

KEOI3-02

Stuck Between a Rook and a Hard Place

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

Version 1.1

by Christian J. Alipounarian

When the favorite chess set of the Earl of Linth is stolen, some fledgling heroes are charged with its recovery. But what does this have to do with... flumphs? This adventure is an introductory module for 1st-level characters.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

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

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

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

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

Living Greyhawk Levels of Play

As an introductory adventure, no characters above 1st level are permitted to play. Players who have characters above this level limit should choose another PC or create a new one with which to play this adventure.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

A week ago, a brazen brother-sister pair of thieves named Waldo and Selinda Cur broke into the ancestral manor of the House of Linth, the royal family that has ruled the Earldom of the same name for generations. The thief took only one item – a chess set. This was no ordinary chess set, as each piece was cast in solid silver and solid gold. The Earl has offered a reward for both the chess set and the head of the thieves that stole it.

The Curs are the unwitting pawns of Amaretta, a sorceress and a member of the Silent Ones. The mission of her reclusive order is to confiscate powerful items of magic – for reasons not clear to outsiders. The tower of the Silent Ones is in the Earl’s very lands. The order does their best to operate without being noticed, and the ruckus that would be caused by their implication in the theft of the Earl’s property is to be avoided. This is the reason that Amaretta has resorted to middlemen to acquire the chess set.

As a further precaution, Amaretta arranged to meet the thieves and pick up the chess pieces at a place that was far from the Silent Tower and that the thieves could quickly reach. This was Sporo’s Point, a gnome settlement a few day’s ride from the Earl’s home. The arrival of a few humans would not be noticed, as the town was hosting many visitors for the local festival, the Running of the Flumphs.

Amaretta’s interest lies not in the chess set, but one of its pieces. The chess set once belonged to a very powerful and evil wizard who was a servant of Vecna. Recently, the Silent Ones came into the possession of the wizard’s journal, wherein he described the creation of a powerful *Ring of Three Wishes*. As Vecna’s rule began to crumble around him, the wizard described hiding the ring inside a hollowed-out chess piece – a wizard - of pure silver. Intrigued, and a bit concerned, the Silent Ones began to research this chess set, and discovered that it was now in the possession of Lucius, the Earl of Linth.

The adventure begins with the PCs entering the town of Sporo’s Point, where they hear about both the festival taking place and the Earl’s stolen chess set – and the reward being offered for it. The PCs are either participating in or enjoying the festival when one of the thieves is jostled and one of the valuable chess pieces falls out of a pocket. The thieves make a run for it, fearful of being caught. They trap themselves in a dead-end alley and make a stand against the PCs. The mishap by the thieves and the PCs actions are all observed by Amaretta’s familiar, and she flees from town – but leaves a surprise behind for the PCs.

The thieves have already made contact with Amaretta and turned over the silver wizard to her. The sorceress told the thieves to keep the rest of the set for their troubles. The PCs would be ill-advised to return the chess set with a piece missing – at the very least, the Earl might accuse the heroes of stealing a piece for themselves.

Amaretta can be tracked down to the local inn where she was staying. The PCs will have to deal with thugs paid in advance by her to harry the PCs. The PCs will gather some clues about her possible destination and a likely direction of travel.

After a hard ride, the PCs will confront Amaretta. They might not have to battle her to recover the wizard – she’s not interested in the piece itself, and she has already recovered the ring from within it. She will explain the reason she needed the chess piece (although she won’t reveal herself as a member of the Silent Ones), and will threaten to demonstrate the power of the ring if the PCs force the issue. If the PCs attack her, she’ll use a *Wish* to teleport herself back to the Silent Tower – taking the rook with her just to spite them.

Sporo’s Point and the Running of the Flumphs

(From the Player’s Primer of the Earldom of Linth at <http://keoland.living-greylark.com>)

The seat of Highland Barony, Sporo’s Point (pop. 480) is home to a large number of gnomes. They have long labored the hills of their home, producing all manner of items and wares. They have found that they are unable to compete with the furnaces of Dreduin, and the settlement suffered a great deal of economic hardship. Recently, under the leadership of Lord Mayor Phineas T. Wigglybottom (known affectionately as “Uncle Wiggly”), the town has reinvented itself as a haven of fine gem cutters and jewelry smiths. Their fine crafts have found a hungry audience in the more affluent settlements in Linth – Dredstadt, Laketowne and Segor – as well as in Nirole Dra.

Like any city populated by a large number of gnomes, there are always a few bizarre things in evidence. A good example of this is the annual Running of the Flumphs. These small disk-shaped creatures sport eyestalks and float about by means of foul-smelling gas emitted from their undersides. Several of these flumphs are harnessed on long tethers by the gnome race marshalls, and the revelers dash ahead in an attempt to outrun the flumphs. Those that fail will find themselves being overrun (over-floated?) by the creatures, which deliver a blast of pungent gas on the victim as they pass

over them. The gnomes find this riotous, although they admit the stink takes days of washing to get out.

The Game of Chess in Oerth

The version of chess played on Oerth is vastly more complex than our own. Individuals that can claim the title of grandmaster have usually dedicated their entire lives to the mastery of this exceptionally challenging game. Rules for this game originally appeared in DRAGON Magazine #100. While the DM need not have this article to run the module, it may make it easier to verbally illustrate the game.

The game originated with the Flan civilization and was later introduced to the Bakluni and Suel through conquest, in the same manner as our own game of chess came from the Middle East to Europe via the Crusades. The name for the game on Oerth is *chatranj*, although it is referred to as “chess” here for familiarity while reading. The game has several variants, such as Tenh’s, (which uses a pentagonal board), but the most popular version is the one played in the Free City of Greyhawk, Nyrond, Keoland, and other civilized regions of Oerth. (This is the version featured in DRAGON Magazine #100, referred to there as “Dragonchess”, and is the one represented here in this module).

The board is rectangular, and is three levels. The bottom level of the board represents the infernal planes, while the other two represent the Prime Material and celestial planes as one ascends. Each player has three contingents of forces that are “native” to each one of these levels (“planes”). While on their “native plane” the pieces move and capture normally. Pieces may move to other levels, but they become much more limited in mobility and the ability to capture if they do.

