog carcass than any struggling PCs, but have a little fun with the party if time allows, then move on to the keelboat's arrival in Paducah. The giant insects ignore PCs and NPCs of Gnatmarsh ancestry. Assume that all Paducah NPCs except Mayor Romano are locals.

All Tiers: EL 3

Monstrous Mosquitoes (12): CR 1/4; Tiny Vermin; HD 1/4d8; hp 2; Init +2 (Dex); Spd 5 ft., fly 40 ft. (good); AC 14 (+2 size, +2 Dex); Atk +4 melee (bite, 1d3-5); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Blood Drain SQ Vermin; AL N; SV Fort +2; Ref +2, Will +0.

Str 1, Dex 15, Con 10, Int—, Wis 10, Cha 2.

Skills: Hide +17, Spot +7; **Feats:** Weapon Finesse (bite).

SA Blood Drain (Ex)—on a successful bite a monstrous mosquito makes an automatic opposed grapple check. If the check succeeds it the bite deals 1 point of temporary Constitution damage.

SQ: Vermin—Immune to mind-influencing effects.

Tactics: If more than a quarter of their number fall to the PCs the rest flee and continue feasting upon warthog carcass.

Around midday, the town of Paducah comes into view, and the captain orders the keelboat turned for docking. It's hard to say what is thicker here, the humidity, the clouds of mosquitoes, or the smell of rot. As the keelboat slips next to the dock, the dirty, unwashed locals stare and point. A pudgy, sweating man paces the dock anxiously, stopping frequently to wipe his moist brow. He greets you when you disembark. "Welcome to Paducah, weary travelers," he says slapping away one of the ever-present mosquitoes. "I am Mayor Romano. How may I make your stay in our quiet little town more pleasant?"

Mayor Romano wants to know why the PCs are in town (they get so few tourists), and how much money they have to spend. When he learns PCs work for Crown or are licensed adventurers, he becomes a real pest, mentioning that although he was born in Rel Mord, he's come to love this "quiet little town with its quaint peo-

ple.” (This is an important clue for later.) Romano clearly despises Prince Sewarndt, and will bring this up if the issue of Sewarndt hasn't yet surfaced in this scenario.

Mayor Romano (human male, LG, hp 4, no noteworthy Feats, but many administrative and boot-licking skills.)

Appearance: The Mayor is a short (5' 4"), pudgy (250 lbs), sweaty middle-aged balding man.

Personality: He was appointed to this position by the Count of Brackenmoor because Romano was smart enough to make some decisions on his own, but not so smart as to be a threat. Romano just wants to make sure everybody is happy. He is a consummate yes-man and boot-licker. Mayor of Paducah is just another chapter in his boring rise to bureaucratic stardom. He is unmarried.

The meeting with your host is interrupted by the arrival of five men wearing worn leather armor, new crocodile-skin boots and large hunting knives. A taller man with two knives, studded leather armor and narrow eyes glares at the Mayor in a way that suggests he won't tolerate any back talk. Even the mosquitoes stay away from this man. He speaks in an arrogant tone: (address a PC at random, a nonhuman if possible) “You ain't from around here, are you son?”

Regardless of the PC's response he continues:

“I am Sheriff Venokur and these are my boys. As long as you behave and have gold to spend, you can stay. I am the law here; if you break my laws the King and Count won't get here before the boys and I can hang you. (The other men laugh like stereotypical redneck yokels.) What is your business in MY town?”

The Sheriff plays the arrogant tough guy until the pecking order is established, then he departs. The law is whatever pleases Venokur at the moment—might makes right, but gold grants immunity from prosecution. Sheriff clearly likes Prince Sewarndt, describing him as a “strong, no-nonsense leader,” although he is unaware that he is working for Sewarndt in an indirect way. Sheriff Venokur and His Boys are described in Appendix 2.

An observant PC will note a lack of livestock in Paducah, especially horses. The locals have learned that the swarms of mosquitoes would quickly kill livestock. The PCs (except those of Gnatmarsh ancestry) and their animals take 2 temporary Constitution points of temporary ability damage every 12 hours from the insect bites unless they have thick skin (such as most reptiles), are protected by magic or the local mosquito repellent (Encounter 3).

If the PCs explore the swamp, go to Encounter 2. If the PCs wander around town, go to Encounter 3.

Encounter 2: PCs Explore the Swamp

In this encounter the PCs should quickly realize the swamp is just too nasty for them.

First Run-in: Crocodiles:

About an hour into the swamp, the PCs happen upon a riverbank where they surprise a few hostile crocodiles eating what appears to be a human carcass.

All Tiers: EL 3

Crocodile (2): CR 2; Medium-Size Animal (aquatic); HD 3d8+9; hp 22; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); SA Improved grab; AL N; SV Fort +6, Ref +4, Will +2.

Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2

Skills: Hide +7, Listen +5, Spot +5. Feats: None.

SA: *Improved Grab (Ex)*—to use this ability the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponents with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

The crocodiles defend their meal, but are happy hang around and kill PCs for a later snack. The PCs can disengage from this encounter at any time and the crocodiles will not pursue.

Second Run-in: More Mosquitoes:

The PCs are jumped by a swarm of giant mosquitoes.

All Tiers EL 4

Monstrous Mosquitoes (20): CR 1/4; Tiny Vermin; HD 1/4d8; hp 2; Init +2 (Dex); Spd 5 ft., fly 40 ft. (good); AC 14 (+2 size, +2 Dex); Atk +4 melee (bite, 1d3-5); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Blood Drain SQ Vermin; AL N; SV Fort +2; Ref +2, Will +0.

Str 1, Dex 15, Con 10, Int—, Wis 10, Cha 2.

Skills: Hide +17, Spot +7; Feats: Weapon Finesse (bite).

SA: *Blood Drain (Ex)*—on a successful bite a monstrous mosquito makes an automatic opposed grapple check. If the check succeeds it the bite deals 1 point of temporary Constitution damage.

SQ: *Vermin*—Immune to mind-influencing effects.

The mosquitoes fight until killed or driven away. If a PC attempts to flee the area, half of their mosquito attackers remain with them (round down) while the others switch to other PCs at random. Thus a PC who attempts to disengage from three mosquitoes ends up with one. The monstrous mosquitoes ignore animals or PCs wearing mosquito repellent (Encounter 3) or are of Gnatmarsh ancestry.

Third Run-in: Ogres:

A gang of hungry ogres jumps the PCs. Stealthy parties are still jumped, but not surprised. If by this third encounter with swamp denizens the PCs haven't figured out the swamp are too deadly for them, don't pull any punches.

All Tiers: EL 3

Ogres (4): Large giant (9-10'); HD 4d8+8; hp 26; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (huge greatclub, 2d6+7); Face/Reach 5ft. by 5 ft./10ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3. **Feats:** Weapon Focus (greatclub).

If the PCs defeat the ogres they find very fresh evidence of a large tribe of cannibalistic ogres: several dead and butchered ogres, fire pit still burning, discarded clubs and spears, many large footprints, etc. If this doesn't get them to turn back, then they meet 8 ogres (stats above). Continue along this line until PCs are driven from the swamp or killed. If the PCs make any efforts to exit the swamp they have no new monster encounters.

Encounter 3: A Night on the "Town"

Allow the PCs explore town as desired (Judges Map #2). If time permits the Sheriff and His Boys will show up and do anything reasonable to extort gold from "rich" adventurers, such as creating taxes or fees. The Judge is encouraged to creatively adapt the situation to the PCs' personalities. These acts of extortion should be believable but not outrageous, amounting to perhaps a few nobles per PC. The Sheriff wants to avoid a fight because he doesn't know how strong the PCs are, but the Sheriff and The Boys will defend themselves if attacked. Sheriff Venokur and His Boys are described in Appendix 2.

Skree will continue to gather information about the PCs from a distance and while concealed. If the opportunity presents itself, if the PCs do not appear to be very watchful, and if he has not already managed to do so, Skree will plant one of the serrated hunting knives on a PC for future extortion purposes.

