

YEO3-01

Guard Dogs

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

Version 1.0

by Bill Howell

Groups of refugees from the Hold of the Sea Princes are disappearing amidst the Tors. The authorities seem to care little about the deaths of helpless foreigners. Can you be a good shepherd and escort your flock to safety? Or will the unseen wolves claim you as well as your charges? An adventure for APLs 4-8.

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

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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 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.

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 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

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

About the Yeomanry

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

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

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

IS THIS A MILITIA MODULE?

No, as militia characters are working undercover. However, Hounds and Falcons of Trithereon are considered activated for this module. Therefore they may count this adventure towards the four or six TUs they must serve per year for that meta-organization.

IS THIS A DUSTDIGGER MODULE?

As this adventure also involves artifacts and magic of an unknown origin, students in the Academy of Lore also may count this adventure towards the 12 TUs they must spend per year in study.

“THE QUAKE”

Year Two of Yeomanry Living Greyhawk adventures (CY 592) centers around a large earthquake that takes place at the beginning of the year. While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. Soothsayers and self-proclaimed prophets espouse that the earthquake was an ill omen of things to come in the Yeomanry. While the damage was great and hundreds of lives were lost due to the tremor and its aftershocks, other activities in and around the Yeomanry have been far more alarming. In the weeks following the quake, heavy humanoid, ogre, and giant activity has been detected throughout the mountains. Reports of strange sounds, disappearing townsfolk, and screams in the night have been heard in Dark Gate, causing people to fear something has emerged from Slerotin's Tunnel. There is a feeling of dread that is slowly spreading throughout the land. People are afraid the soothsayers might speak the truth...

THE TORS

The Tors are a mesa-like series of hills located at the terminus of a spur of the Crystalmist range. They mark the southernmost lands of the Yeomanry, and the western Tors are home to the independent walled city of Melkot. Where the Tors meet the Hool Marshes, they become quite dangerous, being full of monsters and humanoid tribes that frequently raid the Yeomanry. As such, these wild hills are a constant source of trouble for the Yeoman.

MILBORNE (pop 160)

Milborne is a small town on Westburn Road that rests on both banks of a small, narrow tributary of the River Burn. Virtually everyone in town earns a living either from farming or from lead and copper mining in the Tors. A handful of outside merchants visit periodically, but the powerful Carman family handles almost all ore sales, and newcomers to the trading business are given short shrift. The people of Milborne are fairly friendly but insular, quite happy that their town is a backwater.

LASKER (pop 350)

Lasker is a small farming community on the far reaches of the Tors. Some revenue is collected via mineral extraction from the hills as well. The Church of Seven Faiths priest in Lasker is a young, headstrong priestess named Alyssa (NG human female Clr4). One large and well-kept tavern, the Diamond Tavern, sits on the outskirts of town. In recent months rumors of a snake cult have been spreading around town, and a recent disappearance of a local family has only reinforced the paranoia spreading about town.

THURMASTER (pop 100)

Thurmaster is a small walled town a short ride from the horrors of the Hool Marshes. The outskirts of town contains a fair number of abandoned buildings, now falling in ruin. The walls were built 40 years past as a defense against the then-marauding lizardfolk of the Hool, led by a ferocious lizard king. The lizardfolk were eventually turned back, but at great cost. Fishing, agriculture, harvesting of marsh reeds and hay, and light forestry are the main sources of income here. There is one tavern of note in town—the Hound and Tails, run by Weismar. Arthur, a renowned and skilled woodcarver, peddles his wares in a shop in central Thurmaster.

Adventure Summary and Background

Milborne is a Yeoman town on the northern edge of the Tors, located at a busy crossroads. As such, it sees considerable traffic, particularly by adventurers. Some of the characters have merely chosen to break their journey here, while others may be engaged in covert tasks for the Church of Seven Faiths, the Faithful of Trithereon, or the Yeoman Militia. Whatever their reasons, they are all staying at the Baron of Mutton Inn, a favorite haunt of adventurers heading or returning from the south and east.

Encounter 1 takes place at this inn, when Arvin Quincannon, a cleric of Trithereon, approaches the characters. Quincannon is investigating the disappearance of two groups of refugees from the Hold of the Sea Princes. Followers of Trithereon were escorting these refugees through The Tors to the town of Thurmaster via the village of Lasker. Both groups vanished without a trace before reaching Lasker, and Quincannon is trying to

prevent the same from happening to the next group. Unknown to him, the groups were wiped out by a tribe of bullywugs, lead by a bullywug savant, after they had reached Lasker. This was possible because a Scarlet Brotherhood agent, who set up both groups for massacre, has replaced the Trithereonite contact in Lasker.

Unfortunately, Quincannon's task is made more difficult by two factors. First, while refugees entering and passing through the Yeomanry is not actually illegal, they are supposed to be supervised and escorted by Yeoman authorities, not self-appointed do-gooders like Quincannon. Therefore, when trouble arises, he cannot go to the authorities for help. Second, while investigating in Lasker, he ran into trouble with a fanatical priestess of the Church of the Seven Faiths, named Alyssa. She has sworn out a false complaint against him, and he expects to be arrested at any moment. For this reason, he desperately wants the characters to agree to ensure the safety of the next refugee group. Quincannon tells several “white lies” to ensure the party will agree to help. Yeoman characters who are Hounds or Falcons of Trithereon have been secretly directed to come to Quincannon's aid, while any that are members of the Church of Seven Faiths will be gathering information on the refugee route with any eye to embarrassing or disrupting it. Yeoman militia who belong to neither organization have been ordered to conduct a covert investigation to learn what the Trithereonites are up to.

After Quincannon recruits the characters (either through appeals to their common decency or greed), a group of soldiers arrives to arrest him. The characters may intervene to negotiate a peaceful surrender or else witness a large brawl as Quincannon resists arrest. Characters may also Gather Information about the Tors and the surrounding towns.

After the characters accept the mission and head south to rendezvous with the refugees, Encounter 2 occurs on the second day or night of their journey. Beginning at noon on the second day, they are stalked by a barghest that has taken up residence in the area. Unless the characters realize they are being stalked and turn the tables on the barghest, the creature attacks that evening and attempts to slaughter the entire party to feed its ravenous hunger.

Encounter 3 takes place when the characters reach the predetermined rendezvous point to meet the incoming refugees. Here they find 15 bedraggled men, women, and children, escorted by two Trithereonites, Jarnin Rovard and Corgan. Using Diplomacy or other skills, they must gain the refugees' trust. This is important, as the degree to which the characters are successful will influence the refugees' behavior during upcoming encounters. The characters can also learn from the escorts about the trail ahead and their contacts in Lasker and Thurmaster.

Encounter 4 takes place on the second night of escorting the refugees through the Tors. An hour after dark, the characters and their charges are attacked by a pack of tyrgs (krenshar). Depending on how the battle goes, the refugees may panic and flee into the night, requiring the characters to find them. The tyrgs also attack the refugees directly if possible, and the characters may be hard pressed to protect all of them.

Encounter 5 occurs after the characters and surviving refugees travel one more day and arrive on the outskirts of Lasker. Their information leads them to an outlying farm, owned by one Marvel Turpin, who is a follower of Trithereon and willing to let them all rest the night in his barn out of sight of militia patrols. Unfortunately, the real Turpin is a prisoner in the basement of his farmhouse and has been replaced for the last month by Kesh Urvail, a monk of the Scarlet Brotherhood who is using a *hat of disguise* to impersonate him. He arranged for Quincannon to be run out of town to prevent his discovering what has been happening.

The barn he takes the party to has been the site of two massacres, and a careful search may reveal suspicious traces. Urvail has an arrangement with a tribe of bullywugs, lead by a bullywug savant sorcerer, to massacre the refugee groups in exchange for their bodies as food. He is careful to provide himself with an alibi in town on the nights the attacks take place. Unless the players have reason to be suspicious or are very alert, the attack by the bullywugs could come as a complete surprise and cause many casualties among the refugees.

At this point, the players face many options, some of which may lead to Encounter 6C, a confrontation with Kesh Urvail, while others may not. If the players realize Urvail's complicity in the attack, they may search his nearby farmhouse,

find the real Marvel Turpin and confront Urvail on his return. Alternately, they may choose to flee with the refugees, in which case Urvail simply disappears, after burning the entire property to the ground and leaving evidence to implicate the Trithereonites in the arson. Players may go to the authorities, but this requires turning in all the refugees and admitting their complicity in avoiding Yeomanry rules. If they completely fail to discover Urvail's role in the attacks, he informs on them to the authorities, leading to their arrest while on their way to Thurmaster.

Regardless of how the characters resolve Encounter 6, as long as they are not all arrested, they should be able to deliver the refugees to their contact in Thurmaster, Boris Grudgetaker, owner of the Woodsman's Axe Inn. He takes responsibility for moving the refugees along the next leg of their long journey to their new homes. Members of the Church of Seven Faiths and militia spies now face the decision of whether or not to report to Priestess Alyssa Boris Grudgetaker's identity and the details of the Trail of Trithereon, which would result in its being shutdown.

If the characters have kept the refugees safe and maintained the secret of the Trail of Trithereon, they gain influence with his worshippers. Conversely, if the characters revealed anything concerning the Trail to the authorities or reported anything to Alyssa, they are now infamous among the followers of The Summoner. It is possible that the characters may also be found guilty of attempting to evade Yeomanry law, and forced to pay a fine and/or serve a jail sentence.

Prior to Play

Before beginning play, the DM must determine if any of the PCs are on covert assignment during the module. This is only possible for natives of the Yeomanry region and active members of the Gran March military. If none of the characters qualify, skip this section and proceed to the Introduction.

If some of the characters are Yeoman, the DM should obtain the following information from each: alignment and membership in meta-organizations. If any of the following statements apply to any of the Yeoman players at the table, all Yeoman players should be taken aside individually by the DM and briefed as appropriate. This is to prevent one player from being singled out for suspicion. For characters that do not fit any of the categories

below, the DM should simply remind the player not to discuss this pre-brief.

If a character is a Hound or Falcon of Trithereon, read the player the following:

You have received instructions via the Faithful of Trithereon to journey to the Baron of Mutton Inn in Milborne, where Arvin Quincannon, Falcon and Priest of The Summoner, will contact you. He is in need of assistance for a mission of the greatest importance to the Faith. Reveal to no one your advance knowledge of this task and may The Summoner smile upon your efforts. This mission will count toward your required yearly service to the Faith.

If the character is a Member, Patron, or Cleric of the Church of Seven Faiths, read the player the following:

You have received instructions from the priestess Alyssa of the Church of Seven Faiths in Lasker to journey to the Baron of Mutton Inn in Milborne. Upon arrival, you are to behave as a typical adventurer, in hopes that one Arvin Quincannon, a rabble-rousing priest of the false-god Trithereon, will recruit you for a mission. The wicked Trithereonites have been engaged in illegally moving criminals from the Hold of the Sea Princes into the Yeomanry, no doubt believing that they will help in the spread of their mongrel faith! Alyssa wishes you to learn all the details you can of this illegal activity, most especially the names of the Trithereonite contacts in the towns of Lasker and Thurmaster. She will then use your information to embarrass and discredit the thrice-cursed Trithereonites. Should you succeed, Alyssa and the Church will be most grateful. Report your information to her in the village of Lasker.

Read the following individually to any characters who are members of the militia but who are neither members of the Church of Seven Faiths nor Hounds of Trithereon (Note: This also includes Gran March military under the exchange program):

The local militia commander in Newick has covertly activated you at the request of Grosspokeswoman Merlinda Windomere. You instructions are to journey to the Baron of

Mutton Inn in Milborne. Upon arrival, you are to behave as a typical adventurer, in hopes that one Arvin Quincannon, a priest of Trithereon, will recruit you for a mission. Reports have reached Grosspokeswoman Windomere that the Trithereonites are engaged in some sort of clandestine activity, which could represent a significant security risk for our nation. Learn all the details you can of this activity and make a full report of your information to the Grosspokeswoman in the village of Newick.