The three dimensional nature of the game, varied movement and capture patterns for a plethora of pieces, and the time commitment (games can run for many, many hours) make this a game that is difficult to learn, and nigh impossible to master.

Introduction: Welcome to Sporo’s Point

You can’t remember ever being so happy to finally see a town filled with gnomes. Your trek across the Earldom of Linth, in the Kingdom of Keoland, has been both depressing and dangerous. The lands of the Earl are choked by a magical blight that leaves peasants starving, animals mutated, and plants warped and stunted. In many places, the grass is yellow and dry like old paper, even crumbling under a strong wind. You hope the trip will be worth it.

Sporo’s Point is a town whose citizens are mainly gnomes. The settlement is nestled in the hills. You’ve come for the Running of the Flumphs, a bizarre annual festival that promises to help throw off the doldrums of your recent journey. Flumphs, as an eager gnome tether-jockey explains to newcomers such as you, are small disk-shaped creatures that sport eyestalks and float about by means of foul-smelling gas emitted from their undersides. The creatures are reviled or ignored in other parts of Oerth, but here in Sporo’s Point, they are loved.

In the Running of the Flumphs, several of these creatures are harnessed on long tethers by the gnome race marshalls, and the revelers dash ahead in an attempt to outrun them. Those that fail will find themselves being overrun (or, over-floated in this case) by the flumphs, which deliver a blast of pungent gas on the victim as they pass over them. The gnomes find this riotous, although they admit the stink takes days of washing to get out. At the finish line, the winners are provided with a hero’s feast, while the losers are provided with soap and bathing tubs.

Entering the town, you take immediate note of an inn. The structure stands out by dint of being both the largest structure in terms of both stories and scale – most of the buildings here, after all, are built for gnomes. One other thing catches your eye. A colorful bill, with the Earl’s royal seal, can be seen hanging up all over town. A few gnomes are studying it, laughing or scratching their heads. Nearby, the inn’s warm beds and the smell tasty food appeal to your travel-weary bodies.

If the PCs examine the bill, distribute *Player Handout 1*. The gnomes are pointing at it, gossiping about who might have stolen the chess set and why. The gnomes have all kind of outlandish theories – mainly to see if any gullible PCs will believe them. For each gnome that is asked, roll a d12 to see what he or she claim really happened (re-roll any duplicates):

“The Thief is...”

- | | |
|-------|----------------------|
| 1-2 | An orange dragon |
| 3-4 | A fiendish duck |
| 5-6 | A blind orc druid |
| 7-8 | A minotaur wizard |
| 9-10 | A Ketite knight |
| 11-12 | A bear wearing a fez |

“... and stole the chess set because...”

- | | |
|-----|---|
| 1-2 | “... the thief works for Lashton, and the King’s archmage dislikes the Earl.” |
|-----|---|

3-4 "... it is part of a big prank our King is playing on the Earl."

5-6 "... the thief lost it to the Earl in a bet and wanted it back."

7-8 "... the thief works for the Silent Ones, and they're really bored these days."

9-10 "... everyone knows the chess set black market is positively enormous."

11-12 "it is a magic chess set that plays by itself when no one is using it."

The Inn of the Sky-High Pie shows a picture of a steaming pie atop a cloud in a blue sky. The proprietor is one of the few humans who lives here in Sporo's Point. His name is Anson Kell, and he is a elderly, slim, kind-hearted man wearing spectacles. He views the gnomes of the town as his own children, and he is one of the most beloved of the town's citizens. There are no other places to rent a room in the town, as all of the inns are at capacity with visitors for the flumph festival.

Anson Kell will greet the PCs warmly as they enter:

Entering the inn, you have to tread carefully. While there are more humans here than anywhere else you've seen in town, the sheer volume of gnomes in the place makes you afraid you'll step on one of them. From behind the counter, an elderly human man looks up at you over his spectacles. Behind him, a peg-board shows but a single hanging key.

"Aye," the old man says. "That's the last room I've got, all right. The festival gets more popular every year. You folk, step lively over here, and we'll get you squared away with a room, lickety-split. I run this Inn. Name's Anson, and I can guarantee that this is the only room left in the town, travelers. You'd best be up early; the Running of the Flumphs begins at dawn, and you don't want to miss it."

There is absolutely no space left anywhere in town, and this single room is the only thing between the PCs having lodging and camping outside the town's limits. The room will cost a silver piece per adventurer (don't bother worrying about the cost; in the Living Greyhawk campaign, this cost is subsumed under the "Lifestyle Cost" as noted on the Adventure Record you will give to each player at the end of the module).

If the PCs opt for the room, Anson will continue:

"The room comes with a breakfast. It's first come, first served. We put it out at sunup and fill bowls for the next two hours. If you're not down here by then, you can forget about getting a morning meal. Everyone will be up early for the flumphs. You won't see the like anywhere else in Oerth, I guarantee that."

Anson will field any questions about the Running of the Flumphs the PCs might have; consult the previous sections of the module for pertinent information. Anson will ask the PCs if they are planning on watching or participating in the festival. If they indicate they have an interest, he'll warn them

"Best invest in some mint-sap for yourselves," he suggests to you. "The flumphs, we love 'em so, but they pass wind to float themselves around you see, and that stink is pretty awful. To be blunt, that gas kicks like a Scarlet Brotherhood monk! The gnomes have come up with a little bit of alchemy to help with that problem, though. It's kind of a sticky sap that smells strongly of mint, hence the name. You just put it under your lower lip, and then you can't smell those critters, bless their eyestalks. Vendors will be selling it everywhere; you needn't worry about finding any."

PCs who are staying at the Inn can get themselves settled in for the night. For these groups, the action continues in Encounter One...

Troubleshooting PCs that don't want to stay in the Inn: This isn't too great of a difficulty. They will not be allowed to sleep, as gnomish city watchmen will shoo them off the streets. They won't be disturbed if they camp in the hills outside the town. As long as the PCs come back into town in the morning, the action can continue – and if they don't, see the *Troubleshooting* section at the end of Encounter One.