The Coven is also watching the PCs, but very discreetly from behind cover or on top of shacks. They cannot be seen by the PCs unless the PCs are actively searching (Search, DC 13). Once discovered, the Coven member flees into the swamp, and cannot be tracked there.

Paducah is a dirty, smelly, rotting backwater burg of the worst kind. PCs and animals that enter a building have a 5% chance to contract fleas. This chance increases to 20% if they actively search the shack or engage in other activities that allow intimate contact

between a PC and the shack's content or inhabitants. (A good hot bath and new clothes can remove the fleas.) Paducah is also rather small, so if a shack is not described below, it does not exist.

Places to visit in town:

1) Seedie's Inn:

The largest and best-maintained shack belongs to Seedie Meridian. It also serves as a general store, saloon, casino and overall place of recreation. Any standard item in the PHB is available here at twice the listed price, except armor, which is unavailable. Common weapons such as daggers, longswords and shortbows are available at twice the PHB price; less common weapons such as halberds or two-handed swords are unavailable. The local moonshine is 1 cp per mug. The crocodile stew is spicy but tasty at 1 cp per bowl, and sleeping place in the common room (there are no private rooms) at 2 cp per night.

If the PCs act in a way that clearly indicates they are not locals, then Seedie will try to sell them

"An exceptionally rare unirabbit skin...the only one I've ever seen. A wonderful investment at only 25 nobles."

It's a moth-eaten rabbit skin with a broken-off deer antler glued to the middle of the forehead. Do I really have to tell you, kind Judge, that this item is worthless?

Seedie's next sales pitch:

"Well, I can see that you all ain't no redneck yokels, you knows your stuff. Now what you really need is this here bug off goo."

Seedie holds up a leather pouch with an unpleasant musty odor. "Keeps them bugs away, it does. Just 1 noble (2 nobles if the PC bought an unirabbit skin) for one week's worth for one person. You can't beat the price. And this here's a fresh batch, too...last for a whole year afore it gets to smelling' bad and not working no more."

Seedie is correct about the price, in that no one else sells the bug repellent, and his price is absolutely firm. He has 4 pouches (5 one-day doses per pouch) of this bug repellent in stock. This stuff really does work. When applied to exposed skin of a PC or mammal, mosquitoes no longer attack. Seedie buys the goo from Fax the Fortuneteller, but under no circumstances will he reveal the recipe, because it would ruin his monopoly. (Highball, the town drunk, knows a bit about the recipe because he goes into the swamp deeper than anybody else will dare to collect rare ingredients.) Seedie will accept barter instead of gold, taking items at half their *Player's Handbook* values, and not giving any change, except the cash that the PCs have already given.

Seedie the Innkeeper (human male, Com1; LN; hp 5; Profession [innkeeper] +4).

Appearance: Short (5' 4"), not very pretty, with greasy skin and an unidentifiable but annoying odor.

Personality: Seedie is a typical redneck yokel gossip who loves the sheriff. Seedie knows just about anything the PCs want to know about the town and the Gnatmarsh as long as it doesn't give away the story. He doesn't know Sewardt well enough to comment, but says that the locals, especially the Sheriff, really seem to like him. Seedie will make up wild stories if he doesn't know the true answer to a question, or if anyone is paying attention to him. He loves to tell and collect rumors (Appendix 1). Seedie is unmarried (which is just as well given his inappropriate view of the place of women in the world).

2) The Hangin' Tree:

Just outside the jail is a large moss-covered and gnarled old tree that obviously serves the as gallows (rope marks; recently hung half-orc body). Rumor in town has it the body is that of a witch, caught and hung by Sheriff Venokur two weeks ago. Closer inspection reveals animal and mosquito bites on the body that occurred after death. The body is of a half-orc barbarian who fell into the Duntide near Arnford in the previous Nyrond scenario, *Mail Call*. The actual cause of death was hypothermia and drowning. There are no bruise marks around the rope suggesting the body was dead before it was hung. In truth, the Sheriff found the body in the Duntide in the middle of the night, and made up the witch story so that no one would suspect him of working with The Coven. Implying the body was that of a witch insulted The Coven. That the Sheriff suggested The Coven would tolerate a half-orc was even worse.

3) Jail and Sheriff's Office:

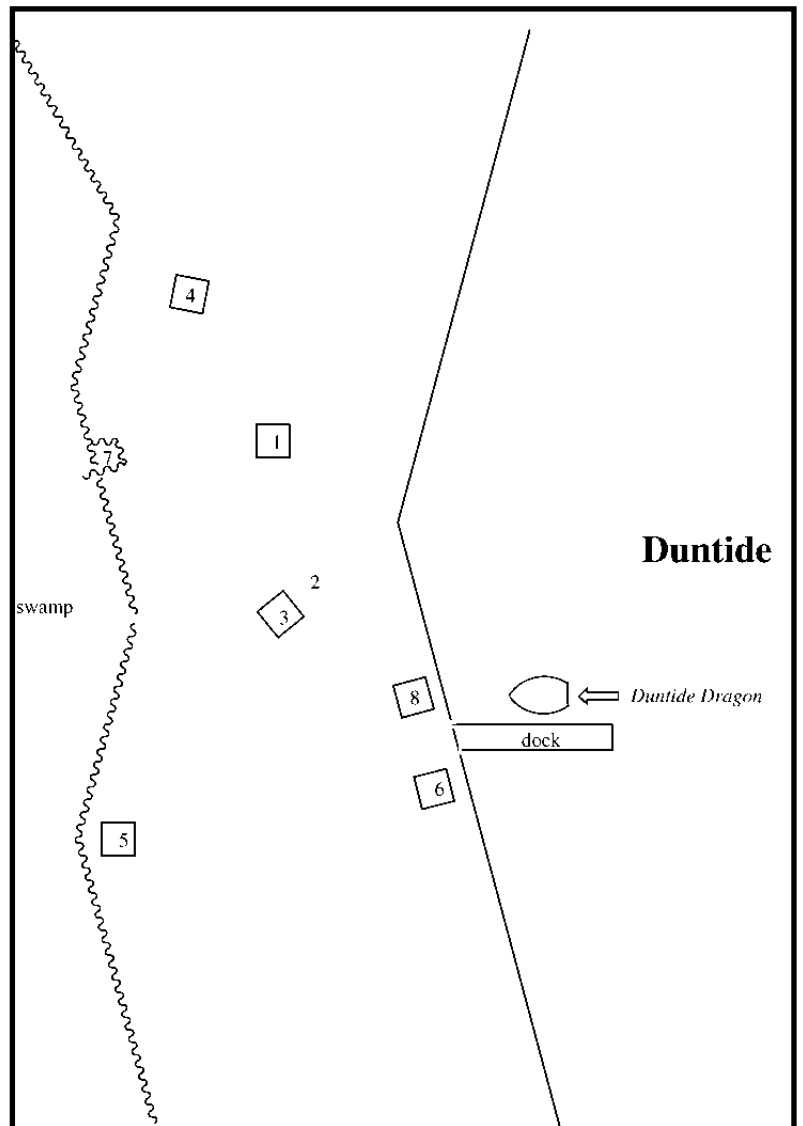
The only stone building in town houses a single jail cell with heavy wooden bars. The cell currently houses a man who smells as if he is sleeping off the effects of too many mugs of moonshine. The jailhouse also boasts what must be a desk, but is really just a few rough wooden planks thrown over a pair of rickety sawhorses. Atop the planks lie a large sheathed knife and a weathered wooden box with a large lock. (Also include any items stolen from the PCs that are not carried by the Sheriff or too large to fit in the lock box.)

If the PCs do not enter the jail, Highball will awaken and taunt the PCs. He wants the PCs to free him, or at least come inside and find out the truth about the evil Sheriff. Highball is sleeping off the effects of too many mugs of Seedie's best moonshine.