Note: The DM should also remind any of the players who have completed **Rogue Rescue (YEO1-04)** that they met Melinda Windomere during that adventure.

The DM should remind each player that this is a confidential assignment, not to be revealed or discussed to the other players, unless his character is forced to reveal it for some reason. Even characters who are in the same category, e.g. militia, do not know it and should not reveal to each other that they are on a covert assignment without a compelling in-game reason.

Introduction

Your travels in search of adventure and profit have brought each of you to the small town of Milborne on the northern edge of the Tors. A busy crossroads, Milborne boasts a number of inns and roadside taverns. You have decided to enjoy your evening meal in The Baron of Mutton Inn beside the Westburn Road. The inn is busy without being crowded, and the atmosphere within is convivial and welcoming. Two tables of local farmers are enjoying evening ales, and two individual travelers are having their supper.

Once this introduction is read, tell the players that they have met along the road coming into town and have had a chance to get to know each other.

Allow some time for characters to roleplay their introductions, order food and drinks, flirt with Fiona the barmaid or speak with Cardenon the innkeeper behind the bar, etc. The two individual travelers are Morgan, an arms merchant from Longspear, and Arvin Quincannon.

Once the players seem comfortable with continuing, proceed with the following:

The food you have ordered arrives, and you fall to with gusto, sating appetites whetted by a long day on the road. The meal is excellent, and when you are finished and Fiona removes the platters, you feel that all is right with your world. Now a final drink and perhaps a nice pipe will make your evening complete.

This is the point at which Arvin Quincannon, cleric of Trithereon, decides to approach the PCs. He has listened to their dinner conversation and decided that they may be able to help him. If any of the characters are worshippers of Trithereon, he has identified them as such and directs his appeal to them specifically.

As you are settling back, one of the lone travelers rises and approaches your table. He is a big man, wearing a chain shirt and clothes dusty from the road. He approaches your table and speaks:

“Greetings, travelers. My name is Arvin Quincannon. May I join you? I have something I would ask of all of you.”

Assuming the characters assent, Quincannon pulls up another chair, positioning it so he can watch the door, and begins his pitch:

“Thank you. I apologize for disturbing your evening this way, but I find myself in desperate need of aid, and weak and helpless folk will suffer if I don’t get it. I must ask that you keep what I’m about to tell you confidential, even if you don’t agree to help. Do each of you promise?”

When all the characters agree he continues:

“We, meaning myself and some other folk of good will, have been working to help refugees escape the horror that is the Hold of the Sea Princes in these troubled times. Escaped slave families, fleeing from the wrath of the Scarlet Brotherhood and their pet jungle savages, need all the help they can get. Not surprisingly, the government of the Yeomanry League wishes to supervise and control the movement of refugees across its borders. This is understandable, given their fear of infiltrators from The Scarlet Brotherhood and all. However, with all the problems generated by The Landstraad, the current shortage of

personnel and resources has allowed certain unscrupulous local officials to take advantage of the situation to demand bribes from these wretched folk before they will screen them! I have reason to believe this corruption reaches to the very highest levels of the local government; rumors indicate that Grosspokeswoman Melinda Windomere herself may be involved! I have heard she has a new advisor, who is said to be herself a refugee from the Hold, a mysterious woman named Della. Regardless of who is responsible, the poor refugees find themselves on the horns of a dilemma, as they are mostly too poor to meet the price demanded by these parasites for a proper screening and no one is willing to help them enter this land without that screening. That’s where we come in.”

“My friends and I have established a series of routes with safe stopping places. Some of us take turns escorting groups of refugees along these routes through the Yeomanry and on to Keoland. By aiding the refugees to bypass these greedy bureaucrats, we are hurting no one and helping the helpless. Still, when we have a problem, we cannot go to the corrupt authorities for help. Most of them resent what they see as our “meddling” in their “official duties” and say that we should mind our own business. I know of some who would like nothing better than to discredit our efforts to help these pathetic refugees as a way of distracting the public’s attention from their own wicked actions. They hate us because we cost them bribe money and would love to stop us, which means we have to solve any problems we encounter without official assistance.”

Most of the above statement is a clever piece of fiction on Quincannon’s part, calculated to win over good-hearted characters to his cause. There is actually no corruption amongst the local Yeoman officials, though there is a severe manpower shortage due to The Landstraad. This shortage has caused a temporary hiatus in refugee screening. Also, while some of the refugees will be resettled in Keoland, most will be resettled in the Yeomanry, after being moved upriver to Longspear. However, Quincannon sincerely believes that the Trail of Trithereon does help the escapees and gives hope to those who remain behind.

“The last two parties of refugees and their escorts vanished while passing through the Tors on their way to a safe stopping place in Lasker. I have found no trace of them or their fate. Our contact in Lasker says he has seen no sign of them. If this continues, the entire operation will fall apart; refugees will no longer trust us to keep them safe and will strike out on their own. Many will die. This is why we need your help.”

“I had planned to escort the next group myself, but a personal matter has come up which I believe may prevent me. Besides, I’m beginning to believe that this may require the services of a group such as yours. One person can act as a guide, but I cannot protect a dozen or more men, women, and children by myself. Will you meet the next group of refugees on the southern edge of the Tors and see them safely to the town of Thurmaster? It should only take a week or so and would be a very noble deed!”

A successful Sense Motive (DC 20) on Quincannon reveals that he is not being completely truthful. However, it should also indicate that he is truly quite worried about the refugees and sincerely wishes the characters to succeed. The impression should be that he might be stretching the truth here and there, but that his plea and the refugees’ plight are genuine.

If any of the characters balk at helping the refugees avoid the required screening, Quincannon does his best to persuade them that in this case the end of aiding helpless refugees justifies the means. He also points out that the avowed purpose of the screening is to determine the refugees’ suitability to settle in the Yeomanry. He claims that since these refugees are merely passing through, this regulation should not be applicable to them. This is another lie. He will also play up the injustice of allowing the poor refugees to suffer because corrupt officials are utilizing this law to line their pockets. If a player adamantly refuses, Quincannon thanks him for his time and the adventure is over for that character. Any character that is secretly working for the Church of Seven Faiths should also readily accept the task.

If the some characters demand compensation for their help, Quincannon tries to convince them that the nobility of their actions should be its own reward. If any of the characters are adamant that

they are paid, he reluctantly offers those individuals 100 gp each to perform the task, while drawing an unflattering comparison between them and “certain local officials”.

Assuming the characters agree to accept the mission out of religious devotion, good-heartedness, greed, or some combination thereof, Quincannon continues:

“Excellent! I’d hoped I could count on you. To rendezvous with the refugee party, you must be on the south side of the southernmost mesa of the Tors at sunset three days from now. It’s about 50 miles SSE of here. You can’t miss it. Once you meet the party, you’ll relieve their current escorts, Jarnin Rovard and Corgan, and then take the party to the NE through the Tors to Lasker. They will tell you how to find your contacts in Lasker and Thurmaster. You should try to avoid contact with the local militia along the way. They aren’t all corrupt, by any means, but if you fall in with the wrong sort, you’ll end up with a fine or on a work gang, while the poor refugees will be sent back to their fates. Any questions?”

Quincannon knows Jarnin and Corgan very well and can describe them exactly. They do not use code words or anything so sophisticated. If the characters ask, Quincannon tells them to just identify themselves as escorts for the refugees. If the characters should ask him directly, Quincannon confirms that he is a cleric of Trithereon, but denies that followers of The Summoner run the refugee operation.

Once all the characters’ questions have been answered, Quincannon concludes:

“Nothing further? Excellent. Remember, these folk have been through a terrible time. They’re weak as kittens and as frightened as sheep. Your job is to get them all to Thurmaster safe and sound.” Looking up toward the door, he says, “And now gentlemen, I have a feeling that I’ll have to be leaving your good company.”

Proceed to Encounter One.

Encounter One: Arrested!

In this encounter the characters witness the arrest of Arvin Quincannon by the local authorities. The

characters have the opportunity to intervene to prevent Arvin from resisting arrest. Failure to do so results in a brawl breaking out before he is subdued.

Entering the inn are five men in militia uniforms. The leader is a large man, wearing the badge of the captain of the town guard. The men are all wearing leather armor and carrying truncheons, with the exception of the leader, who wears a longsword and carries a set of manacles.

The leader looks around the room, seems to spot Arvin, and then moves toward him. His troopers spread out on either flank to prevent Arvin's escape.

Arvin has been expecting this, as he knows the priestess of the Church of Seven Faiths in Lasker, Alyssa, has sworn out a warrant against him, accusing him of vandalizing her shrine by painting runes of pursuit all over it. He is innocent, of course; Kesh Urvail convinced Alyssa to swear out the false charge to ensure Quincannon was forced to leave Lasker before he could discover what was really going on. Alyssa believes Urvail, in his guise as Marvel Turpin, to be a Seven Faiths fanatic like herself. Arvin knew it was only a matter of time before he was arrested, hence his recruitment of the players. He is not inclined to tamely submit, however.

The captain speaks: "Are you the Arvin Quincannon, who calls himself a Falcon of Trithereon?" Arvin stands up before replying, "I am he."

"I am William Cressel, Captain of the Milborne Town Guard, and I have a warrant for your arrest on the authority of Grosspokeswoman Windomere."

"On what charge?"

"On the charge of vandalizing a shrine of the Church of Seven Faiths in Lasker by painting your Trithereonite symbols all over it! Do you want to put these on peacefully, or would you prefer to resist arrest?" With that he tosses the manacles on to the table in front of Arvin.

Arvin's eyes flash and his tone is angry: "I'd prefer not to be accused of crimes I did not commit. And may The Summoner damn me if I

every peacefully wear the chains of a slave!" With that he balls his fists and prepares to make a fight of it, as the militiamen move in with their truncheons. You realize that you are moments away from a fight!

☛ **Arvin Quincannon:** Male human Clr4/Ftr2.

☛ **William Cressel:** Male human Ftr6.

☛ **Militiamen (4):** Male human War1.

This is the point at which the PCs may intervene to try to defuse the situation. A successful Diplomacy check (DC 20) convinces the Captain not to require the manacles. Do not forget to add assist bonuses if more than one character speaks up on Arvin's behalf and to add militia bonuses for militia characters. The DM should also add a circumstance modifier if a player's appeal is sufficiently eloquent. For his part, Arvin is willing to accompany the guards to jail, so long as he is not chained. He is confident that his innocence will free him as soon as he has a fair hearing.

If the characters prevent the fight, read the following:

The militiamen move to form a box around Arvin Quincannon and escort him from the inn. Arvin seems cheerful and gives you all a good luck sign as he heads off. Captain Cressel smiles wryly, then turns to you all:

"Thank you for your timely intervention, friends. I'm afraid I was letting my temper get the better of me, which is not proper for an officer of the law. No point in broken heads and broken bones, if they can be avoided. Who knows, perhaps he really is as innocent as he claims."

If the characters choose not to intervene or if they are unsuccessful, a fight breaks out between Arvin and the guards attempting to subdue him. In that case, read the following:

Suddenly, Arvin throws a punch at the nearest militiaman, knocking him across the room. The other militiamen move in, truncheons flailing. Captain Cressel steps back, his hand on his sword hilt, and observes the brawl with a disgusted look on his face. He looks toward you all and says: "Stay out of this or face the

full penalty of law!” Eventually Arvin is beaten senseless, manacled and dragged away.

If the players try to intervene after the brawl has started to help Arvin, remind them that Cressel is a duly appointed law officer and that assaulting him or his men is a major crime. If the players insist in fighting with the town guard, the adventure is essentially over, so the DM must discourage this foolish course of action.

Tactics: Both Arvin and the militiamen strike to subdue, he using his fists and they using their truncheons as saps. Cressel only observes, unless the characters attempt to intervene. If they do not heed his verbal warning, he draws his sword and calls all the locals to his aid. The two tables of farmers and the innkeeper then move to assist, while the waitress runs to fetch additional aid from the jail. Unless the characters plan to fight the entire town and be declared outlaws in the Yeomanry, they would be wise to cease and desist.