Encounter One: The Running (Floating?) of the Flumphs!

Read the following to any PCs who stay overnight in the Inn of the Sky-High Pie:

Even if you were inclined to sleep in this morning, the crowing of roosters leads to the commencement of a fairly raucous din within the Inn. As people begin getting ready for the day's events, they can be heard talking, slamming doors, and laughing in anticipation of the day's events.

People are making ready to enjoy the day's events. At cockcrow, a gnome priest of Garl Glittergold named Valdy Vemrath will call for a silent prayer. All of the gnomes will bow their heads in silent supplication. When this is done, the priest will cast a trio of *Create Food and Water* spells, enough to feed all of the inn's patrons (forty-five people; the cleric is 5th level). The guests of the inn are aware of the blight and scarcity of food, and everyone takes only what food they need. Large portions simply won't be doled out, and the cleric will regale those who try and take more with

morality tales about excess and gluttony. (Halflings present should cover their ears.)

Once people have finished eating, they will begin making their way outside and jockeying for a position alongside the edge of the street. PCs who come outside (or who enter this town on the following morning) should be read the following:

For the entire length of the main avenue, the edges of the streets have been cordoned off with brightly painted hemp rope. Spectators have edged up to them, pushing and straining their necks to get a good view. A large portion of the crowd seems to be gnomes, but the rest seem to be humans and halflings, with the occasional elf or dwarf.

Standing in the street are a half-dozen gnomes. They wear leather caps and clothespins pinch their noses closed. The gnomes each carry a long tether curled like a whip at their belts.

They are talking near a collection of odd-looking creatures that you can only assume are flumphs. The beasts are shaped like disks, with a pair of eyestalks on their dorsal side and several tentacles dangling from their bottom side. From their undersides, the creatures emit a low, periodic release of gas, sounding like the expansion and collapse of a smith's bellows. The flumphs are communicating in a language that sounds very much to you like that of soft belching. The sum of noise they make as a result of their speech and locomotion sounds rather... gastric.

Ahead of the flumphs, people who seem intent on participating in the run stand in the street, waiting for their mad dash ahead of the creatures to begin.

Allow the PCs to mill about a bit, talk to people in the crowd. Here are some things they might overhear:

“They said Uncle Wiggly got a discount on the scroll this year from a friend in the Illusionary College in Geoff...” “Shhh! Quiet, stupid! The big’uns are listening!”

“My money is on Rankbottom to reach the finish line first. He’s quite the fast stinker, that flumph! I bet he’ll stank LOTS of people!”

“I overheard some of the humans who were taking part in the Run for the first time. They wondered how running ahead of creatures as slow as flumphs was going to be a challenge - are THEY in for a shock!”

“I’m voting for Uncle Wiggly AGAIN this year!”

“Reeker sprained a tentacle and can’t participate in the Running this year. I hear he and his jockey are beside themselves.”

A gnome in a top hat strides out into the street with a small box under his arm. He is wearing a fancy courtier’s outfit with colorful buttons. The crowd bursts into applause, with the gnomes pumping their fists in the air and making whooping noises while chanting “UNCLE WIGGLY! UNCLE WIGGLY!”¹

The gnome flips over the box and stands atop it, elevating him to a majestic four feet in height. He holds his hands up to calm the crowd. “I am Professor Phineas T. Wigglybottom, Mayor of Sporo’s Point, and I welcome you all to the RUNNING OF THE FLUMPHS!” Once again, the crowd applauds wildly.

Gnome vendors walk by, hawking mint-sap – something they explain that, when liberally applied to one’s upper lip, will block the smell of the flumph-gas.

Meanwhile, Mayor Wigglybottom points to the crowd of gathered revelers in the streets. “Last chance to join in the Running of the Flumphs, my friends! Anyone interested in being in the Run, gather yonder! Winners are treated to a feast conjured in the name of Garl Glittergold, our patron! Losers get the feast AND free soap! Step right up, the Run will begin in five minutes!”

PCs are free to participate, or to play the spectator. When the race begins, the spectators begin cheering and catcalling, and by the time the finishers are thundering or floating to the finish line, the noise is near deafening.

With the participants lined up, the mayor removes from his cloak an empty waterskin and a scroll tube. Removing the parchment within, he begins reading words of arcane power. As he finishes the spell, the flumphs and their tether-jockeys suddenly seem to be speaking and moving much more quickly. One rather rotund human swallows hard.

The Mayor smiles, grabs the empty waterskin and puts it to his lips. He quickly blows it up, plants it on the box top, and plants his rump upon it. For a split second, you could hear a pin drop. Then, the air in the bladder is expelled in a noise that smacks of flatulence. “GO!” the mayor yells! And with that, the Running of the Flumphs has begun!

¹ If the gnomes sound like the audience from *The Jerry Springer* show, you’re doing it correctly!

The Rules of the Race

See *Appendix B* for details on these lovable, maligned creatures known as flumphs. Players can be given *Player Handout #2* which gives a picture of a flumph.

The race is broken up into “legs,” four in all. Each leg represents about ten rounds (one minute) of running. Normally, the flumphs could be easily outrun, but thanks to the mayor’s *Mass Haste* spell, all bets are off.

You should calculate the “Race DC” of each PC participating in the Run. To do this, add the total RANKS (not modifiers) each PC has in Jump to their base movement rate, and subtract the number from 45.

For example, a human rogue (base movement rate of 30’) with four ranks in Jump has a Race DC of 11. A lumbering human fighter encumbered in heavy armor (15’) with no ranks in Jump has a Race DC of 30! A PC’s Race DC can never drop below 2.

For each legs of the race, PCs should make Reflex saves against their Race DC. (Remember, a “1” always fails a saving throw!) Failure indicates the PC has tripped, or simply ran out of gas, and has been overrun... er, over-floated by a flumph and gotten a blast of the creature’s pungent underside as it passed overhead! (DM Note: A great prop to have for this is a “whoopee cushion” – use it whenever a PC fails a check!)