Highball the Town Drunk (human male Com1; N; hp 2; Skills: Gather Information +2)

Appearance: 5' 8" tall, skinny, and smells strongly of alcohol.

Map 2: Paducah



Highball is unkept, and not very pretty, even by Paducah standards.

Personality: Highball is a drunk and a rumormonger, spending most of his adult life unconscious or in jail. When sober he makes a living by doing the dirty work that no one else wants (digging graves, gutting fish, going deep into the swamp to get rare ingredients for repellent goo, etc.) Venokur hasn't killed Highball yet because no one would ever believe anything Highball had to say, and because Highball is useful to Paducah in a small way.

Things the PCs might ask of Highball:

What's in the swamp? I seen alligators and bugs and ogres and witches and lived to tell about it. No one else has because no one else knows more about the swamp than me. And I know when to

leave too. But because I spend most of my time with my ol' friend mister moonshine, ain't no one believes me. (Highball has seen all the normal swamp monsters often enough to accurately describe them in great detail. Once he saw six humans, three each male and female, doing some sort of magic, hence believing them to be witches. He is more right than he knows.)

Tell us about the Sheriff: The Sheriff beats me and poisons me (only a little bit), and steals taxes (true) and works with them witches (true). He sits at his desk and writes papers at night when no one comes around to have a nice chat with poor ol' Highball. And he yells at Fax too...she's the fortuneteller. Calls her a Heironeous-forsaken shriveled old witch. I think ol' Venokur talking about Heironeous like that is the reason why our shrine fell down.

Tell us about the body on the gallows: About a fortnight ago I seen the Sheriff drag something out of the river. It looked like a body. He hung it up on the tree, then says he caught himself a witch.

What else do you know? Feel free to provide any other details Highball might reasonably know (be consistent with the rest of the scenario) or make up any wild stories about things he doesn't know. The rumors in Appendix 1 are a good place to start.

On the desk the PCs will find:

A serrated hunting knife like those carried by Venokur and his men.

Any items stolen by Skree from the PCs that would not be carried by the Sheriff and that are too large to fit into the strongbox.

The strongbox, which is a weathered wooden box, about one foot on an edge. The lock is easily opened (DC 20), or the box can be smashed:

Strongbox: 1/2 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Inside the strongbox:

- Items stolen from the PCs and that are small enough to fit the box.
- 300 gold nobles. This is protection money as well as cash skimmed from taxes collected for Count Romadnen Beremen. (Applicable Nyronde law: In cases where commoners find booty that assists in the conviction of corrupt nobles, those commoners shall be awarded 25% of the value of the evidence found. This 25% can be claimed by contacting the local authorities, who in this case would be the office of Count Beremen or higher. Any PC with a rank of Knowledge [Nyronde local or Nyronde law] would know this fact.)
- A multi-section ledger of the Sheriff's income. In Part I, taxes for the Count are listed in two columns (the actual taxes due and collected and the second column shows a lesser amount the Sheriff plans to report. Part II lists items bought from Skree (generally cheap jewelry and lesser quality weapons—

items stolen from the PCs have been entered in this section), their estimated value (always overestimated), and the amount collected when sold (usually about half of their real value).

There is no indication how or where the items are sold. Part III lists the beginning of the Sheriff's protection racket: three entries (Seedie at one noble per month, Fax at 5 nobles per month, and Romano at 10 nobles per month). Part IV lists funds "left in the swamp at the agreed place, in honor of The Coven" payments of random amounts of 10 – 100 nobles at random times. (There is no indication of exactly where the Coven payments are dropped.)

- Receipt for 2200 nobles deposited with a Q. Valdeez in Callistor (seat of the county of Brackenmoor) "from Venokur, lawfully appointed Sheriff of Paducah, for safekeeping," dated one month ago.
- Block of red sealing wax (a deeper red than the Mayor's seal ing wax) and a carved wooden block (for making seal in wax). The seal is the symbol of a lion standing on its rear paws and bearing a knife in each front paw.
- Notes for a report to the Count concerning recent events in Paducah (Handout 3).
- A letter addressed to "The Righteous Prince Sewarndt," sealed with the Sheriff's wax and seal. (Handout 4).
- A letter from the Mayor, addressed to Count Romadnen Beremen (Handout 5). The Mayor's seal (described below) on this letter has been broken.

4) Mayor's Home and Office:

This one-room shack is no better than any of the other Paducah homes. The only item of note is a small, fine-quality traveling desk. The desk is closed but not locked.

In the desk:

- Typical office supplies (blank parchment, quills, ink, small quill sharpening knife, etc.)
- Several blocks of red wax (slightly lighter in hue than the Sheriff's wax) and a carved wooden block for making a seal in the wax. The seal depicts an owl in flight.
126 gold nobles in a fine leather pouch. The PCs have no legal reason to take this money.

5) House of Fax the Fortuneteller:

This house is of the same architectural style as the rest of the town (decrepit shed), but is painted a bright red. The door bears symbol of an open hand, palm out, bearing a rising sun. The ubiquitous rot smell is overpowered by the even nastier smell of mosquito repellent goo. The door opens by itself as you approach to reveal a stunning young woman seated at a rough table, concentrating on a large stuffed bullfrog. She wears a symbol—a yellow pentagon with an eye over a cup depicted within the geometric shape.

Fax has rigged the door to open when the PC step on a pressure plate in front of it (Search DC 20; Disable Device DC 17). This helps bolster her clairvoyant reputation: "I knew you are coming so I opened the door for you!"

The inside of the shack is downright opulent by Paducah standards: chairs with upholstery (albeit, bug-eaten), burning incense and even a rug (although the rug's original color is lost to all the years of ground-in mud from booted traffic). Fax is sitting at a table, eyes closed, meditating on a stuffed bullfrog, the swamp's equivalent of a crystal ball.

She recognizes the PCs as visitors to Paducah, and offers to read fortunes for one gold noble per PC. She'll use whatever fortune telling method works with the props available to the judge (cards, dice, scraps of paper thrown in the air, etc.). The PC must ask a question, and Fax provides a cryptic and vague answer.

If the PCs clearly aren't impressed with this bit, she'll drop it in favor of normal conversation. After all, she's lonely, and also makes money by selling advice and answering questions—she is also a swamp sage (Knowledge [nature] +5). She asks for one noble per question answered, but will take whatever she can get. In truth she's lonely because the Sheriff has called her a witch and so most of her clients have stopped coming. Overall she is pleasant, intelligent and helpful.

Her motives in chatting with the PCs, however, aren't quite what they seem to be. Fax really is a witch, a minor member of The Coven that lives deep in the Gnatmarsh. She serves as the Coven's eyes and ears here in Paducah, and wants to get as much information as possible from these rare visitors.

Questions that might be asked of Fax:

Are you a witch? Some say I am, others not. What is a witch? If a witch is a person who can see into the souls and future of others, then I am a witch. If a witch is an evil person that consorts with demons, then I am not a witch.

What do you know about the Sheriff? Venokur is a brute and bully who extorts gold from the poor people of Paducah. Someday a stronger person will come along and kill him. Still, there has been a decrease in crime since The Count appointed him Sheriff seven months ago.

What do you know about The Coven? Many people believe that it exists, so that leads me to believe it as well. And I haven't heard of this so-called Coven being involved in any socially unacceptable practices, so even if it does exist, is it a threat? Just out of curiosity, why are you interested in The Coven? (She will continue to ask questions to ascertain why these strangers are interested in The Coven, and to determine what they know.)

What do you know about Prince Sewarndt? Some say he is good and kind, others evil and treacherous. Sort of depends on your definitions of good and evil, no? It is said that after his misbegotten deeds in Rel Mord he fled to Korenfluss and is hiding out with the Duke there, planning another attempt to take the throne. Korenfluss is far away from Paducah, so it doesn't bother me much. (She knows the truth about the Prince and The Coven

but will never reveal it.)