After Arvin is arrested, players may wish to learn additional information. There are basically two options available: Talking with Captain Cressel and Gathering Information in the other inns and taverns of town.

Option 1: Talking with Captain Cressel

Cressel can be found at the town jail, which is large and well kept. If the characters were helpful during the arrest, he is willing to tell them everything he knows, which is not much. He received the warrant for Quincannon's arrest this afternoon and executed it as soon as he located the cleric. The use of the Grosspokeswoman's name is a formality, as she is the senior official for the area. She is not personally involved. Alyssa, priestess of the Church of Seven Faiths in Lasker, swore out a charge of religious vandalism. He will show the characters the actual document if asked.

On the document itself, one Marvel Turpin is listed as the only witness to the crime. Cressel knows nothing about the Trail of Trithereon and doesn't care, since it doesn't go through his jurisdiction. He confirms Quincannon's statements about the wording and purpose of the Yeomanry's laws regarding immigration. Current regulations require a two-week quarantine period and screening by a Yeoman official, "to ensure the individual's suitability for residence within the bounds of the Yeomanry." He has also heard that all such screening has been temporarily suspended, due to The Landstraad. He reacts

angrily to any suggestion of corruption by local officials and will have nothing further to do with the characters if they mention this. He does not allow the characters to speak further with Quincannon, telling them that he will have his day in court in Lasker.

Option 2: Gather Information Around Milborne

Characters may use the evening trying to learn more about these events via Gather Information checks. Here are a few subjects about which they might inquire, broken down by DC. Generally, a check that makes a higher DC includes all the information listed at the lower DC.

Quincannon

- DC 15** He has been seen passing through on several occasions in the past six months. Never caused any trouble before.
- DC 20** No, that's not right. Two months ago, he got into a heated debate with a Pholtan priest. They exchanged words; the Pholtan spit on Quincannon, and Quincannon broke his nose.
- DC 25** Quincannon once carried a sick little girl all the way to Melkot and paid to have her healed.

The Tors

- DC 15** The Tors are dangerous! Especially right now. Farmers around here have been losing lots of livestock to something out there.
- DC 20** Something's been stirring up in the Hool. Folks have been reporting lots more creatures than usual coming north into the Tors. Lizardmen, bullywugs, tyrgrs, you name it! I say it's that Scarlet Brotherhood. They're up to no good, I'll wager!
- DC 25** A ranger from Melkot was in here last week, claiming something was stalking him about 25 miles south of town. Said it looked like a wolf, but bigger than any wolf he'd ever seen. And it didn't leave any tracks!

Refugees/Grosspokeswoman

- DC 15** Been some very strange things going on with Melinda Windomere lately. They say she's got a new advisor, a Holder woman named Della. This Della never goes out in public, though.

- DC 20** Haven't been many Holder refugees through lately. I heard they're ain't been anybody to screen 'em at the border, so nobody's getting through.
- DC 25** I've heard tell of something called the Trail of Trithereon. They say it's a way for folks to get out of the Hold and away to the north. I also heard those Scarlet Brotherhood types are mighty angry about it. Guess knowing that there's a way out of their grasp is making all the rest of their slaves uppity!

Once the characters have exhausted their sources for information, proceed to Encounter Two.

Encounter Two: Hunter or Prey?

You head out the next morning in the direction Arvin Quincannon specified, SSE into the Tors. The stark mesas making up those hills cast long dark shadows toward you as the morning sun rises behind them. You can only hope that the shadows you are riding into do not foretell what is to come.

As the sun climbs higher, the shadows dwindle, but the traveling becomes more difficult. You follow dry streambeds between the hills, searching out former watercourses that take you in the direction you wish to travel. Occasionally they dead-end, requiring you to retrace your steps. Still at the end of a long day's travel, you feel you have made good progress. If you can maintain this pace, you should reach the rendezvous point by noon two days hence. With the sun sinking, it's time to make camp.

Have the players describe how they will set up camp and what watches they will set. The first night passes without incident, other than some distant howling. Have them roll Spot and Listen Checks each watch, just to keep them nervous. Then read on:

Then next day dawns clear and fine, though you are not as rested as you might have wished. As you travel through the morning, the country becomes even rougher and wilder, and your pace slows somewhat. Still, by your noon break, you feel that your progress

continues to be good enough to make your rendezvous.

At this time, the party has been spotted by a barghest, prowling along the tops of the mesas. With its innate *levitate* ability; it can go over the mesas quicker than around them, so it prowls their tops looking out for prey. It has been feeding on cattle and the occasional unwary traveler, but now it feels it is ready to take on a whole group of humans, slay them all and feast.

As the afternoon progresses, the wilderness savvy among you can't help feeling as though you're being watched.

The barghest stalks the party through the afternoon, trying to discern their strengths and weaknesses. This gives the party an opportunity to detect its presence. Any characters with either ranks in the Wilderness Lore skill or the Alertness feat may roll three Spot checks over the course of the afternoon. Success against a DC 25 indicates they spotted "something moving" up in the rocks of the mesa. Making a DC 30 indicates the character could tell it was a wolf-like creature. If the spotter is airborne, the DCs drop to 20 and 25, respectively.

Spotting the barghest before it attacks gives the party two advantages. First, they could choose to attempt to confront it; the barghest does not avoid such an encounter, though it tries to make it on terrain favorable to it. Even if they do not choose to confront the barghest, the players know it is in the area and are more alert that night.

If the characters fail to spot the creature, read the following:

You make camp this evening with a sense of foreboding.

Creatures:

APL 4 (EL 4)

🐾 **Barghest:** hp 33; see *Monster Manual*, p. 22.

APL 6 (EL 5)

🐾 **Greater Barghest:** hp 58; see *Monster Manual*, p. 22.

APL 8 (EL 6)

🐾 **Advanced Greater Barghest:** hp 84; see Appendix I.

Tactics: Attacking the camp at night, the barghest's tactics are first to weaken, then to distract, then to attack and feed. It begins about two hours after dark by casting *emotion (despair)* upon the entire camp from a distance. Next, it uses *project image* to create a duplicate of itself, which noisily approaches the camp from one direction, while the barghest stealthily approaches from another. Then it attacks from behind, trying to slay spellcasters first. If it manages to kill a character and no other character threatens it before its next round (no character adjacent, no character attacks it with a missile weapon or offensive spell), it *feeds* upon the fallen character. If reduced to 25% or less hit points, it attempts to flee, using its *dimension door* ability to escape the characters' immediate vicinity and then pass *without trace* and *misdirection* to prevent their following.

If characters choose to camp next to a mesa to limit the directions from which they can be attacked, the barghest *levitates* right down into their camp from above, after they are focused on his projected image.

After the characters kill or drive off the barghest, proceed to Encounter Three.

Encounter Three: Refugee Rendezvous

The next day also dawns bright and clear. You break camp and continue on your way towards the rendezvous. The country begins to open out somewhat; your travel is easier, as all the dried streambeds seem to be heading in the right direction. You are able to quicken your pace.

An hour or so before sunset, you reach what must be your destination: the last of the Tors, a lone sentinel, well separated from its fellows. Moving around toward its southern face, you see that a camp has been pitched there, under a rocky overhang. Perhaps a dozen or more people can be seen moving around the campsite.

This is the refugees' campsite. There are fifteen refugees, 6 men, 5 women, and 4 children. They consist of five family groups:

Family 1: Husband Rolf, wife Winifred, son Rolf.
Family 2: Brothers Narden and Quentin, sister Ilena.
Family 3: Husband Korvin, wife Alanis, son Darwin, daughters Helene and Jocilyn
Family 4: Husband Ferdiad and wife Alwyn
Family 5: Husband Turgan and wife Berutha.

Refugees (15): Com1, AC 10, hp 6 each.

Two Hounds of Trithereon, Jarnin Rovard and Corgan are guiding them.

Jarnin Rovard: male human Rgr5.

Corgan: male half-orc Bbn4/Ftr2.

Jarnin and Corgan are expecting to meet Quincannon and are initially suspicious of the party. Assuming the party approaches in an open and friendly manner, read the following:

As you approach the camp, two figures come out to meet you. The first is a human, holding a longbow and an arrow in his hands. The second is a very large half-orc, carrying a greataxe. Both appear ready for trouble. The human speaks to you when you are about thirty feet away: "That's far enough, strangers. State your business and be quick!"

After the party identifies themselves and proves that Quincannon sent them, which they can do simply by knowing the guides' names, Jarnin and Corgan become much more friendly. Corgan and Jarnin recognize that all the characters are not followers of Trithereon, so they realize that Quincannon may not have been completely honest with them. Since they do not know exactly what Quincannon told the characters, they try to avoid inadvertently contradicting him. If the characters say enough for them to grasp the gist of Quincannon's tale, they both agree that corrupt officials are putting the squeeze on the refugees. The refugees themselves don't know anything about this, one way or the other.

"Well then, we're very glad to meet you. I'm Jarnin Rovard and this big fella is my friend, Corgan. We've been here since noon, waiting to meet Quincannon and turn over our responsibility for these folk. Then we head back into the Hold to gather up another load."

"Your contact in Lasker is a man named Marvel Turpin. He's a big fellow, with a black

mustache and a long ponytail. His farm is the easternmost farm near Lasker, right next to a small creek. You can't miss it. Marvel will put you all up for the night in his barn."

"Once you get to Thurmaster, one of you must go to the Woodsman's Axe Inn, while the rest stay with the refugees outside of town. At the Inn, ask if they have any wines from Nyrond. When they say they don't, say "That's too bad. I grew fond of them at The Green Dragon in Greyhawk." Then go outside and wait to be contacted. Is that clear?"

Once Jarnin is sure the players understand how to find their contacts, he continues:

"These folk have been through some really hard times. You'll see the whip and burn scars on many of 'em. Not to mention the kids! It breaks my heart to see what the Scarlet Bastards have done to 'em. Anyway, you'll find they're a might skittish, leastwise until they get to know you. Come along, we'll introduce you to them. If there's anything you can do to sorta break the ice with them, it'd be a real help. Once they feel comfortable around you, they'll mind what you say better. If something was to happen, you'll want them to be trusting you and do what you tell 'em. They were real scared of us, until I played 'em a few tunes on my flute and Corgan told a few old stories he knows."

This is a chance for the players to engage in some roleplaying. Introduce each family group in turn. Feel free to add embellishments on how sad and forlorn they look. Describe the children as looking frightened and unsmiling; the adults will have whip scars and brand marks. Their clothes are little more than rags and they are all malnourished and some are suffering from mild illnesses. All in all, they are a pitiful group, totally worthy of the characters' assistance.

The children range from ages 6 to 10. Ilena is seventeen and could possibly be attractive if she was cleaned up and well fed for a couple of months. Given her experiences during her last eight years in the Hold, she is terrified of any male character showing any interest in her. Her two older brothers are very protective as well. Getting her to trust and open up to a male party member requires either a spectacular Diplomacy check (DC 30) or magic, such as a *charm person* spell.

Otherwise she avoids all male party members if possible and cowers in fear if approached.

Allow the characters to use their skills to gain the refugees' confidence. Each of players must succeed against DC 20 to be accepted and trusted by the refugees. Some possibilities for skill use would include Perform, Heal, Diplomacy or any other skill the player can make a reasonable argument for. Players may take 10 on their rolls. Spellcasters may also cast *prestidigitate* to amuse and entertain; each casting give a cumulative +2 circumstance bonus to a Perform attempt. If the character has absolutely no applicable skills, make a Charisma check.

Keep track of which players succeed in gaining the refugees' confidence. During later encounters, the refugees follow directions given by those characters much more readily. If all or most of the characters succeed, the refugees are much less likely to panic during later encounters.