PCs who fail the check, but invested in mint-sap for their noses are unaffected by the gas. The more “frugal” PCs, however, must make Fortitude saves (DC 13) or curl up in gastric distress for 2d6 rounds. It takes several washings of the PCs clothing to get out the stink. PCs make all Hide checks at –20 for the next day. For the length of the festival, smelly PCs receive a +2 Stank Bonus to all Cha-based checks made in town – the gnomes of Sporo’s Point appreciate good sports!

Dirty Tricks!

The PCs might decide to cheat. As gnomes are tricksters at heart, this is definitely allowed. In general, anything that doesn’t cause serious injury or property destruction works. DMs should adjudicate an attempt to use a Dirty Trick on a case-by-case basis. Choose a skill or ability check that best fits what the PC is trying to do. In general, here are some guidelines:

Simple Trick (Example: Distracting the runner next to you long enough for him to get over-floated): DC 10 skill check, adds +1 to Reflex saves for completing that leg of the race.

Average Trick (Example: “Accidentally” brushing up against a crate and sending it tumbling into the street,

slowing other runners down): DC 15 skill check, adds +2 to Reflex saves for completing that leg of the race.

Complex Trick (Using spells to distract or mislead runners): DC 20 or successfully casting spell; adds +3 to Reflex saves for completing that leg of the race.

Legs of the Race

The first leg of the race is a straight run down the wide main avenue of town. The leg ends in a hard turn right – and the gnomes have laid out bales of hay as obstacles to slow the runners down!

The second leg is a winding street that slopes upward. The upgrade in the street slows runners down further.

The third leg of the race comes to a T-intersection. Some runners bear right, others left. In truth, through the use of barricaded streets, the runners are making a circle. The flumph-jockeys will go left. Meanwhile, half of the runners are suddenly charging into a mob of their fellows – and running TOWARDS the flumphs! (To imagine what this leg looks like, picture the outline shape of a lollipop)

The last leg returns the runners to the main avenue. From here, the few that are left in the race can pour on the speed to get away from the flumphs!

Encounter Two: Stop, Thieves!

The events of Encounter Two will begin after the race has ended. Waldo and Selinda Cur are in the crowd, working as a team to pickpocket the locals caught up in the day’s festivities.

As the last finisher dashes across the finish line ahead of the advancing line of flumphs, the crowd erupts into cheers and applause. The flumphs and their jockeys sail over the finish line, and the crowd rushes past the cordons on either side of the avenue to fill the street. Revelers are everywhere, laughing and singing. Parents hoist giggling children onto the tops of the floating flumphs, and the jockeys sign autographs for their fans.

With all of the joy of the events, the hue and cry of “STOP, THIEF!” is that much more jarring. Turning, you spy an older human man pointing to a pair of humans with a familial resemblance. Both are unattractive and dark-haired. As the pair turns and bolt into the throng, you notice something silver lying in the streets where they stood.

The object dropped is a silver chess piece, a dragon. It is a lovely figure, worth 50 gold lions. The people in the crowd will be pointing to the chess piece, murmuring about the Earl’s stolen property and a

reward for the property. No one in the crowd will pick up the chess piece, but the PCs are free to do so. After three rounds, Mayor Wigglebottom will approach and pick up the piece if the PCs have not. He address the PCs (if any haven't tore off into the crowd after the thieves):

“Egad!” the gnome cries. “The thieves of the royal chess set, here in our very midst and causing trouble on a festival day! Hey, there’s a reward for this chess set, you know! Go catch those crooks! If you recover the chess set, bring it to my home. I’ll advance you the reward and send a message to the Knights of the Watch to come and retrieve the Earl’s property.”

Chasing the Thieves

Chasing the thieves through the crowd is rough going. The throng is thick with people closest to the streets. Once the PCs break past the spectator line on the opposite side of the street, however, Sporo’s Point is all but deserted. PCs that make a good Spot check (DC 20) might notice that their pursuit seems to be watched by a crow that follows overhead. This is Amaretta’s familiar Onyx. The Silent One decided to keep an eye on the thieves after her transaction with them, and with their clumsy self-revelation, she will already be preparing to flee with the chess piece she received from them.

PCs with a 20’ base movement rate cannot catch the thieves. PCs with a 30’ movement rate will catch the thieves after eight rounds of hot pursuit. For every 5’ of base movement above 30’, this PC will catch up with the thieves one round sooner. The order of PC arrival is important, as especially fast PCs might find themselves fighting alone for several rounds as their companions catch up – not an ideal situation!

Read the following to the first PC(s) that catch up with the Cur siblings:

Your chase takes you to a dead-end alley. The thieves are just beginning to climb the wall when they realize that they will not be able to scale the wall in time. Cursing, they whirl and draw blackjacks.

The Curs will only use subdual damage - they are thieves, not murderers.

APL 2 (EL 3)

Waldo and Selinda Cur: See *Appendix A*.

Tactics: These two are very good at working together, and each will attempt to set up a flank for the other. They will use tumbling to good effect for this. They will stay and fight until captured or until they are sure they have knocked out all of their pursuers (i.e. until all

party members who opted to chase them were defeated).

Development: Whether or not the PCs defeat the thieves, or even attempt to capture them at all, go to *Encounter Three*.

If any of the more larcenous PCs start considering harboring thoughts about stealing the chess pieces, remind them that they are the stolen property of the Earl and it would be punishable by death should they be caught. DMs should also note that PCs can never acquire more gold than the maximum as listed on the Adventure Record (AR) for this event.

Encounter Three: The Snapdragon Downs Inn

If the thieves overcome the PCs, or are not pursued, the gnomes will organize themselves into search teams and scour Sporo’s Point for the thieves, to no avail. The Cur siblings will make for the countryside and flee the reach of the PCs.