What do you know about the swamp? It's muddy and full of nasty critters like crocodiles, mosquitoes and ogres. No one in his or her right mind goes in there, except Highball. He collects rare plants for Seedie's mosquito repellent goo.

Any other questions: Fax will answer these honestly but cryptically. She is the most knowledgeable person in town, but her answers must not give away the story and must be consistent with the rest of the scenario.

More details about Fax can be found in Appendix 3.

6) Boat Rental & Fishmonger:

At this decrepit shack one can rent rowboats (there are two available, both of questionable seaworthiness) for one noble per week. One can also sell fish taken from the Duntide at one copper per pound.

Perin the Boat Guy (human male; Com 1; NG, hp 4; Skills: Knowledge [local] +2, Profession [fishmonger] +4.)

Appearance: Perin always stands as if he's on the deck of a ship, heaving in a violent storm. Wearing a black eye patch, sporting a wooden left leg, and clenching a pipe between his teeth, it's easy to get the idea that he may be a pirate. *Personality:* Perin is too much of a chicken to even consider a life of piracy. He seems to have an excellent memory for detail (especially concerning the rumors in Appendix 1), but the detail is rarely relevant to the conversation at hand. He saw Venokur drag the half-orc body out of the river, but didn't make the connection with the body on the hanging tree. Overall he's not terribly bright, except in matters pertaining to fishing, rowboats, the ebbs and flows of the Duntide and Relmor Bay. He was born in Paducah, has lived all his life here, and expects to die here. He loves catfish and knows 14 different catfish recipes—it's just too bad Seedie won't make catfish stew.

7) Shrine to Heironeous:

This is a decrepit, rotting ruin, abandoned for well over a year. It was never more than a shack, even before it collapsed into the mud. It is now home to a family of snakes.

EL 3

Vipers (6): CR 1/2; Small-size Animal (3' long); HD 1d8; hp 4; Init +3 (Dex), Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atks +4 melee (bite 1d2-2 and poison); SA Poison; SQ Scent; AL N; Saves Fort +2, Ref +5, Will +1.

Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Climb +12, Hide +15, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

Poison (Ex)—Bite, Fortitude save (DC 11); initial and secondary damage 1d6 points of temporary Constitution damage.

The snakes fight until half are killed or driven away.

The snakes were slithering atop the damaged, gilded holy symbol of Heironeous that was once the centerpiece of the shrine. It can be easily retrieved after the fight. There is nothing else of interest in the ruins except broken stone, rotten timbers, weeds and the ubiquitous Paducah mosquitoes.

8) Communal Outhouse

Generic Houses (Many; not shown on Judges Map #2).

These are one-room shacks and are dirty, buggy, leaky, and smelly. Each houses a family whose composition depends upon the judge what the PCs seem to want, although the PCs get nothing from these families except knowledge common to all residents of Paducah as well as the rumors in Appendix 1.

Encounter 4 (optional): Crocodile Attack!

If time allows or if PCs are itching for a fight, crocodiles wander out of swamp when it is most inconvenient for the PCs.

EL 3

Crocodile (2): CR 2; Medium-Size Animal (aquatic); HD 3d8+9; hp 22; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); SA Improved grab; AL N; SV Fort +6, Ref +4, Will +2.

Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2

Skills: Hide +7, Listen +5, Spot +5. Feats: None.

SA: *Improved Grab* (Ex)—to use this ability the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponents with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

Encounter 5: Murder and Witch Hunt

At a convenient point in the game, the PCs learn the biggest news to hit Paducah since the end of the war: the murder of Mayor Romano. The PCs discover the body at some convenient point in the story at least 12 hours since they met the Mayor, and when at least one hour of playing time remains.

The crime:

About 12 hours ago, the Sheriff took the Mayor a few hundred feet into the swamp to show him a body he had discovered. The dense swamp vegetation makes it very difficult to find and follow any tracks related to the crime (Search, DC 30). There, the Sheriff killed the Mayor with his hunting knife, knowing that the nor-

mal swamp flora (crocodiles, mosquitoes, ogres, etc.) would digest the body. The Sheriff did not notice that this portion of the Gnatmarsh has a sluggish current that carried the body toward the Duntide. The water quickly cleansed the blood from the knife wound, while the mosquito repellent was washed away more slowly. Eventually the giant mosquitoes found the body and had a banquet.

Rounding a corner reveals a fetid branch of the swamp that flows into the Duntide. Face down in the brackish slime is the bloated, bug-eaten body of a pudgy man.

The body is obviously that of Mayor Romano, dead for at least 12 hours. (Heal or Wilderness Lore, DC 20). A Search (DC 12) of the body reveals 12 gp, an empty pouch of mosquito repellent, hundreds of giant mosquito bites and a knife wound in the back. Careful inspection of the knife wound reveals it is consistent with the wound expected from the serrated hunting knives carried by the Sheriff and his men (Search DC 15; +2 Circumstance bonus if PCs have one of these knives for comparison).

As soon as the PCs have learned the true cause of death, the Sheriff and his boys arrive. Allow the PCs to make a Listen check (DC 13) to notice that the Sheriff and his men are approaching. If the PCs are surprised Venokur and his men spend the surprise round surrounding the PCs.

Venokur says the following:

Ha! I knew you was evil when I first smelt you. Hands up! I arrest you all for the cold-blooded execution of our beloved Mayor Romano.

If Skree has managed to plant his knife on a PC, he has told Venokur which one carries the plant, so the Sheriff pats down that PC first. If the knife is discovered this PC is accused of the murder. If the PC gives any reasonable excuse as to their innocence, the Sheriff reconsiders: perhaps PC found the knife and would like to return it? The Sheriff then asks the PC to pay the "justice fee" (10 noble per each PC's character level) to prove their innocence. (The Sheriff likes the idea of showing these strangers that he is boss, but hesitates when it comes to executing the King's men. Blackmail and extortion are other matters entirely.)

In the unlikely case that the PC plead guilty, take the PC to the hanging tree for execution, unless they accept the Sheriff's offer to bribe him. (If so, the Sheriff will take as much as he can get from the PCs.) Try to avoid a fight in this encounter if at all possible, but if combat seems likely, one of The Boys will come up with the bright idea that only a witch could make the bugs ignore Seedie's goo, and so a witch must be responsible. The Sheriff considers this:

After rubbing his unshaven chin for a few seconds in deep thought, the Sheriff says "That's a might fine idea, about them witches and all. Course we has had us witch problems here in

Paducah lately anyways. Time for us to burn a witch I reckon. Boys, you know what to do.” The Boys let out a hunting yell and scatter into town, some unsheathing nasty looking serrated hunting knives. To you the Sheriff says, “stay in town. This ain’t over yet. I reckon you might all want to help me find this here evil witch?”

Things the PCs might ask the Sheriff:

Who carries these serrated hunting knives? Only me and the boys (true), but the blades disappear from time to time (false), because of witch magic or swamp pixies.

Did the Mayor have enemies? Everyone loves him! (Everyone but Venokur and his men). Such a kind and generous man! (Partially true). For example, he would pay a portion of Paducah’s taxes out of his own pocket to reduce the tax load on the citizens. (False: The Mayor was as much a poor man because of these taxes as everyone else.)

Are there bandits in the swamp? or Do swamp creatures attack the town? Oh yes. We have us a big ogres problem. If ogres attack, every able-bodied man in town is expect to fight. That means you too. (Ogres used to be a problem until the Sheriff made a deal with The Coven who controls them. Now the ogres stay clear of Paducah. If PCs have met the ogres (Encounter 2), they should have noticed the local ogres use clubs not knives, as is typical for ogres. Knowledge: monsters or related DC 20).

Tell us more about your witch problem? Them witches ain’t no problem. It’s just a story to scare the young’ns and to help me enforce the law. (The Sheriff doesn’t dare reveal what he really knows about the Coven so he turns on his heel and stalks away after answering this question. If the party insists, the Sheriff will repeat the same story, again consistently lying as needed to maintain his cover.)

