

Gift of Beauty

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Michael J. Breslin, Sr.

His Lordship Viscount Langard has sponsored a contest throughout the Viscounty to find a gift for Her Fey Majesty of Celene. How will it look if this Royal Gesture is interrupted by a group of bandits? Event 1 of the Viscount Series. An adventure for characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

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

Lifestyle

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

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

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

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

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

Adventure Summary and Background

At the Winter Solstice Festival His Lordship Viscount Langard request the common folk of Verbobonc create a work of craftsmanship to present to Her Fey Majesty of Celene, which lies to the South of Verbobonc, as a Gift. The folk of Verbobonc are renowned for their beautiful crafts and many of the craft guilds became excited. Tasking their memberships with the duty of creating such an item, the entire Viscounty set to work with the greatest of skill and dedication. Nearly a full Season had passed and the month of Readying approached. It was the Viscount's desire to present the Verbobonc Gift of Beauty on the High Day of Readying.

The Weaver Guild presented a beautiful tapestry depicting the cooperation of the elves, gnomes and man in the early building of Verbobonc City. The Silversmiths created a chalice of intricate etching of the forest animals beneath the Elven Oak Father of the Gnarley. Many an independent craftsman submitted their works and a single carving of wood stood above all the crafts presented. Carved from a single piece of delicate Ip Wood taken from a lightning sundered tree, is a box measuring slightly over 2 feet by 1 foot by 1 foot deep. The carvings took the form of the elven father Corliathian as he sat in a glad with animals and fey folk alike. The sides told the stories of may major events in elven history.

This working of wood won supreme and was taken to the Archdruid of the Western Gnarley for his blessings. Once so blessed all the crafts were displayed in the court of Greyfist for nearly a ten-day. After, the gift was taken to the Estate of Lord Delevu a Southern Noble. Guarded by a patrol of Borderers, the 'Gift of Beauty' was transported to the borders of Celene where it was to be escorted to the Seat of Her Fey Majesty by a patrol of Elven Knights.

On the 10-mile journey from Lord Delevu's estate to the border, the guardians of the gift were ambushed and all but one was slain. The surviving Borderer, Corporal Janic, was discovered by one of Lord Delevu's tenant farmers. The Borderers were notified and word was brought back to His Lordship Langard yesterday. Wanting to keep this as low profile as possible he immediately moved to have a group of worthy and trusted adventures to locate and recover the gift. The use of Borderers has been overruled due to the possible need of entering lands that are not Verbobonc. A small force of not more than seven would work best in this situation.

If the adventures are able to recover the gift, they will need to successfully return the gift to the Estate of Lord Delevu. It is here that the Patrol of Elven Guardians will take charge of the gift and return to Celene. Members of the recovery team are not sanctioned by the state and have no position within the service of the government. These individuals are merely assisting for whatever reasons they deem fit. Lord Delevu will recognize the situation and need for silence.

Adventure Synopsis

Wyn will approach one of the PCs with a recommendation for adventure and a chance to make a name for themselves. There is a Noble to the South that has a bit of a lead on the 'missing gift.' He gives the adventurer a wooden coin etched with the image of the oak father on one side. He tells of the half-elf Noble named Delevu that would be able to point them in a fortunate direction to have their names raised in status with the folk of Verbobonc. Many rewards in life are gained merely by action.

As the PCs travel south they encounter a mounted patrol of Lord Milinou's House. If they disclose what they are doing, it may reflect badly on the Viscount and cause political gossip.

Upon arriving at Delevu Woods, Lord Delevu will greet them with suspicion until they present the wooden coin. Once shown the coin, Lord Delevu will escort them into his Manor and brief them in a well-organized military manner that belays the laid-back appearance and attitude first encountered. Afterward, they will be shown to quarters to be cleaned up and eat. After their meal, they will be shown to Corporal Janic and may ask questions.

Following Corporal Janic's instructions and the map provided by Lord Delevu, the PCs will arrive at the ambush site early the next morning. All signs are four days old. Information will lead the PCs to the West into the Kron Hills and eventually into the Lortmils Mountains on the Celene border.

The trail will lead the PCs past a small ranch that is being worked by a small boy and his elven mother. The boy's father, Arnock, was taken earlier this week by a group of humans and half-orcs. They went deeper into the Lortmils.

The PCs comes to a fork in the trail. One fork travels back to the Northeast and the other travels west. Arnock left a sign for those that know the land. If the PCs travel West, they find the trail cold and dead some 2 miles up just as they get ambushed by Grimlocks. Traveling Northeast, the PCs come to a makeshift wilderness camp. Here they find the original ambush PCs and free Arnock and a Borderer Scout that remained alive from the ambush.

Arnock tells the PCs of a Gnome that was wearing a black symbol of some type of a bird. The gnome took the box and traveled Northeast. Arnock knows this part of the Lortmils and fears for his wife and son.

Following Arnock's directions, the PCs can catch up to the gnome and recover the gift. The gnome will escape. After this battle, the PCs can return to Delevu Woods and await the arrival of the Celene Knights.