Mayor Wigglebottom will find the PCs shortly after the thieves escape. He’ll admonish them for dragging their heels if they didn’t make an effort to pursue the thieves, or commend them on a fine try if they fought the thieves but were defeated. He’ll be delighted if the PCs have recovered the chess pieces, and will take possession of them pending the arrival of the Knights of the Watch to return them to the Earl. Professor Wigglybottom will then say:

“The revelation of their identity of the thieves has perhaps given us a new lead. There may be a conspiracy afoot! You see, once word got around as to what these rogues looked like, a few of the townfolk reported having seen them in one of our other inns, called the Snapdragon Downs. They met with someone in one of the upstairs rooms. She is a human woman, a wizard by the looks of her, and rather attractive or so I’m told. No one has seen her leave, so I posted a few of townfolk at the inn’s front and back door. I wanted to ensure she didn’t make a run for it, and also to keep the news about the thieves be uncovered from reaching her ears.”

“Until the earl’s Knights of the Watch arrive to take control of the situation, my “town guards” consist of some retired gnome farmers and an old hunting dog. We simply don’t have enough trouble here in town to warrant any more than that, even during festival time. We’d be much obliged if you could follow up on this matter for us.”

The mayor will look disappointed but harbor no ill will towards the PCs if they don't look into the matter. If the PCs don't continue the investigation, the adventure is effectively over as Amaretta will escape back to the Silent Tower with her chess piece and the ring within it. Calculate the XP the PCs have earned, and distribute Adventure Records to the players.

If the PCs agree to look into the matter, Professor Wigglybottom will thank them profusely and will personally escort them to the Snapdragon Downs Inn. If the PCs are wounded, he'll suggest a short detour to the small shrine to Garl Glittergold where the resident priests can heal them. (Each casting of *Cure Light Wounds* by one of the 1st level clerics costs the PCs a 10 gp donation each. Each casting heals 1d8+1, but remember that curing magic heals subdual damage at double the normal amount!)

The Snapdragon Downs Inn is a shoddy-looking establishment that clearly caters to those with little money. The entire building seems to lean slightly to one side, and the two-story structure is comprised entirely of whitewashed wood and sloppily placed shingles. You notice several gnomes doing their best to look discrete, carefully observing the front door of the Inn.

The Inn has a front and back door. It's two stories, and is rather small – it has about eight rooms on the second floor, each with its own window, and a large common room downstairs. Unlike many inns, the Snapdragon Downs doesn't have a bar and does not serve food or drinks. When the PCs enter:

Like most inns in the town, the Snapdragon is crowded, but it appears that a fair number of people have already left town with the conclusion of the festival. This is definitely a seamier crowd than the Inn of the Sky-High Pie, but you've probably been in worse places. Not MUCH worse, though. The ground floor has a small room with a desk where the innkeeper conducts his business, and the large common room that takes up the lion's share of the downstairs space. A short rickety staircase leads upstairs.

The innkeeper is a fat, perpetually panting man named Oto Sheebane, who will gruffly ask the PCs their business when they enter. He will verify that a lovely woman with the trappings of a wizard is in room six on the second floor. Oto thinks that she is still there, as he hasn't seen her leave. (She has actually snuck out of the Inn using magic to cover her escape) He doesn't look thrilled about letting the PCs investigate but he won't stop them. He will charge them a copper piece for use of the key if they want to go upstairs (he keeps extra keys to each room of course).

The DM should refer to **DM Aid One** at this point.

Each room is very small and dingy with a crude bed, washbasin and chamber pot. Two of the larger ones at the end of the hall have tables. A group of thugs are waiting to crack the PC's skulls when they enter Amaretta's room. One of the men loses his nerve when he sees the PCs and puts his hands up. He won't fight unless he is subsequently attacked, but his fellows will have it out with the PCs.

APL 2 (EL 3)

Amaretta's Goons: *See Appendix A.*

These men were each paid 5gp to rough up the PCs. The thug that doesn't wish to fight is named Aveyan Krell. When he took the money, he expected to be threatening the PCs, but the other thugs made it clear they were going to rough up the PCs and kill them if they gave them grief. He got cold feet, but was afraid the other thugs would kill him.

Krell (or alternatively, any of the other three thugs) can tell the PCs the following:

- He can verify her name as Amaretta and can give a very accurate description of what she looked like (waist-length red hair, green eyes, dressed in sheer tan robes).
- He mentions that when they met with her, she had a crow perched on her shoulder.
- She paid them each 5 gp to "keep the adventurers out of her hair" until she fled Sporo's Point. She *didn't* give orders to assault the PCs – the thugs came up with that idea on their own.
- Before she left, she asked Krell about the fastest route to Brede, the nearest major settlement to Niole Dra within the Earldom of Linth.
- She cast a spell over herself and disappeared, and the thugs haven't seen her since.

Krell wants to go home and doesn't want any trouble. He offers to turn over his five gold lions to the PCs if they cut him loose. If they refuse he looks frustrated. He won't resist unless the PCs get violent first.

A search of the room won't reveal anything of interest to the PCs.

Encounter Four: Along the Northern Point Road

The PCs have an advantage, as Amaretta is on foot and not pushing herself, as she believes that she isn't being

pursued. The PCs can afford to rest a single day, but no more, or the risk of losing her is too great.

If Amaretta is headed for Brede, it seems obvious to the PCs that she will travel along the Northern Point Road, which connects Sporo's Point to the center and northern areas of the Earldom.

With the festival, there has been a tremendous amount of traffic on the road, and tracking a single traveler's footprints is impossible. However, the PCs should have a good description of Amaretta. It's just a matter of catching up with her. If the PCs try to catch Amaretta on foot, it will take six hours of marching. This will be reduced to three if the PCs travel by mount. However, the blight-stricken lands will provide an impediment to the PCs along the way:

Your travel over the Northern Point Road reveals in terrible detail how this region, and indeed the whole of Linth itself, seems to succumb to the unnatural blight on the land. The earth is dry and cracked; even the heaviest rainstorms seem never to sate the parched soil. Grass is so yellowed and cracked that it resembles old paper and breaks apart in a wind. Trees are stunted and warped into sickening shapes. Soon after you set out, a rainstorm rolls in

Padding down the road towards you is an enormous mastiff with an odd, bulbous head. The beast's lower jaw appears to large for its skull, and its mouth leaks a near-constant torrent of saliva. Disturbingly, even from this distance you can hear the rain droplets sizzle as they fall and strike the beast's hide.