The Sheriff provides any other answers as needed to divert the PCs attention away from him, lying (but being consistent) if need be.

Encounter 6: It Was the Witch in the Town with the Knife

The Sheriff dispatches three men to various parts of Paducah to hunt for the witch, keeping one of the boys with him during his personal hunt. Allow the PCs to hunt for the witch (or not) as they wish. The Sheriff will not object to the PCs accompanying him, and will be downright cordial if the PCs have been respectful of his position. If the PCs go straight for the Fortuneteller’s shack, she will be elsewhere (and subsequently captured by one of The Boys). Regardless of PC actions, the witch will be found by one of The Boys first, then taken for “trial” and swift justice (Encounter 7).

Allow the PCs to interview NPCs, search the town, explore the swamp (Encounter 2), play with the crocodiles (especially if the PCs split their group; Encounter 4), etc. When 30 minutes of

playing time remain, move to Encounter 7. The PCs might not get to do any investigation of their own if time is very short.

Encounter 7: Swift Country Justice and A Moral Dilemma

This is a very fluid encounter, requiring flexibility on the Judge’s part. Allow the players to interrupt boxed text and other scripted actions at any time. The goal of the Sheriff is to hang Fax the fortuneteller to remind everyone that he is The Law. The Boys do whatever the Sheriff suggests, without hesitation, unless their morale is seriously stressed. Fax wants to buy time so that The Coven can get here to rescue her.

The following is addressed to the Sheriff if present, otherwise to the apparent leader of the PC group.

One of the Sheriff’s men strides rapidly toward your group, on his face, a look of smug satisfaction.

“We found her! And she didn’t resist any. Now she’s all tied up like a pig for roasting, ready to be tried. I always knew Fax was an evil witch! And we found the knife on her, all right. She tried to turn me into a frog, but I’m a good man so her evil magic ain’t no good on me,” he says as he hands the Sheriff a wicked-looking serrated knife with a large bone handle.

When the PCs arrive at the hanging tree:

Arriving at the hanging tree, you see a beautiful young human woman, hands tied behind her back. The noose around her neck suggests she is not long for this Oerth. Three of the sheriff’s men move to hold the loose end of the noose rope that is thrown over the branch of the majestic oak tree about ten feet off the ground. A wooden symbol depicting a yellow pentagon with an eye and cup lies in the mud at her feet. Also here is the Royal Bard you met earlier, but he doesn’t look so royal now.

Observant PCs (Spot, DC 22) will notice knife is clean and the handle too large for her to use effectively. In addition the knife is identical to those carried by the sheriff’s men, and this particular deputy’s knife sheath is empty. Allow the PCs to react, and then continue.

“Well well,” says the sheriff as he approaches the woman with obvious anticipation, “I always knew you were a witch. You’re going to hang by the neck until dead and the mosquitoes are going to eat your Heironeous-forsaken, soulless body. That’s going to happen. No way to stop it. But Paducah is a civilized town, ruled by my law, so first you get a trial. Anything to say for yourself?”

In a calm voice the young woman replies, “I am innocent. I serve the people of Paducah by revealing the will of the gods. Mayor Romano was my friend.” She finishes with a single word muttered under her breath.

The single word is an *urgent message* spell (Handout 6), exclusive to The Coven. As it turns out, Coven members have been hiding nearby, watching the PCs throughout the scenario anyway.

“Enough!” roars the Sheriff. “You had the knife what that made Romano dead. You are a spellcaster and therefore a corrupt, foul creature. What I do now is not punishment but I am just directing you to your just reward for a life of evil. Hang by the neck until dead!” The sheriff’s men jerk the rope, easily pulling the struggling witch three feet off the ground. As she gasps for breath, the Sheriff smiles meaningfully at you as local justice is brutally carried out.

Judges Map #3 shows the position of Fax, the Sheriff and his men (This map is scaled for standard metal figures). This will become a combat situation, but exactly how will depend upon the actions of those involved.

The Sheriff wants to hang the witch as a demonstration of his power, but not at the expense of his own skin or slightly less important, the skins (and therefore the loyalty) of the boys. Given a choice, the Sheriff will have his men concentrate their attacks on the Coven because killing representatives of the King (the PCs) is usually not a good idea. PCs that get in the way will be assumed to be in league with The Coven and therefore subject to attack. Once combat begins, one of the deputies holding the rope spends the first combat round tying it off to the tree so that the fortuneteller continues to strangulate. Sheriff Venokur and His Boys are described in Appendix 2.

Fax the fortuneteller wants to escape. She has called The Coven but is unsure when or if they will arrive. She will try to delay the hanging as long as possible by reasoning with her captors or with the PCs, or by getting the PCs to fight the Sheriff. In combat she will side with the Coven, and with the PCs only if they have taken obvious actions to rescue her. Once hanging, she must make a Fortitude save every round with a cumulative -1 penalty per round to avoid strangulation. Strangulation does 1d4 points of temporary Constitution damage every round Fax fails her save. In addition, she will not ask for the King’s Justice (see below) because she believes the sheriff will kill her while she waits in jail, but she might be persuaded with good reasons from the PCs. (The Sheriff would go out of his way to assure her safety because he is afraid of what might happen to him if she died in his jail while waiting for the King’s representative to arrive.)

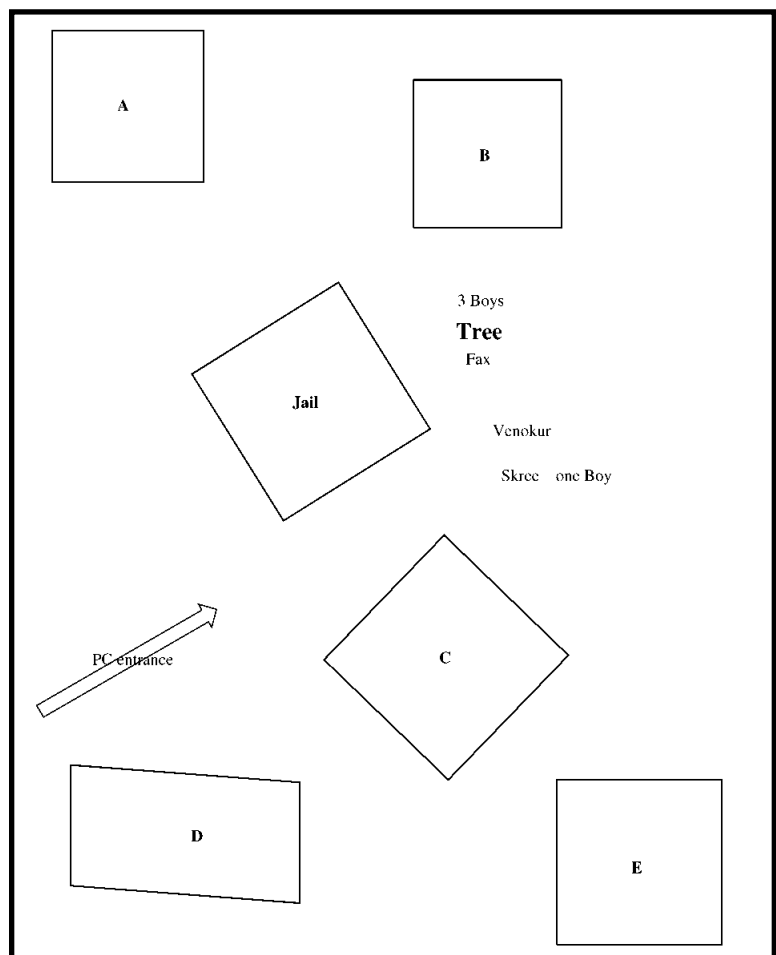
The Coven (when they arrive) wants to rescue a fellow Coven member, but not at the expense of their own skins. (The Coven members take up tactical positions, considering cover, line of sight, etc.) All Coven members are aware of the dangers of living in town. They also want to punish anyone who has the audacity to think they can harm a

Coven member without retribution. In combat the Coven will attack any groups that attack them first. If the Coven initiates combat as a distraction for rescue, then the Sheriff’s men are attacked. Once Fax is rescued the Coven will withdraw to the swamp, where they cannot be tracked or found. If Fax is killed, The Coven will move to recover her body, as they are well aware that dead bodies can still be interrogated. Because Coven members have been hiding in town, discreetly watching the PCs, they arrive at the hanging tree five rounds (half a minute) after the *urgent message* spell.