The players may also wish to question Jarnin and Corgan about the road ahead. They know very little, as they have never escorted any groups beyond this point. This is the fourth group they have brought here within the last three months. The first group made it through with no problems, but the last two have vanished without a trace. The current route was only established three months ago, when Marvel Turpin moved to Lasker and bought the farm being used as a stopover. Both Corgan and Jarnin are worried, as rumors are starting to circulate among the slaves back in the Hold that the Trithereonites can no longer get escapees to safety.

Once you have allowed sufficient time for roleplaying and all the players have completed their checks, read the following:

Eventually conversations peter out and the tired refugees fall into slumber. Jarnin and Corgan help you keep watch this night, before bidding you all farewell and good luck in the morning. They set off to the SE, back towards the Hold, while you and your charges begin the long walk to Lasker.

Proceed to Encounter Four.

Encounter Four: Howling at the Moon

At the start of the next day, have the characters establish a marching order, showing how they plan to escort the refugees and keep them safe during the three day trip through the Tors to Lasker. Once the party has arranged themselves and their charges, read the following:

You start on your journey not long after sunrise. Very soon it becomes obvious to you that the weakened and malnourished Holders will not be able to sustain the pace that hardened adventurers such as yourselves routinely maintain. With all the will in the world, they must stop every hour for 5 or 10 minutes rest and even when they are moving, their progress is much slower than you might wish. The younger children are having an especially hard time keeping pace.

At this point characters might want to attempt to ease the refugees' lot, perhaps by putting the children onto their mounts or even carrying them. It has no game effect, but if the players do make efforts to ease the Holders' lot, read the following:

Thanks to your efforts, the refugees seem much happier. Their pace picks up and the rest breaks are shorter.

Regardless of whether the characters help or not, next read the following:

You take the seemingly most direct course possible through the Tors toward Lasker. Again the mesas tower above you, as they did on your journey south from Milborne. Again you find yourselves seeking dried watercourses to follow toward your destination. Occasionally you have an open vista to the south, toward the festering marsh known as the Hool. Whenever the breeze veers a little, you catch a whiff of its stinking corruption on the wind.

Have any characters with the Tracking feat make a Wilderness Lore check (DC 20). Success gains them the information that a party of at least 15 humans on foot passed this way about ten days ago. This was the last party of refugees. It is not possible to track them for any significant distance due to the passage of time, but it appears they were heading in approximately the same direction.

You continue your march through the day with a thirty-minute break for a cold lunch. An hour before sunset, you call your tired families to a halt.

Have the players describe how they are setting up camp, what defenses, if any, they are setting up, what instructions they are giving the refugees in case of attack, etc. If they ask about a defensible campsite, tell them that the best they can do is to camp next to a sheer mesa to block one side of the camp. Have them explain what their watch sequence will be and where each sentry will stand. Once all their camping preparations are complete, read the following:

After the camp is pitched and the food is distributed, the refugees eat in the quiet brought on by exhaustion. As soon as the meal is finished, most of them collapse immediately into a deep slumber. You can tell that this journey has been very draining for them, both physically and mentally. Luna and Celene soon rise, bathing the Tors in their ghostly white light. You can't help wondering to what fate you are leading these desperate folk.

The night passes quietly, though about an hour before dawn you see a great winged shape flying high up and silhouetted against Luna. It seems much too far away to notice your small party and continues on its unknown errand. Seeing its huge size, you are glad that you are beneath its notice!

This is a little local color to make the characters nervous.

The next morning all of your charges seem well rested and more cheerful in the light of day. After a quick breakfast, you again set out towards Lasker.

The second day's journey should be pretty much a repeat of the first. Again, have the party describe its marching order and what mounts are used to carry refugees instead of characters. Another successful Tracking check (DC 20) picks up more occasional traces of the previous party, though no clues as to its fate. There is certainly no evidence that it was attacked.

When sunset again approaches, the refugees are quite ready to stop for the night. Everyone helps to pitch camp and enjoy his or her supper.

Have the players again describe their camp, its defenses, and their watch plans. These are tested, as at about an hour before midnight, the camp is attacked by a pack of tyrgs (krenshar). Any characters awake and on watch make Spot and Listen checks (DC 18) to notice the pack attempting to sneak up on the camp. If a character making a successful Spot check possesses darkvision, he spots the tyrgs at a distance of 60' from his position. Those with low light vision spot the enemy at 40' from their position. Characters with normal vision and those who succeed only at Listen checks detect the tyrgs at 20'. Characters who fail both checks are surprised when the tyrgs attack.

Once you have determined if and at what distance the sentries detect the tyrgs, read the following:

The night passes slowly. Again the two moons spread their ghostly light over the Tors as you strain to pick up any sign of threat coming out of the night toward your camp.

Shortly before midnight, you think that perhaps you see something moving amongst the moon-cast shadows. What's that rustling sound you hear? As you ready your weapon, suddenly the night air is rent by the sound of unearthly howling! A pack of horrible creatures is upon you!

Creatures:

APL 4 (EL 6)

🐾 **Tyrgs (Krenshar) (6):** hp 11 each; see *Monster Manual*, p. 125.

APL 6 (EL 8)

🐾 **Advanced Tyrgs (Krenshar) (6):** hp 22 each; see Appendix I.

APL 8 (EL 10)

🐾 **Advanced Tyrgs (Krenshar) (6):** hp 60 each; see Appendix I.

Tactics: The tyrgs attempt to approach the camp stealthily and to surprise any characters on watch. When detected, or when 20' away, they charge, with one tyrg attacking each sentry and any

remaining tyrgs attacking the closest sleepers. On the round following their charge attack, one begins to screech. On each subsequent round, another screeches until each has done so. If they can attack the camp from more than one direction, they do so to increase the confusion. If a tyrgs successfully reduces a character or one of the refugees to unconsciousness, it abandons the attack and attempts to drag the body off to eat later. A tyrg can carry a body weighing 100 lbs or less and move at normal speed, while dragging a body of 100-200 lbs reduces its speed to half. A body weighing more than 200 lbs can only be moved 5' per round by a single tyrg, and the tyrg will abandon it after three rounds (at APL 8, the larger (advanced) tyrg can carry a body weighing 300 lbs or less and still move at normal speed). Women and children refugees weigh < 100 lbs, while male refugees weigh < 200 lbs. The tyrgs continue to attack in this manner until at least four of them are slain or have dragged off bodies and all the remaining tyrgs have less than 50% hit points remaining, at which point the survivors flee.

The behavior of the refugees during the attack is a key variable. They should always go last in initiative. If any character that has earned their trust in Encounter Three gives them directions, e.g. "Don't panic" or "Get behind me", they obey to the best of their abilities. They do not fight, but try to evade any attacks. At the end of the second round of combat, make a single check for them as a group (DC 12). To the roll add 1 for every character who has gained their trust and subtract 1 for each refugee who has suffered any damage from the howlers. If the check is successful, the refugees continue to follow directions for another round. Continue to make a check at the end of each round until the refugees fail their roll or all the tyrgs have screeched. If the refugees fail their roll, they panic and flee. Treat them as panicked for 1d4 rounds.

If the refugees panic and attempt to flee, the tyrgs sense this and concentrate their attacks on them, if feasible, rather than the characters. The characters may also find themselves pursuing tyrgs that have carried off unconscious party members. The DM should remember that it is dark and that the tyrgs will be running if their load permits.

Once the tyrg pack has been slain or driven off and the refugees gathered together again if they panicked, read one of the following:

If no refugees were killed:

After the combat, all of the escaped slaves, even the shy Ilena, come up to each of you and give you their most profuse thanks. Korvin, the eldest of the refugees, tells you all: "Thank all the gods that you were here to defend us! Were we by ourselves those beasts would surely have wiped us out! I guess we know what happened to the other groups, poor devils."

If some refugees were killed but less than 3:

After the combat, the escaped slaves are quietly weeping among themselves. Newly orphaned children mourn the death of their parents. Korvin, the eldest of the refugees, speaks to you all: "I thank you for your efforts; we know that you did your best to protect us all. Would that the gods had been more kind. I guess we know what happened to the other groups, poor devils."

If 3 or more refugees were killed:

After the combat, the escaped slaves who still survive are weeping and wailing loudly. Newly orphaned children cling to the bodies of their dead parents, while Ilena sobs loudly with her dead brother in her arms. Korvin, the eldest of the surviving refugees, speaks to you all in an angry tone: "For this we fled captivity? At least there we were still alive! Had we all wished to commit suicide we could have done so back in the Hold and in a manner much less painful than being devoured by wild beasts! Is this all that your promises to protect us and our children mean! I see now what happened to the groups who went before us. No doubt they had "protectors" such as you!" With that he stalks away to see to the burial of his wife.

Proceed to Encounter Five.

Encounter Five: Safehouse

Encounter 5A: Meet Marvel Turpin

On the morning following the battle with the pack, you make a later than usual start. The newly injured among the refugees find it hard to keep up, even at a slow pace. Still, your progress is aided by the fact that the terrain appears to be improving. Indeed by noon you have reached the edge of the Tors, and from the last prominent rise you can see a small town perhaps an hour's journey ahead. Around the outskirts of the village appear several isolated farms. Lasker at last!

At this point the characters should want to locate the farm of Marvel Turpin, who they have been told is their contact in Lasker. If they ask, from their current vantage point, they can see the easternmost farm, which matches the description they have been given of Turpin's place.

Alternately, they may wish to split up, with some staying to guard the refugees while others go into town to scout around. If they follow this course, they are able to easily get directions to Turpin's place. There is little else to learn in the town, though the DM should feel free to roleplay any of the information provided on Lasker in the Introduction of this module (see p. 4). If any characters attempt to contact Alyssa at this point, they learn she is away on business, but expected back tomorrow afternoon.

However the players manage to locate the Turpin farm, they are able to surreptitiously reach it with the group of refugees by swinging wide to the east and avoiding any other properties. Once they are on their way to the farm, read the following:

Moving carefully, you lead the Holders on a wide swing to the east, avoiding lines of sight with any of the farmsteads between you and the Turpin farm. You approach the farm from due east, following the course of a creek, which is full of briskly running waters, between five-foot high banks, on their way to feed the massive Hool Marsh. You can see that the marsh begins a mere league or two away from the farm. You can understand why no one would want to live any closer than this to that stinking swamp.

Coming up slowly into the farm proper with the creek on your right, you see a large barn on your left and a rather humble farm cottage

perhaps a hundred feet further on. There is a chicken coop on the other side of the barn and several hens and a rooster roam the barnyard.

When you are even with the barn, a figure steps from the cottage and waves in your direction. Obviously, you have been expected. A heavy-set man with a thick black mustache and long black hair clasped behind him in a ponytail comes out to greet you all.

“Welcome, welcome friends, in The Summoner’s name! I am very glad to see all of you. I feared those hills had claimed even more victims. I am Marvel Turpin, and you will be able to rest safely here tonight.”

Tactics: This is Kesh Urvail, a monk of the Scarlet Brotherhood, who is impersonating Marvel Turpin, using a *hat of disguise* (which appears to be the clasp on his ponytail) and his natural acting skills. Since no one in the party has ever seen the real Marvel, they have no chance to penetrate Urvail’s disguise. He certainly matches any description they have obtained from Corgan and Jarnin or Quincannon. He has been watching for the group’s arrival, having been alerted by Quincannon, during the cleric’s earlier visit. Urvail is also responsible (via the Priestess Alyssa) for the Church of Seven Faiths being aware of the Trail of Trithereon. He has played on her fanaticism and convinced her to falsely accuse Quincannon of religious vandalism to keep him out of the picture. Alyssa believes him to be a fanatical believer in the Church, like herself.