APL 2 (EL 3)

Hellhound: See Appendix A.

Have each PC make a Spot check. Take the highest roll; this is the number of squares (five foot increments) away the combat encounter begins.

This beast is *not* one of the twisted and mutated natural animals that have plagued Linth, thanks to the blight. In fact, its presence here in Linth is a small clue to the real origin of the forces behind the blight – something that these fledgling heroes might come to understand years from now. (This will be revealed over time in the Keoland regional modules that comprise the *Tales of Linth* series of modules)

Tactics: Charge and breathe fire across as much of the party as possible, then melee with the closest foe and try to tear out their throats!

Encounter Five: Catch Me if You Can!

Assuming that the PCs don't tarry any longer than a normal night's sleep and a few quick meals, the PCs will finally catch up with Amaretta before she reaches the next settlement (Laketowne). The PCs will encounter her on the road.

It's important that, when running this encounter, you give the PCs ample chance to negotiate with Amaretta. Don't immediately call for initiative or inadvertently railroad the PCs into a combat.

Amaretta will realize that she has to deal with the PCs; she can't afford to have them dogging her steps back to the Silent Tower, never mind finding out that place is her ultimate destination. Her crow familiar is airborne and is watching for the PCs. Barring magic unlikely to be available to low-level PC's (such as *Invisibility*), the party will be unable to surprise Amaretta.

At last, the subject of your manhunt is in sight. The human woman is standing in the middle of the road, her arms folded across her ample bosom. She is a stunning woman, with fiery hair that cascades down to her waist, and sheer tan robes cut to show off her figure. A dagger seems to be her only weapon, although you can see pouches along her belt that doubtless contain spell components.

"You're damned persistent," she says, making no effort to hide the irritation in her voice. "What the hell do you all want? Let's hear it."

APL 2 (EL 4)

Amaretta, Silent One Aspirant: See Appendix A.

The sorceress is genuinely under the impression that the PCs somehow know about the *ring*, and that *it* is the reason they have dogged her steps for so long. She attempts to let the PCs do most of the talking. If the PCs allude to the fact that they're interested in the chess piece itself, Amaretta will finally see the big picture and will react thus:

The sorceress blinks a few times, apparently coming to some realization. And then she tilts her head back and gives a merry laugh, her red locks cascading down her back. "Ah," she says, her voice tinkling, "forgive me, heroes. How ignorant I am. The chess piece, of course. I'll tell you what. I propose we come to an agreement. I'll return the chess piece to you, and in exchange, you let me go. Or..." she says, looking thoughtful, "we fight. I won't lose. And you won't get the chess piece, I guarantee it."

Any PC making a Sense Motive check (DC 13) gets the feeling that Amaretta knows something the PCs don't, and that she seems confident and unafraid of the PCs.

If the PCs insist on combat, she will not oblige them. She will retrieve the *Ring of Three Wishes* from her pocket, slip it on as a move-equivalent action, and *Wish* herself to safety. (She could have done this in the beginning, but she was doing everything in her power not to waste one of the ring's precious charges!)

If the PCs accept the deal, Amaretta will retrieve the chess piece from her robes and will toss it to the party from a good distance. The silver wizard appears to be intact and simply in need of a polish. She will smile and nod to them. "Reasonable," she says. "Rare, for adventurers. Perhaps we might have a use for you in the future." With that, she will cast *Invisibility* and continue her trek back to the Silent Tower. If the PCs attack or attempt to capture her in some way, she will take out the ring and use it as described above.

UNDER NO CIRCUMSTANCES CAN THE PCs GET THE RING OF THREE WISHES! If by some fluke the PCs manage to catch Amaretta and defeat her, the PCs will discover that the ring will have already had all of its charges used long ago, and is now nothing more than a piece of jewelry with historic and magic significance.

PCs that negotiate with Amaretta instead of fighting with her, and retrieve the chess piece, receive XP as if they had defeated her in battle. Their goal, after all, is to recover the chess piece to make the Earl's set complete once more.

If the PCs now have all the chess pieces (having retrieved the stolen ones from Amaretta and the Cur siblings), proceed to *Conclusion A*. If the PCs have recovered all the chess pieces but Amaretta's silver wizard, proceed to *Conclusion B*. If the PCs retrieved the silver wizard piece, but none of the others, proceed to *Conclusion C*. If the PCs "screwed the pooch" and recovered nothing, *Conclusion D* awaits them!

Conclusion A

Having recovered the final missing chess piece and re-assembled the set, you return to Sporo's Point. Mayor Wigglebottom is very pleased that the robberies didn't sully the town's beloved festival. Not long afterwards, a contingent of Knights of the Watch in service to the Earl arrives to retrieve the chess set. You are given a reward, and the knight assures you that you have the Earl's thanks for a job well done.

The PCs will gain the *Favorable Notice of the Silent Ones* on their AR's. Likewise, mark an "X" through the

Unfavorable Notice of the Silent Ones. If the PCs defeated the hellhound, they may take the *Hellhound Pelt Cloak* at their option.

The End

Conclusion B

Your quest to retrieve the final missing chess piece having eluded you, you return to Sporo's Point. Mayor Wigglebottom is very pleased that the robberies didn't sully the town's beloved festival. Not long afterwards, a contingent of Knights of the Watch in service to the Earl arrives to retrieve the chess set. They are unhappy that the entire set was not retrieved, but the knight assures you that you have the Earl's thanks for doing what you could.

If the PCs attacked or refused to negotiate with Amaretta, the PCs will gain the *Unfavorable Notice of the Silent Ones* on their AR's. Likewise, mark an "X" through the *Favorable Notice of the Silent Ones*. If the PCs defeated the hellhound, they may take the *Hellhound Pelt Cloak* at their option.

The End

Conclusion C

Your quest to retrieve the missing chess set has left you having recovered but two pieces. You return to Sporo's Point. Mayor Wigglebottom remains unhappy that the thieves that sullied the town's beloved festival escaped. Not long afterwards, a contingent of Knights of the Watch in service to the Earl arrives to retrieve the chess set. They are unhappy that so little of the chess set was not retrieved. The knight flatly assures you that you have the Earl's thanks for doing what you could. Somehow, you aren't convinced.