Thanks to the foresight of Toomay, the Coven’s combat tactician, Fax and the Coven members all speak an obscure swamp dialect that even Venokur doesn’t understand (imagine modern Cajon with a Swiss accent). They use this language in combat and for any other secretive communications.

The PCs may ask about the legal implications. The law in Brackenmoor, as established by the Count, states that trial must precede punishment for high crimes (murder, kidnapping, attacking the Count’s military, horse theft, etc.). Punishment is death by hanging. The sentence is to be carried out, commuted or altered by each town’s Sheriff as the Sheriff sees fit. (Venokur will

Map 3: The Fight



be happy to explain these laws to anyone who asks. Note that Venokur is actually violating this law by not providing for a trial, so the execution is illegal.) The King's Law states that all matters of crime and punishment except those against the Kingdom of Nyronnd shall be handled as determined by the Duke, Baron, Count or Earl of any given region. Persons that stand accused of any crime in any region may ask for the King's Justice. In this case, the accused waits in local jail until a representative of the King can arrive to investigate the case. PCs do not have the authority to administer the King's Justice. (The concept of King's Justice is known to Nyronnd PCs. It was mentioned when they received their adventure's license oath. Subtly remind them of these facts of law if necessary.) More detail on Nyronnd Law can be found at the RPGA Living Greyhawk Kingdom of Nyronnd web site (<http://nyronnd.oerth.com/nyronndmain.html>).

Conclusion

There is no "boxed text" conclusion because there are many possible outcomes. If alive, the sheriff asks the PCs to leave town. When the PCs eventually do leave, ask them to make their report. Pay careful attention to which PC makes the most complete report, and/or includes the most important details.

All NPCs will refuse to accompany the PCs back to Rel Mord.

If rescued by the PCs, Fax will ask to return to Paducah, and eventually find The Coven. PC spellcasters who assist in rescuing Fax will be contacted by an anonymous source in Rel Mord, offering to teach them a new spell (a first level spell of the PC's choice).

If the PCs provide evidence of Venokur's corruption, they receive a cash reward.

The End

Experience Point Summary

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

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

Days 1-9 (On the River)

¥ PC served as a useful member of the crew 25 xp

Encounter 1

¥Gathered information about swamp 50 xp

Encounter 2

¥Avoided pointless combats in swamp 75 xp

Or

¥Defeated mosquitoes 25 xp

¥Defeated crocodiles 25 xp

¥Defeated ogers 25 xp

Encounter 3

¥Gathered information from Seedie 25 xp

¥Investigated the Hanging tree 25 xp

¥Gathered information from Highball 25 xp

¥Gathered information from Fax 25 xp

Encounter 4

¥Defeated crocodiles 25 xp

Encounter 5

¥Determine who murdered the mayor 75 xp

Encounter 7

¥Rescued Fax 100 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

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

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Days 1-9 (On the River)

- 1-18 gold nobles (gp) per PC
- Adventuring licenses for newly registered adventurers

Various Encounters

- Serrated Hunting Knife (2 gp, 1 lb., steel common): This fine knife has a large bone handle and a serrated edge. It does damage as a dagger. Up to 8 of these knives can be obtained by PCs.

Encounter 3

- Unirabbit Skin (2 sp., *, mangy rabbit skin and part of a deer antler, common): This skin is a rare find, as few persons are foolish enough to fall for this old scam. It is a moth-eaten rabbit skin with a broken antler of an unknown animal glued to the middle of the forehead.
- Up to four pouches of Seedie's Mosquito Repellent Goo (1 gp, *, goo, common): When applied to exposed skin, this foul smelly, stick green past repels mosquitoes of all types from the wearer. One does lasts 24 hours, but is easily washed off by a dip in the horse's water trough, a good hard rain, or a thorough doing with wine. 5 doses per pouch. Expires one

year after received.

- 300 gold nobles from the Sheriff's desk (or the 500 gold nobles in the Conclusion, but the party cannot have both).
- 126 gold nobles from the Mayor's house. The PCs have no real reason to take this money.
- Gilded Holy Symbol of Heironeous (10 gp, 1lb, wood with gold leaf, common): This wooden holy symbol of Heironeous depicts a white hand grasping a vertical lightning bolt. It is decorated with gold leaf.

Conclusion

- 500 gold nobles (or the 300 gold nobles from the Sheriff's desk, but the party cannot have both).
- 1st-level arcane spell scroll (25 gp, * vellum, common): A scroll with a 1st-level arcane spell of the PC's choice (i.e. any 1 st-level arcane spell from the Wizard/Sorcerer list in the Player's Handbook *identify*)
- 1 influence point with the Count of Brackenmoor

Appendix I: Useful Rumors

These rumors are presented in approximate order of importance to the campaign.

1) Information leading to the capture of the King's nefarious...nay traitorous! Brother, Prince Sewarndt is worth money. Juicier rumors and solid facts are worth the most.

2) Prince Sewarndt is in hiding in Korenfluss.

3) Prince Sewarndt is in hiding in the Gnatmarsh, in league with a coven of witches. They say he has married the head witch in an unholy, evil ceremony, and that she will bear a child who is really a demon.

4) Some say King Lynwerd is feeble and incompetent, a puppet whose strings are pulled by certain noble families. We should rise up and overthrow him so that Prince Sewarndt can take his rightful place on the throne.

5) The mosquitoes in the Gnatmarsh are unnaturally large. I once saw one large enough to swallow a man whole.

6) An illegitimate son of King Lynwerd has surfaced among the witches of the Gnatmarsh.

7) The King's Militia is always looking for volunteers for long-term assignment to patrol the river. Persons without family obligations are considered first.

8) The Kingdom's new debtor's prisons have been built to accommodate all the unlicensed adventurers. Executions will be used to ease the expected overcrowding.

9) Hordes of bandits roam the Gnatmarsh/Woodwych border. Patrols have been ambushed and killed, but sometimes a single survivor is allowed to return to tell the tale. Some say the bandits are elves, some say ogres, other stories tell tales of undead.

10) The former Baron of Woodwych, named Bastrayne, has a price on his head of 10,000 nobles. Description: short with flaming red hair and noticeably pudgy fingers. His people hated him, although the nobles are blamed for not seeing him as a traitor. He fled Nyrond with wagonloads of gold that he extorted from his nobles and The Crown. The King himself had to come to Woodwych to put down the resultant revolt. Everyone likes the new Baroness Verin Talinth.

11) While traveling to Rel Mord, the King's fiancée fell ill. No one has seen her since. Some believe her dead by poison at the hands of Prince Sewarndt, others believe it is demon-induced sleep.

12) Demons haunt the Almorian lands, so travel down the Flessern River is dangerous at best.

13) There is still a pirate problem in Relmor Bay. No one knows for whom the pirates work. One wonders if they are of the Scarlet Brotherhood, preying on the fair peoples of Nyrond. Others say they are southern nobles out making a fortune for themselves.

14) I once saw a two-headed marsh troll. It was thiiiiiiiis big.

15) I heard there is a sunken lich tomb somewhere in the swamp. Its power feeds and controls all the evil denizens of Gnatmarsh.

16) Adrean's Landing is a brand-new town that's taking too much of the Baroness' resources. She should put her money instead in a place where people already live, like Swan Bore.

17) Don't go out at night anywhere in the kingdom. People have been arrested, charged with thievery, and have had their hands cut off. Some others have been sold into slavery.

18) The rich nobles are in league with fiends.

19) All nobles are in league with fiends.