Urvail is clever and a consummate liar, plus he has been interrogating the real Marvel for a month, using torture as required. He is almost impossible to unmask at this stage. The only clues that may put players on their guard are that he is evil (and *detect evil* will reveal this) and that he was listed on the warrant for Quincannon’s arrest as a witness. If the characters know this and inquire about it, he is surprised that the characters have learned of his attempt to frame Quincannon. He will deny knowing anything about this warrant and claim that he will go into town and “get this corrected at once.” If the characters attempt to use *Sense Motive* on this statement, the DM should actually roll for Urvail’s *Bluff* attempt. Otherwise, he is able to “take 10” on all his *Bluff* checks, as he has had plenty of time to plan and polish up his lies, resulting in a DC 16/17/18 (at APLs 4/6/8) for characters’ *Sense Motive* checks. If asked about the “corrupt officials”, he pleads

ignorance, saying he is “just trying to do a good deed and help out my friend Quincannon”.

Urvail wishes to arrange the massacre of this party just as he arranged the demise of the two previous ones. However, he is worried by the size and strength of the characters and is smart enough to realize that something may go awry with his plans, particularly since he has no way of communicating quickly with his bullywug allies and cannot warn them about the party. Therefore, he is prepared to cut his losses and try to escape at the first sign of failure. The characters need to be very clever or very lucky to successfully apprehend him. Unless the party outright accuses him during this first meeting, he goes through with his plan and hopes his allies can handle the players.

Once initial introductions are complete, read the following:

After Marvel Turpin has greeted each of you, he say: “Now, let’s get these folks safely out of sight. The local militia patrol this area pretty well, what with the Hool being so close and all, and I’d hate to have to explain to them what such a large group was doing, standing in my farmyard! I think you’ll find my barn is fairly comfortable and very discreet. I’ve put down fresh straw and laid in some supplies, so you folks can eat. I’ll have to ask you not to start any fires or even light any lanterns after dark. Lights in a barn would be sure to attract the militia patrol.” With this he leads you into the large barn.

The barn itself is about thirty feet wide and sixty feet long, with a loft extending for half its length. The stalls have been removed, as well as the doors on the front, leaving a ten-foot wide opening. The large double doors at the rear remain and are barred from within.

◆ **Barred Simple Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 15.

The loft is reached by a single steep ladder and has a window opening onto the front of the barn as well. As Marvel said, the floor is strewn with fresh straw, and there are bundles of what look to be rations and a large water barrel. Marvel states: “I think this should meet your needs, eh? Anything else I can get for you all now? Otherwise, I must depart for

town to take care of some personal business, but I will return later this evening. I'm anxious to hear the tale of your adventures getting here!"

If the characters make any reasonable requests, Urvail tries to honor them. If they ask for something he does not have, which is basically anything besides food and water, he tells them that he will try to get it for them while he is in town.

This is a lie, as his intention is to spend the entire evening at the Diamond Tavern in Lasker, establishing an alibi, just in case, while his bullywug allies do their dirty work. After Urvail departs on foot toward Lasker, the characters have several possible courses of action.

Follow "Marvel Turpin":

This is easily done, and the trailing characters spend an hour following him into town, where he enters the Diamond Tavern. If the characters choose to enter the tavern, they see him sitting alone, nursing a drink and reading from a book. If he spots the characters, he pretends not to notice them, assumes that he has been discovered and flees at the earliest opportunity, abandoning his entire mission. If he does not see the characters, he remains until the tavern closes at midnight, then walks slowly home. Any characters shadowing him for this entire time are not present when the bullywugs attack the barn in Encounter 5B.

Search Turpin's Cottage:

Suspicious characters may choose to investigate Turpin's cottage in his absence. The stone cottage is 10 feet by 20 feet, one story, with two windows, a chimney, and a stout door. The window shutters are securely barred from the inside and the door is locked.

🔒 **Strong Wooden Door with Simple Lock:** 2 in. thick; hardness 5; hp 20; Break DC 25; simple lock (hardness 15; hp 30; Open Locks DC 20).

🔒 **Barred Strong Wooden Shutters:** 2 in. thick; hardness 5; hp 20; Break DC 25.

If the characters gain entry, they find a typical small cottage, with a single unmade bed, a table, two chairs, a small amount of food, etc. A successful Search check (DC 10) discovers a trapdoor under a rug, leading down into a cellar. As soon as the trapdoor is opened, a low moaning can be heard coming from the darkness.

A ladder descends into the cellar where a man is chained to the far wall. When the players approach, they see an unconscious human that bears a striking resemblance to Marvel Turpin, though he is obviously not the same man the characters recently spoke to. A successful Heal check (DC 10) reveals that he has been systematically abused and tortured for at least a month. Due to his extensive abuse, even magical healing does not bring him around immediately. Another Heal check (DC 15), reveals that a decent night's rest (not hanging from chains), coupled with a *cure light wounds* or better should allow him to regain consciousness. In the meantime in his delirium he mutters fragments, the most meaningful of which are "Damn you, Urvail!" and "Bullywugs killed them all".

Spend the Night in the Barn:

If the characters either are not suspicious of "Turpin" or else do not choose to pursue either of the other previous options, they probably spend the night in the barn. Even if they do pursue one of the other options, the barn still offers the only reasonably safe place to house the refugee party in the neighborhood. Unless the characters choose to cut and run before midnight, they are in the barn when the bullywugs attack. If the characters and the refugees flee before midnight, skip Encounter 5B and proceed directly to Encounter 6B.

If the characters make a successful Search of the barn (DC 20), they find evidence of the two previous massacres (bloodstains under the fresh straw, etc.). A character with the Tracking feat who makes a successful Wilderness Lore check (DC 25) can also determine that a large group of human-sized creatures were killed here, probably in their sleep. A DC 30 success determines that both animals and some sort of two-legged amphibian were responsible for the attacks.

So long as any of the characters or the refugees is in or near the barn at midnight, proceed to Encounter 5B.

ENCOUNTER 5B: BULLYWUGS!

If the characters and the refugees have remained near the barn, it is likely they have posted a watch and are expecting trouble. Refer to DM Aid #1 for a drawing of the layout of the Turpin farmyard.

The attacking force of bullywugs uses the creek as their route from the Hool to the farm, since the

relatively high banks provide good concealment. They are very familiar with the farm's layout, having been here twice before. The savant carries a message (Player Handout #1) he received from Urvail, alerting them to the expected arrival of the refugees, though not to the characters' presence as escorts. They are expecting another easy massacre, followed by floating the corpses down the creek and back to their lair in the Hool for a feast. They emerge from the creek at the spot marked "A" on DM Aid #1.

Have the players describe what watches they set and where the characters and refugees are bedding down. There is room in the loft for everyone, though it will be crowded. Therefore, unless the characters specifically direct all the refugees to sleep up there, half of them choose to sleep on the ground. The loft can also be accessed through the large open window above the main ground floor door. Remember that the double doors on the side of the barn facing the creek have been removed. Urvail saw to this to ensure his allies would be able to attack without hindrance. Once the players have determined the sleeping arrangements, read the following:

The night seems more tranquil here within the bounds of civilization than it did amidst the wild Tors. Marvel Turpin's farmstead is serene, with only the sound of the water flowing over stones in the creek bed and an occasion gust of wind through the trees to disturb the profound silence. Tonight Luna rises full, casting its relatively bright, if somewhat ghostly, radiance over the landscape. Only one more day's travel and you will have fulfilled your mission and brought the Holders safely to Thurmaster.

The bullywugs emerge from the creek around midnight. Characters on watch at the front of the barn who possess dark or low light vision have a chance to spot them from the barn; a successful Spot (DC 16 + the APL) means they see six bullywugs come up the bank of the creek some 40 feet away. If the on-watch characters' Spot checks are not successful, they may also make Listen checks (DC 16 + the APL) to hear chanting from the bullywug savant when he begins his spell casting. If the characters do not detect the bullywugs, they are surprised when the bullywugs and their summoned monsters attack.

Creatures:

APL 4 (EL 6)

✦ **Bullywugs (5):** hp 7 each; see Appendix I.

✦ **Bullywug Savant Sor2:** hp 26; see Appendix I.

APL 6 (EL 8)

✦ **Bullywugs Rog1 (5):** hp 14 each; see Appendix I.

✦ **Bullywug Savant Sor4:** hp 37; see Appendix I.

APL 8 (EL 10)

✦ **Bullywugs Rog3 (5):** hp 27 each; see Appendix I.

✦ **Bullywug Savant Sor6:** hp 48; see Appendix I.

Tactics:

APL 4: The leader of this group, the bullywug savant sorcerer, has the total and fanatical obedience of the other bullywugs. After they emerge from the creek, the savant casts two *sleep* spells, the first centered in the front half of the barn, while the second is centered in the back half. These spells effectively blanket the interior of the structure. Next, he casts *summon monster I*, summoning an abyssal dire rat (see *Monster Manual*, p. 212), which materializes 10 feet in front of the barn's open door. Four of the bullywugs will move up to be even with the rat's position, so that they can all attack on the same round with it. The fifth bullywug will remain at the savant's side as a bodyguard. On the next round, the savant will summon another abyssal dire rat. On the past two occasions, the bullywugs and rats were able to easily slaughter the sleeping parties of refugees and their lone escort. If the battle appears to be going against his forces, the savant uses his last 1st-lvl spell to summon another rat, then casts *rays of frost* as targets appear. If it appears that his own safety is directly threatened, the savant flees back into the creek and tries to escape to the Hool, leaving his bodyguard to cover his retreat. He uses a poison sack on any character that manages to move adjacent to him.

APL 6: The savant uses essentially the same tactics, with these exceptions: He casts *shield* upon himself before casting the two *sleep* spells. As the battle progresses, he casts *blindness* on any target which presents itself, before reverting to *rays of frost*. The four advancing bullywugs will attempt to flank to gain sneak attack bonuses.

APL 8: The savant first casts *shield*, then *mirror image*, then the two *sleep* spells. As the bullywugs move up, he casts *summon monster III*,

calling a fiendish giant lizard (see Appendix I). On the next round he summons a fiendish boar (see Appendix I) and then a fiendish leopard (see Appendix I). On subsequent rounds, he will use *blindness* and *magic missile* on targets that present themselves.

Important Note: Remember, for each and every of these summoning spells there is a 50% chance it will produce two of the summoned monsters!

All APLs: The summoned monsters and the four bullywugs charge into the barn and attack. They focus on any awake and standing enemies and then begin slaughtering any sleepers. Unless attacked from the loft, they try to kill everyone on the ground before climbing the ladder.

Treasure: The only treasure consists of gems carried by the bullywug savant and the gear of the bullywugs. At APL 8, the bullywug savant also wields the *shortspear of the frog*.

APL 4: L: 7 gp; C: 25 gp; M: none.

APL 6: L: 7 gp; C: 200 gp; M: none.

APL 8: L: 7 gp; C: 300 gp; M: *shortspear of the frog* (0 gp).

Development: The savant is also carrying a note from Urvail that implicates him. If the party kills or captures the savant, give them Player Handout #1.

If the party has not already done so, this should lead them to investigate the farmhouse and likely discover the real Marvel Turpin (see Encounter 5A, Search Marvel's Cottage).

Having survived the bullywug attack, the characters now have three possible courses of action. If they still have not discovered the truth about Kesh Urvail and remain in the barn until morning, proceed to Encounter 6A.

If they have discovered the truth about Kesh Urvail, but decide to flee with the refugees rather than wait to confront him, proceed to Encounter 6B.

If the characters know about Kesh Urvail and decide to confront him before taking the refugees to Thurmaster, proceed to Encounter 6C.

Encounter Six: End of the Trail

ENCOUNTER 6A: KESH WHO?

This assumes the characters have defeated the bullywugs but allowed the savant to escape and still have no idea that Marvel Turpin is actually Kesh Urvail, agent of the Scarlet Brotherhood.

Perhaps an hour after the last of the bullywugs fled, you see another form approaching through the moonlight, but this one is clearly human. It soon becomes apparent that it is Marvel Turpin returning from his business in town. Seeing the evidence of your battle, he appears startled.

"What happened here? May the Summoner preserve us! Bullywugs. There haven't been any of those seen around here for months. It must have been a raiding party from the Hool. Is everyone all right?" Turpin seems very upset.