If the PCs negotiated with Amaretta and did not attack her, the PCs will gain the *Favorable Notice of the Silent Ones* on their AR's. Likewise, if this is the case, mark an "X" through the *Unfavorable Notice of the Silent Ones*. If the PCs defeated the hellhound, they may take the *Hellhound Pelt Cloak* at their option.

The End

Conclusion D

Having but a single chess piece dropped by the thieves to show for your efforts, you dejectedly return to Sporo's Point. Mayor Wigglebottom remains unhappy that the thieves that sullied the town's beloved festival escaped. Not long afterwards, a contingent of Knights of the Watch in service to the Earl arrives to retrieve

the chess set. They are unhappy that so little of the chess set was not retrieved. The knight flatly assures you that you have the Earl's thanks for doing what you could. Somehow, you aren't convinced.

The PCs will gain the Favorable Notice of the Silent Ones on their AR's. Likewise, mark an "X" through the Unfavorable Notice of the Silent Ones. If the PCs defeated the hellhound, they may take the Hellhound Pelt Cloak at their option.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Having a good time at the Running of the Flumphs!

APL2 30 xp

Encounter Two

Defeating the Curs

APL2 90 xp

Encounter Three

Defeating the Goons

APL2 90 xp

Encounter Four

Defeating the Hellhound

APL2 90 xp

Encounter Five

Defeating Amaretta OR negotiating with her for the missing chess piece

APL2 120 xp

Discretionary roleplaying award

APL2 30 xp

Total possible experience:

APL2 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

Encounter Two:

APL A: L: 326 gp; C: 0 gp; M: 0 gp

Encounter Three:

APL A: L: 704 gp; C: 20 gp; M: 0 gp

Encounter Five:

APL A: L: 104 gp; C: 20 gp; M: 0 gp

Conclusion:

APL A: L: 0 gp; C: 1050 gp; M: 0 gp

Total Possible Treasure

APL A: L: 2184 gp; C: 40 gp; M: 0 gp - Total:
2224 gp (371 gp per PC)

Special

Hellhound Pelt Cloak: Part of the spoils of your adventure includes the pelt of this beast, fashioned into a cloak of unusual warmth and softness. Its value is included in your "Gold Earned" above, and it makes a fine souvenir of your adventure in the Earldom of Linth. This item cannot be traded or sold.

Favorable Notice of the Silent Ones: You are uncertain why, but you have come to the attention of the Silent Ones. Fortunately, the notice is a favorable one. How this will affect your PC in the future...?

Unfavorable Notice of the Silent Ones: You are uncertain why, but you have come to the attention of the Silent Ones. Unfortunately, the notice is a favorable one. How this will affect your PC in the future...?

Items for the Adventure Record**Item Access**

APL 2: None

Appendix A

Encounter Two:

Waldo and Selinda Cur, Thieves-for-Hire: CR 2; Medium Humanoid (Human) Rog 2; HD 2d6+2; hp 12; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 16 (+3 armor, +3 Dex); Atk +4 melee (sap, 1d6+1 subdual); SA Evasion, Sneak attack +1d6; SV Fort +1, Ref +6, Will -1; AL CN; Str 12, Dex 16, Con 12, Int 16, Wis 8, Cha 8.

Skills & Feats: Balance +10, Climb +6, Hide +8, Jump +8, Listen +4, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +8, Spot +4, Tumble +10. Improved Initiative, Weapon Focus (Sap).

Possessions: Masterwork studded leather armor, masterwork sap, silver chess pieces (total value of incomplete set is 3000 gp).

Encounter Three:

Amaretta's Goons (3, plus one that doesn't wish to fight): CR 1; Medium Humanoid (Human) Ftr 1; HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 16 (+3 armor, +1 shield, +2 Dex); Atk +4 melee (heavy mace, 1d8+2) or +3 melee (dagger, 1d4+2); SV Fort +4, Ref +2, Will +0; AL NE; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills & Feats: Climb +4, Handle Animal +4, Jump +4, Ride +6, Swim +6. Combat Reflexes, Dodge, Weapon Focus (Heavy Mace)

Possessions: Heavy mace, masterwork studded leather armor, masterwork buckler, 5 gp.

Encounter Four:

Hellhound: CR 3; Medium-Size Outsider (Evil, Fire, Lawful); HD 4d8+4; hp 22; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Atk Bite +5 melee (1d8+1); SA Breath weapon (Cone of fire, once per 2d4 rounds, 30' long, 1d4+1 damage, Reflex save for half damage, DC 13); SQ Scent, fire subtype; AL: LE; SV: Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*. Improved Initiative, Track. * Gains a +8 to these skills when tracking by smell.

Encounter Five:

Amaretta, Aspirant of the Silent Ones: CR 4; Medium Humanoid (Human) Sor 4; HD 4d4+4; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+3 Dex); Atk +6 melee (masterwork dagger, 1d4-1); SV Fort +2, Ref +4, Will +4; AL N; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 16.

Spells Known (6/7/4; base DC = 13 + spell level): 0—[*Daze*, *Detect Magic*, *Disrupt Undead*, *Prestidigitation*, *Ray of Frost*, *Read Magic*]; 1st—[*Burning Hands*, *Comprehend Languages*, *Mage Armor*]; 2nd—[*Invisibility*].

Skills & Feats: Concentration +8, Gather Information +5, Knowledge (arcana) +8, Knowledge (history) +4, Sense Motive +2. Combat Reflexes, Improved Initiative, Weapon Finesse (Dagger).

Possessions: Masterwork dagger, spell component pouches, 20 gp.