20) King Lynwerd is demon. At night he changes into a hideous three-headed creature and eats maidens and sheep.

21) There's going to be a new coliseum at Adrean's Landing, complete with gladiator games and chariot races.

22) Nyrond will invade the Theocracy of the Pale within a year to rid that land of oppression. Heironeous himself will lead our armies.

Appendix 2: Sheriff Venokur and the Boys

Royal Bard of Count Romadnen Beremen of Brackenmoor (a.k.a. Skree) male human Rog4: CR 4; Medium-size humanoid (5'7"); HD 4d6+4; hp 22; Init +8 (Dex, Improved Initiative), Spd 30 ft.; AC 14 (Dex); Atks +7 melee (1d4-1 [crit. 19-20], serrated hunting knife [dagger]); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2, Ref +8, Will +0.

Str 8, Dex 18, Con 13, Int 15, Wis 8, Cha 15.

Skills: Appraise +9, Bluff +9, Decipher Script +9, Diplomacy +9, Forgery +9, Gather Information +9, Innuendo +6, Listen +6, Move Silently +11, Pick Pocket +11, Profession (spy) +6. *Feats:* Alertness, Improved Initiative, Weapon Finesse (dagger),

Appearance: The bard is dashing and every bit the ladies' man. He drips with jewels (close inspection reveals most of them to be of poor quality or fake) and fine manners. On his belt he wears a high quality serrated hunting knife with carved bone handle sheathed in tooled leather.

Personality: Skree is a spy and con man who tries to avoid physically demanding situations such as combat. He will stay out of the final combat unless the PCs are clearly losing, or he can strike to save the life of Venokur (and thus earn his gratitude). When not playing the part of the Royal Bard, Skree is openly supportive of Venokur.

Venokur, Sheriff of Paducah, male human Ftr3: CR 3; Medium-size Humanoid (6' 0"); HD 3d10+6; hp 36; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (studded leather, Dex); Atks +3/+3 melee (1d4 +2 [crit. 19-20], 2 serrated hunting knives [daggers]); AL LE; SV Fort +5, Ref +3, Will +3.

Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 16.

Skills: Intimidate +6, Knowledge (nature) +3, Profession (sheriff) +2, Spot +2. *Feats:* Ambidexterity, Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Focus (hunting knife).

Appearance: A stocky and balding man, 6' 2" tall, with narrow eyes and a commanding presence. He wears studded leather armor, two bone-handled hunting knives in tooled leather sheaths, and new crocodile skin boots. He carries any valuable or obviously useful items stolen by Skree from the PCs.

Personality: "I am the law. This is my town. Are we gonna have any trouble?" Venokur is a small-time crook, interested basically in money, blackmail, extortion and controlling his backwater town. He controls his men with cash payments and threats.

The Boys, male humans, Ftr1: Medium-size Humanoid (5'9"); HD 1d10+2; hp 15 (Toughness); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (leather, Dex); Atks +4 melee (1d4+2 [crit. 19-20], serrated hunting knife [dagger]); AL LE; SV Fort +4, Ref +2, Will +1.

Str 15, Dex 15, Con 15, Int 13, Wis 13, Cha 9.

Skills: Knowledge (nature) +4, Move Silently +3, Search +3, Swim +6. *Feats:* Improved Initiative, Toughness, Weapon Focus (hunting knife)

Appearance: Typical backwater redneck yokels (although they are smarter than they act, to keep Venokur happy). Each has one of the bone-handled serrated hunting knives and leather armor.

Personality: We do whatever Venokur tells us, especially if it involves getting money, but sometimes he goes over the line. For example, we won't attack visitors just to amuse him.

Appendix 3: Fax and The Coven

Fax the Fortuneteller, female human, Clr2 (Boccob)/Sor2: CR 4; Medium-size Humanoid (5' 2"); HD 2d8+2d4; hp 20; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atks +1 melee (1d3-1 subdual, fist); SA Turn Undead; SQ Magic and Trickery Domains; AL N; SV Fort +3, Ref +3, Will +9.

Str 9, Dex 12, Con 10, Int 17, Wis 17, Cha 15

Skills: Alchemy +10, Concentration +7, Heal +10, Knowledge (arcana) +10, Knowledge (religion) +10, Knowledge: swamp +5, Perform +5, Profession: fortuneteller +10, Wilderness Lore +4. **Feats:** Improved Initiative, Lightning Reflexes, Still Spell.

Spells Prepared: (4/3+1): 0-lvl—*detect magic, detect poison, guidance, light*. 1st-lvl—*change self**, *monster summoning I, obscuring mist, sanctuary*.

*domain spell

Spells Known: (6/5): 0-lvl—*daze, ghost sound, mage hand, prestidigitation, urgent message (new spell)*. 1st-lvl—*charm person, silent image*.

Appearance: Charming middle-aged woman with an air of mystery. She is prone to cryptic answers, and she pretends she hears voices and spirits that tell her the will of the gods (typical fortuneteller behavior).

Personality: Fax is a neutral witch with good tendencies. She lives in town as eyes and ears of the Coven, and makes a living by telling fortunes and preparing the mosquito goo that she sells to Seedie. Fax is generally not trusted by the townsfolk because she's a spellcaster. She has convinced the townsfolk she is very powerful, and because she occasionally does something useful like healing, she is left to her own devices. In addition the townsfolk very superstitious and concerned about godly wrath if they hurt her.

Interc, female gnome Wizz (Illusionist): CR 2; Small-size Humanoid (3' 0"); HD 2d4+6; hp 14; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (mage armor, Dex, Improved Initiative); Atks -1 melee (1d4-2 [crit 19-20], dagger); SQ cast the following cantrips once per day—*dancing lights, ghost sound, and prestidigitation*; AL N; SV Fort +3, Ref +3, Will +3 (+5 vs. illusions)

Str 7, Dex 17, Con 16, Int 17, Wis 10, Cha 14.

Skills: Alchemy +5, Concentration +7, Knowledge (arcana) +8, Knowledge (nature) +8, Listen +3, Perform +3, Spellcraft +8. **Feats:** Improved Initiative, Scribe Scroll, Summon Familiar.

Spells Prepared (4/3): 0-lvl—*detect magic, flare, light, ray of frost*; 1st-lvl—*color spray, magic missile, silent image*.

Familiar: toad.

Appearance: An average gnome with unkempt hair and a crafty, wild look in her eyes. She spends most of her time in the shadows as if afraid of the light.

Personality: Interc avoids hand-to-hand combat, preferring illusions and trickery, and the comfort of masking her actions in the shadows. "An hidden illusionist lives to be cast better illusions tomorrow."

Squirrellie, female dwarf Drd2 (Obad-Hai): CR 2; Medium-size Humanoid (4' 0"); HD 2d8+6; hp 22; Int +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (mage armor, Dex); Atks +0 melee (1d6-1, club); SQ Nature Sense, Animal Companion; AL N; SV (additional +2 vs. spells and spell-like effects) Fort +6 (poison +8), Ref +2, Will +6.

Str 8, Dex 15, Con 17, Int 17, Wis 17, Cha 10.

Skills: Animal Empathy +5, Appraise +4, Concentration +7, Craft +5, Handle Animal +5, Knowledge: nature +8, Spellcraft +8, Wilderness Lore +8. **Feats:** Improved Initiative.

Spells Prepared (4/3): 0-lvl—*create water, detect magic, flare, guidance*; 1st-lvl—*faerie fire, goodberry* (precast: 5 berries), *invisibility to animals*.

Appearance: Bearing wooden shield and club, Squirrellie looks like an under-funded dwarven fighter. The crocodile at her feet suggests it would be unwise to discuss this look within earshot.

Personality: Squirrellie never fights without her best friend and closest companion, Croc the crocodile, at her side. She doesn't back away from combat, but avoids starting a fight of her own. Her number one loyalty in all things is to Croc, with the Coven a very close second.