Urvail is indeed upset! The loss of his allies means his tenure here in Lasker is over. He is also worried that the characters may have discovered something and is ready to bolt at a moment's notice. However, he initially tries to brazen it out. If the characters do not say anything to indicate they suspect him of involvement, he asks them to dispose of the bullywug bodies (he suggests throwing them in the creek) and tells them he will report seeing bullywugs in the area to the militia tomorrow. He suggests the party try and get some sleep, while he does likewise. Actually, he spends the night sitting up and watching from his cottage window for any indication that the characters are coming to get him. If the characters continue to trust him, in the morning he sends them on their way, then rushes to Lasker. Since his dupe Alyssa is still away, he goes to the local militia commander and claims that he saw a large group of a suspicious nature sneaking across his land, possibly a raiding party from the Hool. In that case, read the following:

You begin moving the refugees to the NE toward Thurmaster. It is only twelve miles, so you expect to make it easily by nightfall. After about three hours on the march, you notice a cloud of dust behind you. You realize that a large group of men on horseback is approaching!

This is the local militia/Hool Marshes border patrol. They have set out to locate and apprehend the party based on Urvail's report.

As the horsemen close the distance, you realize that any attempt at flight is futile. The refugees could never escape men on horseback. You also realize you are heavily outnumbered and that some of the horsemen wear militia uniforms and others wear those of the Border Guards. Glumly you realize that your mission to guide these people safely to Thurmaster without attracting attention has been compromised. You may as well surrender now and hope for leniency for yourselves and the refugees.

By failing to unmask Kesh Urvail, the party has essentially ended the adventure. Some of the party members may want to fight with the approaching forces. The DM should do everything he can to discourage this by pointing out how totally overmatched they are in numbers and strength. Describe a force of at least two-dozen heavily armed cavalymen riding in pursuit. The refugees also weigh in, begging the characters not to get them into any more trouble. Korvin also points out that right now the characters are only guilty of the relatively minor crime of "Failure to Observe Refugee Quarantine Requirements". Violently resisting arrest is a major crime and likely to get them outlawed or executed. If the characters absolutely insist on fighting, the DM should show them no mercy, as they are essentially committing suicide, not to mention fighting the duly appointed authorities for this area.

Assuming the characters surrender, they and the refugees are taken into custody and escorted back to Lasker. The characters can tell their story to the magistrate or they can choose to remain silent. Revealing to the questioning officials anything about the Trail of Trithereon earns a character infamy with that group and does not change the result. "Marvel Turpin" will have disappeared, being presumed dead in a fire that destroyed his cottage. Some of the locals believe that Trithereonites murdered him, as Urvail left a makeshift Rune of Pursuit near the burning cottage.

The results of the hearing are as follows:

The refugees are immediately expelled from the Yeomanry, via the closest border. In this case that

happens to be to Keoland, so there is some hope they could again be contacted by the Hounds and helped on their way. Alternately, they may reapply to enter the Yeomanry "observing proper protocol and obeying regulations this time." The characters are convicted of aiding in the avoidance of quarantine requirements. Citizens or permanent residents of the Yeomanry are given the choice of paying a 100 gp fine or serving one week's hard labor (1 TU cost). Foreigners receive a 250 gp fine and two weeks' hard labor (2 TU cost). Characters who possess influence with either the militia or a grosspokesman may use it to reduce their sentences. For a citizen or resident, 1 IP expended gets the character a suspended sentence "in view of his or her previous noble deeds." For foreigners, 1 IP used suspends half the sentence (either the fine or the hard labor, player's choice). Expending 2 IPs suspends the entire sentence.

Any characters engaged in covert missions for the Church of Seven Faiths or the militia will be treated like any other character in court. Attempts to enlist the aid of the Priestess Alyssa or Grosspokeswoman Windomere in open court or claims of official militia sanction will be rebuffed. If the character remains silent through the trial, but attempts to contact their superiors (either Alyssa or Windomere) afterwards, they are received privately and thanked for their efforts, but any information they have gathered is useless, due to the publicity surrounding the arrest. (Boris Grudgetaker and the other Hounds know the Trail has been compromised and won't respond to the contact phrase.) With Urvail's disappearance, Quincannon is released due to a lack of evidence, a result that Alyssa complains about, bitterly and publicly.

ENCOUNTER 6B: RUN LIKE HELL!

This encounter assumes the players decide to flee without confronting Kesh Urvail, either before or after the bullywugs' attack. If they make this choice prior to the attack, the characters miss out on a great deal of combat and treasure, but they are given an small XP bonus, since they are taking extra care to keep the refugees safe.

You move the tired refugees out through the darkness, trying to keep them as quiet as possible. You keep alert through the night for militia patrols or any other threat. Fortune appears to favor you. You all slip through the moonlight like so many ghosts and no one is

there to mark your passing. The long night passes slowly, but eventually it does pass. You and your nigh exhausted charges find yourself just outside of Thurmaster.

By this time Kesh Urvail has returned to the farm and realized that the party has fled. He comes to the conclusion that his cover is blown, sets the farm alight to cover his escape and leaves a Trithereonite symbol in an attempt to further discredit that sect. Urvail flees, eventually making his way back to the Hold. If the characters return to Lasker looking for him, he is long gone. If the party has rescued the real Marvel Turpin, he eventually regains consciousness and explains exactly what Urvail has been up to. Without Urvail to accuse him, the case against Quincannon collapses and he is also freed, much to Alyssa's disgust.

When one of the characters uses the contact phrase at the Woodsman's Axe and then waits outside, he is contacted Boris Grudgetaker, owner of the Woodsman's Axe Inn. He has been expecting them and has made arrangements to hide the refugees before moving them upriver to Longspear. He attempts to keep a very low profile and does not give the character his name or any details about himself. He gives the character a key that opens a warehouse in the town, where the party is to leave the refugees. He tells the character that it would be best if the entire party left town immediately afterwards to keep from attracting unwanted attention. He also thanks them for a job well done.

Development: If there are no covert militia/Church of Seven Faiths agents in the group, the final meeting with Boris Grudgetaker is much less significant, and the DM should feel free to compress it. However, if there are one or more of such agents, they must each strive to be the party member chosen to make the contact, so as to be able to identify Grudgetaker. Hounds of Trithereon should strive to make the contact to help preserve his secret. The DM should remember that Grudgetaker does not use his name, meets with the contact only once, and is never present at the warehouse. Only the individual making the initial contact will be able to identify Grudgetaker later. Even if a player can identify Grudgetaker, they may hesitate to do so as this would result in the arrest of the refugees. The DM may wish to consider alignment shifts for Lawful players who choose not to make a full report!

ENCOUNTER 6C: VIGILANTE JUSTICE

This encounter assumes the party has defeated the bullywugs and somehow learned that it is Kesh Urvail who has betrayed them. It also assumes they have delayed their departure from the farm to await his return. If they proceeded to Thurmaster and then return, Kesh Urvail is not there. Basically, the party gets one good shot at killing or capturing him. If they miss it for any reason, Urvail flees and disappears.

Perhaps an hour after the last of the bullywugs fell, you see another form approaching through the moonlight, but this one is clearly human. Soon he is close enough to be recognized. It is the man you knew as "Marvel Turpin", but whom you now know is Kesh Urvail, a murderer of the helpless and an agent of the Scarlet Brotherhood!

The players may have set up some sort of ambush to await Urvail's return. Their surest bet would probably be to allow him to enter the cottage and then cut off his escape. Kesh Urvail is very wary as he returns to the farm; if the characters give him any indication that they have discovered his secret, he immediately flees into the night and is very hard to catch. If the characters try to Bluff him, he uses his excellent Sense Motive skill.

Creatures:

APL 4 (EL 4)

☛ **Kesh Urvail, male human (Suel) Mnk4:** hp 25; see Appendix I.

APL 6 (EL 6)

☛ **Kesh Urvail, male human (Suel) Mnk6:** hp 36; see Appendix I.

APL 8 (EL 8)

☛ **Kesh Urvail, male human (Suel) Mnk8:** hp 47; see Appendix I.

Tactics: Kesh Urvail is a fairly intelligent individual and uses his monkish abilities to maximum effect. His goal is to escape the characters, if possible, and otherwise to sell his life as dearly as he can. He will use his improved trip feat and stunning blow attacks on any character between him and an escape route. His mobility feat should give him a good chance to disengage unless he is cornered. His extra speed will make him very difficult to catch.

If he has broken free of the characters, Urvail will attempt to full run (200' per round) to escape them. If any character is able to match this speed, Urvail turns and attacks that individual, using a flurry of blows and a stunning blow, hoping to disable his swiftest pursuer and thus escape.

If somehow cornered or prevented from fleeing, Urvail will try to kill as many of his enemies as possible. He will concentrate on those that appear weakest, such as spellcasters, and try to overwhelm them with a flurry of blows. He expects no mercy from followers of Trithereon and fights to the death against such. If the characters have given him reason to believe there are few followers of Trithereon among them, Kesh Urvail surrenders if escape seems impossible and death imminent.

Treasure: The only treasure consists of Kesh Urvail's gear.

APL 4 or 6: L: 0 gp; C: 0 gp; M: *hat of disguise* (200 gp), *bracers of armor +1* (100 gp), 2 *potions of cure moderate wounds* (30 gp each), *badge of Kesh Urvail* (100 gp).

APL 8: L: 0 gp; C: 0 gp; M: *hat of disguise* (200 gp), *bracers of armor +2* (400 gp), 2 *potions of cure moderate wounds* (30 gp each), *badge of Kesh Urvail* (100 gp).

Development: If the characters somehow take Kesh Urvail alive, they face a dilemma. They cannot very well turn him in to the authorities without implicating themselves in aiding the refugees' avoidance of immigration regulations (see Encounter 6A above) and wrecking their chances to complete their covert mission. Any followers of Trithereon present among the characters should realize that this is an opportunity for the vigilante justice their deity regards so highly. If Urvail is still alive when the real Marvel Turpin regains consciousness, Marvel demands his immediate execution in retribution for his torture and the deaths of the two previous groups of refugees. Choosing to turn Urvail in to the authorities compromises the efforts of the Hounds of Trithereon in this area and earns the characters infamy with that group. It also wrecks any chance for any covert agents amongst the characters to identify Boris Grudgetaker in Thurmaster or learn anything more about the Trail. If the players decide to turn Urvail in, proceed to the last part of Encounter 6A, but assume that in light of their good deed in capturing the Scarlet

Brotherhood agent, all characters automatically receive suspended sentences.

Additionally, the body of Kesh Urvail bears a valuable prize in the form of an ivory badge that grants its wearer a limited amount of protection and reveals him as a Brotherhood sympathizer to other followers of the Scarlet Sign. Characters who have already played **As He Lay Dying (COR 02-01)** may be familiar with this type of badge. See the Treasure Summary for more details.

Cleaning up and Getting Out

After the characters have resolved their conflict with Urvail, either by his escape or his defeat, they are free to proceed to Thurmaster without further trouble. If the party has rescued the real Marvel Turpin, he eventually regains consciousness and explains exactly what Urvail has been up to. Without Urvail to testify against him, the case against Quincannon collapses and he goes free.

When one of the characters uses the contact phrase at the Woodsman's Axe and then waits outside, Boris Grudgetaker, owner of the Woodsman's Axe Inn, contacts him. He has been expecting them and has made arrangements to hide the refugees before moving them upriver to Longspear. He attempts to keep a very low profile and does not give the character his name or any details about himself. He gives the character a key that opens a warehouse in the town, where the party is to leave the refugees. He tells the character that it would be best if the entire party left town immediately afterwards to keep from attracting unwanted attention. He also thanks them for a job well done.

Development: If there are no covert militia/Church of Seven Faiths agents in the group, the final meeting with Boris Grudgetaker is much less significant, and the DM should feel free to compress it. However, if there are one or more of such agents, they must each strive to be the party member chosen to make the contact, so as to be able to identify Grudgetaker. Hounds of Trithereon should strive to make the contact to help preserve his secret. The DM should remember that Grudgetaker does not use his name, meets with the contact only once, and is never present at the warehouse. Only the individual making the initial contact will be able to identify Grudgetaker later. Even if a player can identify Grudgetaker, they may hesitate to do so as this would result in the arrest of the refugees. The DM may wish to consider alignment shifts for

Lawful players who choose not to make a full report!