Appendix B

FLUMPH

Small Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +3 (Dex)

Speed: Fly 20 ft (average)

AC: 20 (+1 size, +3 Dex, +6 natural)

Attacks: Spikes +4 melee

Damage: Spikes 1d4 plus 1d4 acid

Face/Reach: 5 ft by 5 ft/0 ft

Special Attacks: Acid

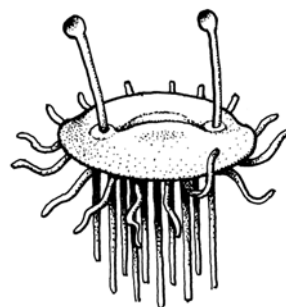
Special Qualities: Nauseating spray, darkvision 60 ft

Saves: Fort +0, Ref +3, Will +5

Abilities: Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10

Skills: Hide +7, Listen +7, Move Silently +7, Search +4, Spot +7

Feats: Weapon Finesse (spikes)



Climate/Terrain: Any underground

Organization: Pair or colony (4-16)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful good

Advancement: 3-6 HD (Small)

A flumph appears as a jellyfish-like creature about three feet in diameter. Its body is round and almost flat. The body is flanked by two eyestalks, each about six inches long. Several short tentacles hang from the creature's underside, concealing a mass of small spikes. A flumph is pure white in color with slightly darker tentacles.

COMBAT

The flumph hovers a few inches above the ground, or hangs motionless in reeds or similar concealment, hunting small creatures such as rats, frogs, and lizards. When it finds a small creature, it rises a foot or two, and drops onto its prey, piercing it with its spikes and injecting its acid into the wounds.

If threatened by a larger creature, the flumph attempts to drive it away by squirting a foul-smelling liquid from an orifice along its equator. If this fails, the flumph can rise to a height of 10 feet and drop onto an opponent, piercing it with its spikes and injecting its acid into the wounds.

Acid (Ex): When a flumph hits an opponent with its spikes, it injects a potent acid into the wounds. This acid deals 1d4 points of damage to the opponent for 2d4 rounds. The acid can be washed away by vigorously rinsing (two full rounds) or by total immersion in running water.

Nauseating Spray (Ex): Line of foul smelling liquid, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated (no action other than a single move or move-equivalent action) for 1d4 rounds; Fortitude save (DC 11) negates. The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected at a range of 100 feet.

Bonus Feats: The flumph gains the Weapon Finesse (spikes) feat as a bonus feat.

ROYAL NOTICE!

Our beloved majesty, Lucius, the Earl of Linth, is

THE VICTIM OF A WICKED THEFT!

Said theft was of one of the Earl's most prized possessions,

AN ANTIQUE CHESS SET OF SILVER AND GOLD.

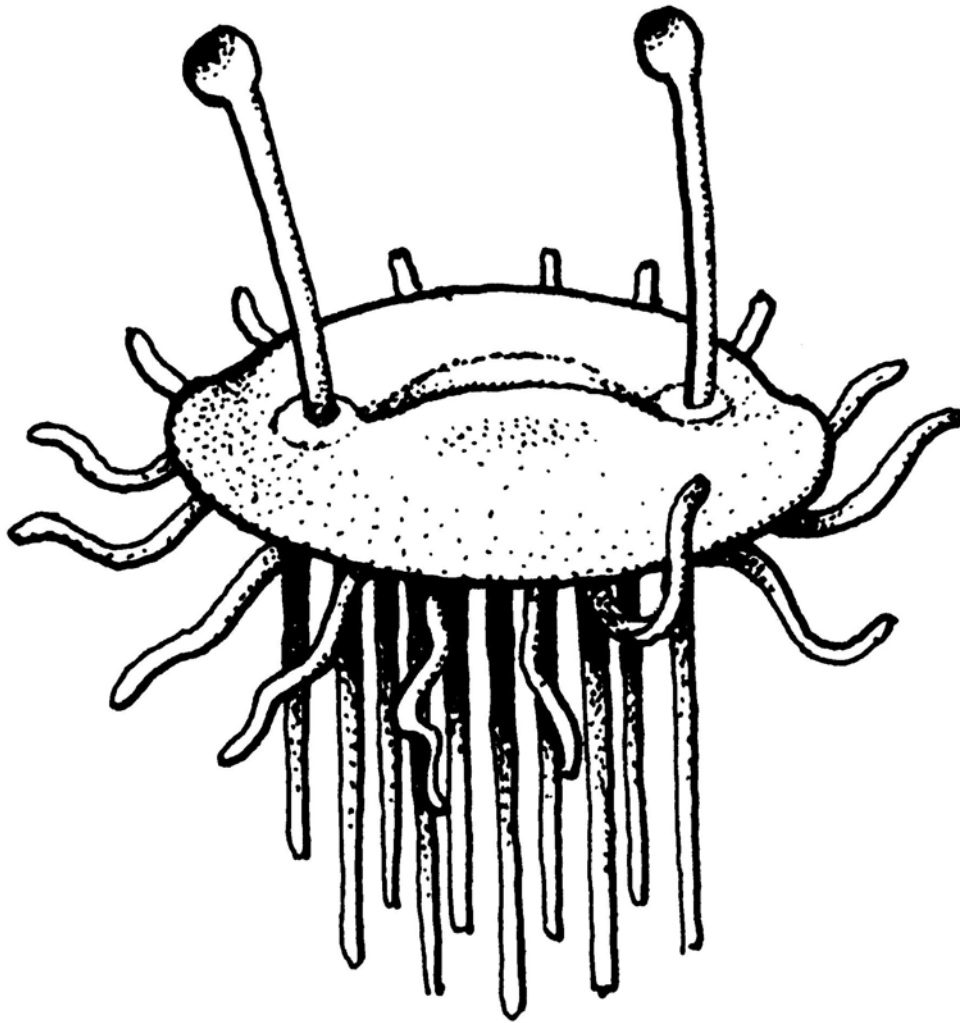
*A REWARD of SUBSTANTIAL VALUE is offered to ANY
who bring the MISCREANTS who stole it and return this*

*PRECIOUS POSSESSION OF
OUR BELOVED EARL*

*Any information regarding the WHEREABOUTS of the
THIEVES or the STOLEN PROPERTY should be reported to
the KNIGHTS OF THE WATCH at once!*

Player Handout #2

Behold... the humble Flumph!



DM Aid One