Crocodile, Squirrellie's Animal Companion: CR 2; Medium-Size Animal (aquatic); HD 3d8+9; hp 22; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); SA Improved grab; AL N; SV Fort +6, Ref +4, Will +2.

Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2

Skills: Hide +7, Listen +5, Spot +5. **Feats:** None.

SA: Improved Grab (Ex)—to use this ability the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponents with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

Toomay, male human Sor2: CR 2; Medium-size human (6' 4"); HD 2d4; hp 8; Int +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (mage armor, Dex); Atks +1 melee (1d4 [crit. 19-20], dagger) or +3 ranged (1d4, sling); AL N; SV Fort +0, Ref +2, Will +3.

Str 10, Dex 15, Con 10, Int 17, Wis 10, Cha 17.

Skills: Concentration +5, Knowledge (arcana) +8, Knowledge (tactics) +8, Knowledge (nature) +8, Spellcraft +8, Tumble +4. **Feats:** Improved Initiative, Weapon Focus (dagger)

Spells Known (6/4): 0-lvl—*daze, detect magic, flare, mage hand, ray of frost*; 1st-lvl—*mage armor* (precast x4), *magic missile*.

Appearance: Toomay looks like she's always planning and scheming, because that's exactly what she is doing.

Personality: As the group combat leader; she is fond of using her sling but avoids hand-to-hand combat if possible. Croc is an armored unit that should be out in front to protect the infantry. Spellcaster artillery should work from a distance. She loves complex plans involving infiltration and tactical movement, but rarely gets to carry them out in the service of the Coven. If she's bored she might figure out a way to start a fight, as long as it doesn't get her friends seriously hurt. "Bruises are a sign of exercise, and exercise never hurt anyone." She always uses mage armor before any potentially hostile situation. "Better to be safe than dead."

Players Handout #1: Prince Sewardt Wanted Poster

Wanted Dead or Alive

The Rebellious Prince Sewardt

Who Did Commit High Treason and Other Crimes against His August Supremacy, Altmeister of All the Aerdi, King Lynwerd I of Nyronnd, and the Kingdom and Crown of Nyronnd



Reward

100,000 Nobles Alive

25,000 Nobles Dead

(Because there is only one Sewardt wanted poster at the docks, there is but one copy of this handout. The players may keep this handout only if they take the wanted poster. Taking wanted posters by bounty hunters, military personal, adventurers, etc. is allowed by Nyronnd law.)

Handout #2: Common Knowledge-Prince Sewardt

Each PC may have a copy of this handout

The Greyhawk Wars extracted a terrible toll on Nyrond. Whether Nyrond would fall was never an issue. The question was simply that of timing. Remarkably, that issue would be decided by Archbold's own son the young Prince Sewardt. In the fall 585 CY, King Archbold suffered a sudden stroke. Clerics from around the land convened in Rel Mord, finally determining that he had been poisoned. Within hours of the discovery, Prince Sewardt and a group of military officers attempted to seize the throne. Only the intervention of the capital's entire Heironean clergy saved the crown and the king. By the time Archbold's older son, Crown Prince Lynwerd, could lead an army to his father's side, Sewardt and a handful of his cohorts had vanished into the Nyrond countryside. Sewardt's treachery shattered whatever resolve Archbold had managed to cling to during the difficult war years. A wholly broken man, he abdicated in favor of Crown Prince Lynwerd in Fireseek, 586 CY.

Locating the Prince for trial and execution has occupied bounty hunters, nobles, and commoners alike for several years. The most consistent rumors have the Prince allied with Duke Regurd Korenfluss, where he is consolidating his power for another attempt at the throne. Agents loyal to the Prince have been discovered in Oldred, the seat of the Duchy, and throughout the Kingdom.

Handout 3: An Unfinished Report

Next report to C. R. B.

--Crocs & ogres in swamp becoming more restless. Something stirring them up, or just mating season?

--Seedie's goo continues to improve....market in Rel Mord and Greyhawk?

--Coven activity? Ask for assistance or at least adventurers to look into this. Maybe they can prove for certain the Coven does not exist, so Count need not worry...so he can turn his attention elsewhere and leave me be.

--Mayor needs replacement!!!! No concept of LAW. I've had to increase hangings to instill respect among locals. Mayor is probably a spy for P. S.

--Band of adventurers docked today from up north on ship Duntide Dragon. Poking their nose into everything. Watch them...Make sure they understand who is in charge; "shorten noses" if necessary.

Handout 4: Sealed Letter Found in the Sheriff's Strongbox

Addressed to "The Righteous Prince Sewardt"

My Dear Prince Sewardt,

I cannot begin to express with words how your recent actions in Rel Mord have inspired me. While I am not an exceptionally religious man, I feel Hextor, our Lord of Tyranny, has blessed you in your mission to provide the best leadership possible for the Holy Kingdom of Nyron. Archbold's pitiful mismanagement of the throne during the war coupled with Lynwerd's bumbling stupidity (not to mention weak-minded sentiment over his ill fiancée) have all but lost the Kingdom to the demons of The Pale.

Therefore I humbly offer my services as a warrior trained by hands-on experience during the war, in addition to my extensive network of well-placed informants in Arnford, Swam Bore, Adrean's Landing, Rel Mord and elsewhere along the Duntide.

We would be pleased and honored if you chose to relocate from Oldred to Paducah. No place in Brackenmoor and perhaps all of the Kingdom can provide the homely hospitality and small-town flavor that Paducah is famous for. Seedie's crocodile stew alone is worth the trip. Once you have settled here, various local powers, from ogres to witches, can easily be purchased or otherwise forced to serve us.

Your humble servant,

Venokur,

Sheriff of Paducah,

Legally appointed by Count Romadnen Beremen

Handout 5: A Letter with a Broken Seal.

Addressed to "Count Romadnen Bereman, Callistor, Brackenmoor." Dated 16 days ago.

Sir,

In continuing fulfillment of the conditions of my appointment as Mayor of Paducah some seven months ago, I humbly offer this semi-monthly report on the activities in and around the town of Paducah, the Shining Jewel of the Bountiful Gnatmarsh. May it please your eyes.

Although I have the greatest respect for your leadership, I must confess a continuing doubt as to the intentions of another of Your just and worthy appointees, Sheriff Venokur of Paducah. Several local folks have approached me with consistent stories of blackmail, extortion and theft by Venokur and his gang of four other men. Other suspicious acts that I will discuss in detail when I am blessed with an appointment to visit Your Lordship at court lead me to believe (if I may humbly suggest) that Venokur is in league with the coven of witches rumored to operate deep within the Gnatmarsh. If Your Lordship has evidence to suggest otherwise then I too must confess a similar disbelief. Similarly this would render moot the rumor, which is without evidence, of an illegitimate son born of His Royal Highness, King Lynwerd I. The boy is said to live with this coven. Of course Your Lordship's wisdom and knowledge prevails in these matters.

The corruption of Venokur, should your Lordship accept it, is in degree only a small bit less than that of the renegade Prince. May Heironeous protect us all.

Your humble and dutiful servant,
Mayor Romano of Paducah

Critical Event Summary

The purpose of this summary sheet is to provide information to the Nyronde Triad to see how events in this scenario influence future happenings in Nyronde. Return this survey to the event coordinator or Steve Hardinger (partdragon@aol.com). Please give PC names, player names and RPGA numbers.

1. Which PC(s) were born in the Gnatmarsh? (These PCs are immune to the giant Gnatmarsh mosquitoes, but they are generally regarded as slow-witted and inbred, with appropriate penalties to reaction rolls.)

2. Fax was (circle one): Rescued by the PCs Killed but not executed Executed

Explain if needed:

3. Did the PCs do anything extraordinary (significantly different from what the scenario implies they might do)?

4. Did any PC spellcasters behave in a way that was less than good? Explain.

5. Which PC served the Crown best (that is, gathered the largest quantity of useful information)? Provide a brief explanation.

6. Describe any events not outlined in the scenario that you feel could effect the future of the campaign in Nyronde in any way.