Conclusion

Depending how well the characters have handled their interactions with the treacherous Kesh Urvail, they may conclude this adventure as heroes, basking in the gratitude of both the refugees and the worshippers of Trithereon, or as criminals, convicted of breaking the laws of the Yeomanry and serving out their sentences at hard labor on a work gang. If any of the players are Members of the Church of Seven Faiths, they may do their duty to their faith by betraying the trust the refugees have placed in them and reporting Boris Grudgetaker to Alyssa, earning themselves the favor of their Church and the hatred of the Hounds and Falcons of Trithereon. Militia members on covert assignment may chose to make a full report to Grosspokeswoman Windomere, or to break faith with their superiors to keep the refugee route a secret. If individual in the militia betrays the Trithereonites, their involvement will eventually leak out, earning them infamy. Completing their assignment earn them now additional rewards, as the Grosspokeswoman feels “they were only doing their duty.”

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: Arrested!

Prevent the bar brawl

All APLs – 25 xp.

Encounter Two: Hunter or Prey?

Defeat the barghest

APL 4 – 120 xp;

APL 6 – 150 xp;

APL 8 – 180 xp.

Encounter Three: Refugee Rendezvous

Gain the refugees’ trust

All APLs – 25 xp.

Encounter Four: Howling at the Moon

Defeat the tyrg pack

APL 4 – 120 xp;

APL 6 – 150 xp;

APL 8 – 180 xp.

Encounter Five: Safehouse

Defeat the bullywugs

APL 4 – 180 xp;

APL 6 – 240 xp;

APL 8 – 300 xp.

-OR-

Avoid the bullywug attack

All APLs – 100 xp.

Encounter Six: End of the Trail

Kill or capture Kesh Urvail

APL 4 – 120 xp;

APL 6 – 180 xp;

APL 8 – 240 xp.

Conclusion

Bonus xp per refugee who survived

APL 4 – 5 xp per refugee – 75 xp;

APL 6 – 8 xp per refugee – 120 xp;

APL 8 – 11 xp per refugee – 165 xp.

Total possible experience:

APL 4 – 665 xp;

APL 6 – 890 xp;

APL 8 – 1115 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 (sell value)
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Introduction

All APLs: L: 0 gp; C: 100 gp; M: 0 gp.

Encounter Five: Safehouse

APL 4: L: 7 gp; C: 25 gp; M: 0 gp;
APL 6: L: 7 gp; C: 200 gp; M: 0 gp;
APL 8: L: 7 gp; C: 300 gp; M: 0 gp.

Encounter Six: End of the Trail

APL 4: L: 0 gp; C: 0 gp; M: 460 gp;
APL 6: L: 0 gp; C: 0 gp; M: 460 gp;
APL 8: L: 0 gp; C: 0 gp; M: 760 gp.

Total Possible Treasure

APL 4: L: 7 gp; C: 125 gp; M: 460 gp;
Total: 592 gp;
APL 6: L: 7 gp; C: 300 gp; M: 460 gp;
Total: 767 gp;
APL 8: L: 7 gp; C: 400 gp; M: 760 gp;
Total: 1,167 gp.

Special

These items appear on the adventure record. They should be crossed out if the PC did not encounter or earn them in the adventure.

☛ *Shortspear of the Frog*: This elegant weapon, taken from a bullywug savant, has a finely carved shaft depicting frogs and toads, and a point forged from the finest metal. It acts as a +1 *shortspear*. When used to attack, it also grants the possessor the *Spring Attack* feat. If this weapon is not being wielded in combat or if the wielder is using another weapon in combat as well, the wielder does NOT benefit from this feat.

Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, Spring Attack, *jump*; *Market Price*: 18,302 gp; *Weight*: 5 lbs.

☛ *Badge of Kesh Urvail*: Taken from the body of Kesh Urvail, a spy of the Scarlet Brotherhood operating in the Yeomanry town of Lasker, this ivory badge (about the size of a fist) confers a +1 resistance bonus to all saves made by the wearer. Additionally, it identifies the wearer as sympathetic to the goals of the Scarlet Brotherhood to other members of the order, who recognize its significance immediately upon sight.

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, item must be created in the secret city of Hesuel Ilshar, located somewhere on the Tilvanot Peninsula; *Market Price*: 1,000 gp; *Weight*: ½ lb.

☛ *Influence with Followers of Trithereon*: You have gained the respect of the Hounds and Falcons of Trithereon for your deeds. They will remember your actions and will be willing to assist you in the future.

This influence point should only be awarded if the character did not require payment in the Introduction and escorted the refugees safely to Thurmaster and no party member betrayed Boris Grudgetaker to the Priestess Alyssa or the Grosspokeswoman Windomere.

☛ *Infamy with Followers of Trithereon*: Due to your actions, you have become known to the Followers of Trithereon in a manner you'd probably rather not. You must show this certificate in any event or encounter in which you deal with a Hound or Falcon of Trithereon, or any cleric of that deity. To determine if they recognize you, he or she must make an Intelligence check (DC 15) with a +2 circumstance bonus if inside the Yeomanry

and with a +2 synergy bonus if the individual in question possesses 5 or more ranks in Knowledge (religion). If the individual recognizes you, you suffer a –2 circumstance penalty to all Charisma-based checks with that individual (and any other worshipper of Trithereon he or she might inform). The following NPCs AUTOMATICALLY make this check: Arvin Quincannon, Marvel Turpin, Jarnin Rovard, and Corgan. In no case will an NPC worshipper of Trithereon who recognizes you aid you.

This Infamy should be awarded to any character that discusses the Trail of Trithereon with any Yeomanry official or anyone who betrays Boris Grudgetaker to the Priestess Alyssa or Grosspokeswoman Windomere.

☛ Influence with the Church of Seven Faiths: You have gained the respect of the Church of Seven Faiths for your deeds. They will remember your actions and will be willing to assist you in the future.

This Influence Point should only be awarded if the character was working undercover for the Church and reported the identity of the Trithereonite contact in Thurmaster to the Priestess Alyssa.

Appendix I: NPCs

Encounter Two: Hunter or Prey?

APL 8

Greater Barghest, Advanced: CR 6; Large Outsider (Evil, Lawful); HD 13d8+26; hp 84; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (goblin form) or 60 ft. (wolf form); AC 20 (touch 11, flat-footed 18) [-1 size, +2 Dex, +9 natural]; Atk +16 melee (1d8+4, bite) and +11 melee (1d6+2, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft. (goblin form) or 5 ft. by 10 ft./5 ft. (wolf form); SA spell-like abilities, feed; SQ damage reduction 15/+1, scent, alternate form, pass without trace; AL LE; SV Fort +10, Ref +10, Will +12; Str 19, Dex 15, Con 15, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +20, Concentration +18, Hide +14 (goblin form) or +18 (wolf form), Intimidate +22, Jump +20, Listen +20, Move Silently +18, Sense Motive +20, Spot +20, Swim +8; Combat Casting, Combat Reflexes, Improved Initiative, Run.

Spell-like Abilities (Sp): At will—*levitate*, *misdirection*, and *project image*; 1/day—*charm monster*, *charm person*, *dimension door*, and *emotion*. These abilities are as the spells cast by a sorcerer whose level equals the barghest's HD (save DC 14 + spell level).

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. For every 8 HD or levels a barghest consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Alternate Form (Su): A barghest can assume the form of a goblin or a large wolf as a standard action. This ability is similar to a *polymorph self* spell, except that it allows only goblin and wolf forms.

Pass Without Trace (Ex): A barghest in wolf form can *pass without trace* (as the spell) as a free action.

Encounter Four: Howling at the Moon

APL 6

Advanced Tyrg (Krenshar): CR 3; Medium Magical Beast; HD 4d10; hp 22; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk +4 melee (1d6, bite) or +2 melee (1d4, 2 claws); SA scare; SQ scent; AL N; SV Fort

+4, Ref +6, Will +2; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +6, Jump +4, Listen +4, Move Silently +6; Multiattack.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like *scare* cast by a 3rd-level sorcerer (save DC 12). If the save is successful, that opponent cannot be affected again by that tyrg's scare ability for one day. The shriek does not affect other tyrgs.

APL 8

Advanced Tyrg (Krenshar): CR 5; Large Magical Beast; HD 8d10+16; hp 60; Init +1 (Dex); Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [-1 size, +1 Dex, +5 natural]; Atk +11 melee (1d8+4, bite) or +9 melee (1d6+2, 2 claws); SA scare; SQ scent; AL N; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +6, Jump +9, Listen +5, Move Silently +6; Combat Reflexes, Multiattack.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like *scare* cast by a 3rd-level sorcerer (save DC 12). If the save is successful, that opponent cannot be affected again by that tyrg's scare ability for one day. The shriek does not affect other tyrgs.

Encounter Five: Safehouse

APL 4

Bullywug: CR 1; Medium Humanoid (Aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., Swim 30 ft.; AC 15 (touch 10, flat-footed 15) [+2 leather, +3 natural]; Atk +1 melee (1d6/x3, halfspear) or +1 ranged (1d6/x3, halfspear); SQ marsh move, summoning; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinary summon will appear. In such cases, there is a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Possessions: leather armor, halfspear.

Bullywug Savant Sor2: CR 3; Medium Monstrous Humanoid; HD 2d8+2d4+12; hp 26; Init +1 (Dex); Spd 30 ft., Swim 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +2 leather, +3 natural]; Atk +2 melee (1d6/x3, halfspear) or +3 ranged (1d6/x3, halfspear); SA poison, spells; SQ darkvision 60 ft., marsh move, summoning; AL NE; SV Fort +6, Ref +4, Will +3; Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13.

Skills and Feats: Bluff +3, Climb +2, Concentration +8, Hide +3 (+9 in marshes), Intimidate +3, Jump +2, Listen +2, Spellcraft +5, Spot +4, Tumble +3; Combat Casting, Spell Focus (enchantment).

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Marsh Move (Ex): Bullywug savants suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinary summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Spells Known (6/5; base DC = 11 + spell level, 13 + spell level for enchantment spells): 0—

[*daze, detect magic, mage hand, ray of frost, read magic*]; 1st—[*sleep, summon monster I*].

Possessions: leather armor, halfspear.

Description: Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy transparent fluid sacs; two on the chin, two by the earholes, and two on the top of the head. The upper sacs appear to contain additional brain tissue.

APL 6

Bullywug Rog1: CR 2; Medium Humanoid (Aquatic); HD 1d8+1d6+6; hp 14; Init +0; Spd 20 ft., Swim 30 ft.; AC 15 (touch 10, flat-footed 15) [+2 leather, +3 natural]; Atk +2 melee (1d6/x3, halfspear) or +2 ranged (1d6/x3, halfspear); SA sneak attack +1d6; SQ marsh move, summoning; AL CE; SV Fort +5, Ref +2, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +4 (+10 in marshes), Jump +4, Move Silently +4, Listen +2, Spot +2, Tumble +4; Weapon Focus (halfspear).

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinary summon will appear. In such cases, there is a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Possessions: leather armor, halfspear.

Bullywug Savant Sor4: CR 5; Medium Monstrous Humanoid; HD 2d8+4d4+18; hp 37; Init +1 (Dex); Spd 30 ft., Swim 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +2 leather, +3 natural]; Atk +3 melee (1d6/x3, halfspear) or +4 ranged (1d6/x3, halfspear); SA poison, spells; SQ darkvision 60 ft., marsh move, summoning; AL NE; SV Fort +7, Ref +5, Will +4; Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 14.

Skills and Feats: Bluff +4, Climb +2, Concentration +10, Hide +3 (+9 in marshes), Intimidate +4, Jump +2, Listen +2, Spellcraft +7, Spot +4, Tumble +3; Combat Casting, Spell Focus (enchantment).

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Marsh Move (Ex): Bullywug savants suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinary summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Spells Known (6/7/4; base DC = 12 + spell level, 14 + spell level for enchantment spells): 0—[*daze*, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*]; 1st—[*shield*, *sleep*, *summon monster I*]; 2nd—[*blindness/deafness*].

Possessions: leather armor, halfspear.

Description: Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy transparent fluid sacs; two on the chin, two by the earholes, and two on the top of the head. The upper sacs appear to contain additional brain tissue.

APL 8

Bullywug Rog3: CR 4; Medium Humanoid (Aquatic); HD 1d8+3d6+12; hp 27; Init +0; Spd 20 ft., Swim 30 ft.; AC 15 (touch 10, flat-footed 15) [+2 leather, +3 natural]; Atk +4 melee (1d6/x3, halfspear) or +4 ranged (1d6/x3, halfspear); SA sneak attack +2d6; SQ marsh move, summoning, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +5, Will -1; Str 10, Dex 11, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +6 (+12 in marshes), Jump +6, Move Silently +6, Listen +4, Spot +4, Tumble +6; Lightning Reflexes, Weapon Focus (halfspear).

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinary summon will appear. In such cases, there is a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Possessions: leather armor, halfspear.

Bullywug Savant Sor6: CR 7; Medium Monstrous Humanoid; HD 2d8+6d4+24; hp 48; Init +1 (Dex); Spd 30 ft., Swim 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +2 leather, +3 natural]; Atk +5 melee (1d8+1/x3, *shortspear of the frog*) or +6 ranged (1d8+1/x3, *shortspear of the frog*); SA poison, spells; SQ darkvision 60 ft., marsh move, summoning; AL NE; SV Fort +8, Ref +6, Will +5; Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 14.

Skills and Feats: Bluff +4, Climb +2, Concentration +12, Hide +3 (+9 in marshes), Intimidate +4, Jump +2, Listen +2, Spellcraft +9, Spot +4, Tumble +3; Combat Casting, Spell Focus (enchantment, transmutation), Spring Attack (from *shortspear of the frog*).

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Marsh Move (Ex): Bullywug savants suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinary summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Spells Known (6/7/6/3; base DC = 12 + spell level, 14 + spell level for enchantment and

transmutation spells): 0—[daze, detect magic, flare, mage hand, ray of frost, read magic, resistance]; 1st—[magic missile, shield, sleep, summon monster I]; 2nd—[blindness/deafness, mirror image]; 3rd—[summon monster III].

Possessions: leather armor, shortspear of the frog.

Description: Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy transparent fluid sacs; two on the chin, two by the earholes, and two on the top of the head. The upper sacs appear to contain additional brain tissue.

Fiendish Boar: CR 2; Medium Magical Beast; HD 3d8+9; hp 22; Init +0; Spd 40 ft.; AC 16 (touch 10, flat-footed 16) [+6 natural]; Atk +4 melee (1d8+3, gore); SA ferocity, smite good; SQ scent, darkvision 60 ft., cold and fire resistance 5; SR 6; AL NE; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 17, Int 3, Wis 13, Cha 4.

Skills and Feats: Listen +7, Spot +5.

Ferocity (Ex): A fiendish boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Fiendish Giant Lizard: CR 2; Medium Magical Beast; HD 3d8+9; hp 22; Init +2 (Dex); Spd 30 ft., Swim 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk +5 melee (1d8+4, bite); SA smite good; SQ darkvision 60 ft., cold and fire resistance 5; SR 6; AL NE; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Climb +9, Hide +7 (+11 in forested/overgrown areas), Listen +4, Move Silently +6, Spot +4.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Fiendish Leopard: CR 2; Medium Magical Beast; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft., Climb 20 ft.; AC 15 (touch 14, flat-footed 11) [+4 Dex, +1 natural]; Atk +6 melee (1d6+3, bite) and +1 melee (1d3+1, 2 claws); SA pounce, improved grab, rake 1d3+1, smite good; SQ scent, darkvision 60 ft., cold and fire resistance 5; SR 6; AL CE; SV Fort +5, Ref +7, Will +2; Str 16, Dex 19, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Balance +12, Climb +11, Hide +9 (+13 in tall grass/heavy undergrowth

areas), Listen +6, Move Silently +9, Spot +6; Weapon Finesse (bite, claw).

Pounce (Ex): If a fiendish leopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the fiendish leopard must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A fiendish leopard that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the fiendish leopard pounces on an opponent, it can also rake.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Encounter Six: End of the Trail

APL 4

Kesh Urvail: Male Human (Suel) Mnk4; CR 4; Medium Humanoid (Human); HD 4d8+4; hp 25; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (touch 14, flat-footed 14) [+3 Wis, +1 Dex, +1 bracers]; Atk +5 melee (1d8+2, unarmed strike) or +4 ranged (1d4, sling); SA flurry of blows, unarmed strike, stunning attack 4/day (Fort save DC 15); SQ evasion, deflect arrows, still mind, slow fall 20 ft.; AL LE; SV Fort +6, Ref +6, Will +8; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 16.

Skills and Feats: Bluff +6, Diplomacy +10, Disguise +6 (+16 with hat), Sense Motive +6, Tumble +8; Dodge, Improved Initiative, Mobility.

Possessions: sling w/ 10 bullets, hat of disguise, bracers of armor +1, 2 potions of cure moderate wounds, badge of Kesh Urvail.

APL 6

Kesh Urvail: Male Human (Suel) Mnk6; CR 6; Medium Humanoid (Human); HD 6d8+6; hp 36; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50 ft.; AC 16 (touch 15, flat-footed 15) [+3 Wis, +1 Dex, +1 monk, +1 bracers]; Atk +6/+3 melee (1d8+2, unarmed strike) or +5 ranged (1d4, sling); SA flurry of blows, unarmed strike, stunning attack 4/day (Fort save DC 15), improved trip; SQ evasion, deflect arrows, still mind, slow fall 30 ft., purity of body; AL LE; SV Fort +7, Ref +7, Will +9; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 16.

Skills and Feats: Bluff +7, Diplomacy +12, Disguise +7 (+17 with hat), Sense Motive +7, Tumble +10; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Possessions: sling w/ 10 bullets, hat of disguise, bracers of armor +1, 2 potions of cure moderate wounds, badge of Kesh Urvail.

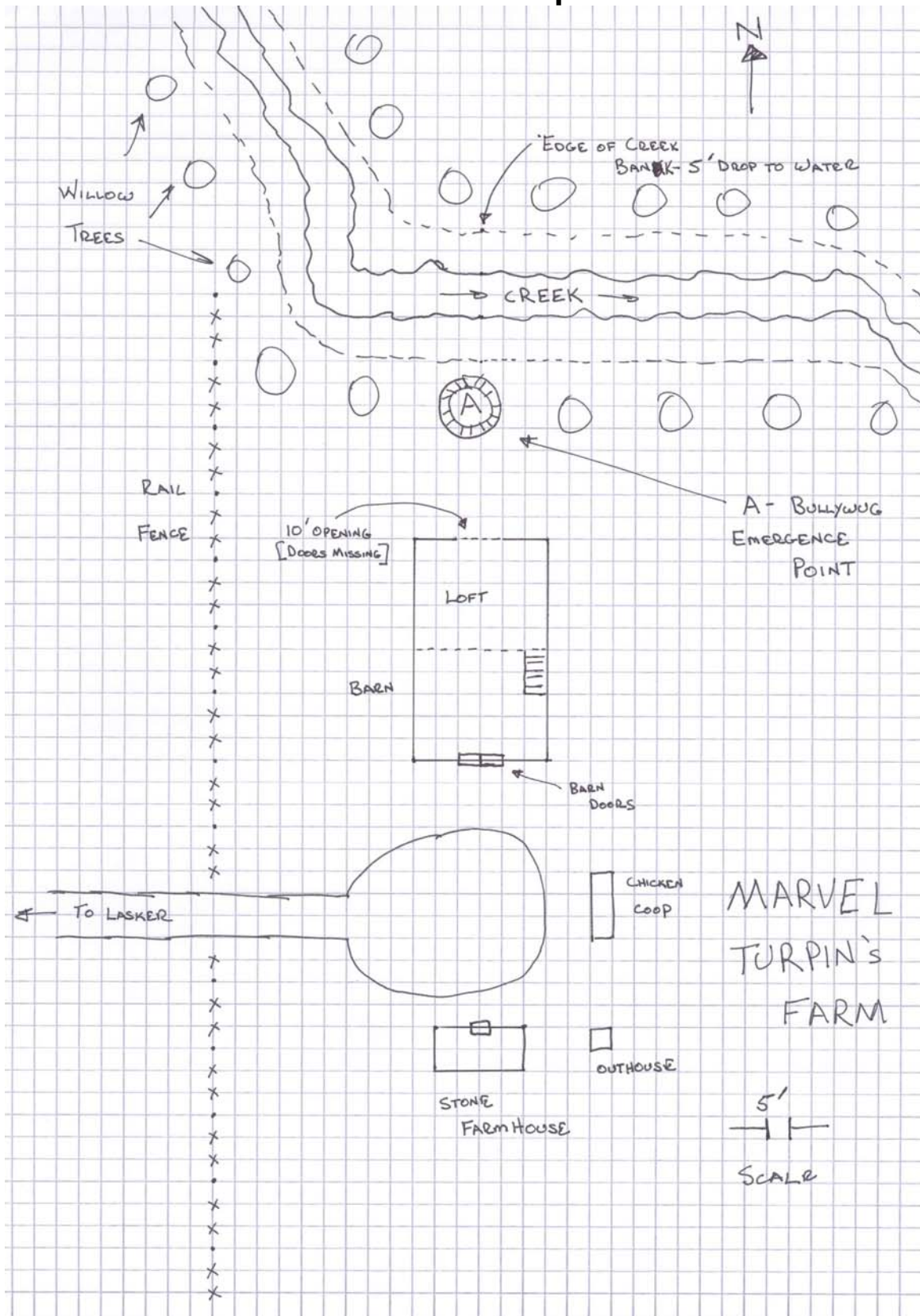
APL 8

Kesh Urvail: Male Human (Suel) Mnk8; CR 8; Medium Humanoid (Human); HD 8d8+8; hp 47; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft.; AC 18 (touch 16, flat-footed 16) [+3 Wis, +2 Dex, +1 monk, +2 bracers]; Atk +8/+5 melee (1d10+2, unarmed strike) or +8/+3 ranged (1d4, sling); SA flurry of blows, unarmed strike, stunning attack 4/day (Fort save DC 15), improved trip; SQ evasion, deflect arrows, still mind, slow fall 50 ft., purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +8, Ref +9, Will +10; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 16.

Skills and Feats: Bluff +8, Diplomacy +18, Disguise +10 (+20 with hat), Sense Motive +8, Tumble +13; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Possessions: sling w/ 10 bullets, *hat of disguise*, *bracers of armor* +2, 2 *potions of cure moderate wounds*, *badge of Kesh Urvail*.

DM Aid #1: Marvel Turpin's Farm



Player Handout #1: Bullywug Savant's Letter

My Dearest Ally,

Once again fortune favors us both. The Trithereonite fools are bringing another herd of escaped slaves our way. I expect them tomorrow afternoon, so you and your minions should prepare yourselves for another feast! I would only ask you to remember two things:

First, if any of the slaves bear anything distinctive, such as a signet ring or even a uniquely worked leather belt, please leave it for me. I don't expect you to forego anything of real value, obviously; still, I will send any such items back to my superiors in the Hold. They will use them to further discredit the dogs of Trithereon.

Second, please tell your minions not to make such a mess in my barn! I know they greatly enjoy the thrill of spurting blood, but afterward I have to clean it up to avoid alerting the next group. So please do what you can.

I will meet with you in our usual spot in a week's time to discuss future plans.

In the Brotherhood's name,

Kesh Urvail