Accompany the Celene Knights to the Borderer and receive a Gift from Her Fey Majesty for their valiant efforts in the rescue of Arnock, citizen of Celene.

Returning to Delevu Woods, Lord Delevu presents each of the PCs with a wooden coin with the Oak Father on one side.

Player Introduction

The Festival of Readying has nearly completed and the City of Verbobonc is returning to the normal feeling of trade and commerce. With more than a week of revel, merchants are counting their profits and farmers are beginning to set to the task of planting. The weather is turning more and more to the season of planting. Moist dew rests on the grasses of the open parks of Verbobonc and the crisp chilled air of the winter that is loosing its grip is still felt this early. The reception of His Lordship, Viscount Langard is being over shadowed by street slander. There is talk that the crafted gift from the common folk is has not been delivered to Her Fey Majesty, Queen Yolanda of Celene. Nothing substantial and after all it is merely rumor.

Encounter One The Unknown Ranger

Select one of the PCs for Wyn to approach. PCs that are bound to nature (Druid or Ranger) would be his first choice for a contact, followed by any Elf, Half-Elf, Gnome then Human in the class of Cleric, Bard, Paladin and Rouge. Any Fighter would be a last resort with Mage and Barbarian not too far behind. Also, Native Verboboncian will have a greater interest in this adventure than citizens of neighboring states.

“Well met traveler. Are you native from Verbobonc or visit our city for the Festival?”

Finding the appropriate PC, Wyn continues:

“Well it seems that there would be a task that may be of interest to thee. It seems that there are rumors abound that the ‘Gift of Beauty’ to our Fey Majesty to the South has been ... lets say removed from the control of the Viscount’s power. I am not an expert in the ways of the new Viscount but if one was to confirm this information, and if the item is found to be not in his control, shall it be returned to its rightful hands ... well you have an idea of the rewards that deeds in the name of the folk of Verbobonc can be found.”

Wyn waits for a response and will respond in turn with any of the following answers:

“I am not hiring and have no gold or other influence to bestow. I know of no official summons to this task. I am but a servant of the woodlands and unknown to the powers that would have their way in the Viscounty. Travel to Deleveu Woods and seek Lord Deleveu. He is loyal to the Viscount and would be pleased to have assistance if it comes in the name of Langard.” Wyn hands over a wooden coin with an etching of the Oak Father dyed in Green on one side. “Present this to Lord Deleveu. He will provide you with shelter, food and information on what must be done.”

“Rewards can be sought in many forms. Fame and the ballads of the bards will make this task a powerful tool to those seeking fame. If the rumors show true, it would serve both the

common folk of Verbobonc and her Viscount. If the item is not in the hands of Her Fey Majesty or her charges, then the Viscounty will not be seen in good light for trade and other political issues. I have no knowledge on such matters, but don’t think it would be well for the common folk”

“As for whom I am. I am a servant of the Woodlands and the Oaken Father. If a task must be done, I think that many would stand. The main question I have for thee is, ‘Will the names sung the bards in fame be that of yours or others?’”

“Beleveu Woods is an estate to the South just North of the Border of Celene.”

“The ‘Gift to Her Fey Majesty’ is a beautiful work of craftsmanship. It is a box of Ipe wood that measures nearly 2 hands tall, 3 hands wide and 5 hands in breath. There are carvings of Corellon Larethian and other Fey folk on the cover as well as the joining of the races in the common bond to build and develop this land known as Verbobonc. It is a story of sorts beautifully worked in wood. The Archdruid of Obad-Hai of the Western Gnarly blessed the gift and presented the Viscount with the gift. The Borderers took the gift to Deleveu Woods; then onto the border to meet the Knights of Celene.”

Encounter Two Gnome – Friend or Foe?

Travel to the South of Verbobonc is uneventful for the first two days. Just to the South of Penwick Township the PCs find themselves in an area that is not patrolled by the Borderers. It is about mid-day and looking ahead the PCs can see a wiff of smoke (Spot – DC10) on the horizon.

As you crest the next rise, you see several wagons, burnt and smoldering wrecks. There are bodies on the ground, and from this distance you can smell the burnt flesh.

As the adventurers approach, you see there are nearly a score of gnomes and several orcs and an ogre lying dead. Checking the bodies, you find a single gnome survivor. The gnome is a merchant from the Jillink Gnome house.

“We were ambushed by brigands working with several Ogres, orcs, half-ors, and hill giants. They hit us before we could react. They got our shipment of silver and gems. We were headed for Verbobonc to fulfill a contract. Where are the girls? Raising to his feet, he starts looking in the wagons and at the dead bodies of his clan. He seems to be looking for someone specific. The entire time he is gronning “No, Aelear ... Jeanaa where are my girls”

He is looking for his granddaughters that were traveling to the house of Jimm to server the Prince’s daughter as handmaidens. They are hiding in the brush some 50 feet away, too scared to answer. Any PCs can find the girls with a Track (DC 10) or Search (DC 15). For safe passage to a small roadside inn located a half-day South. Maleire will give the PCs his thanks and tells them that they can get a very deep discount, wink, at his family store upon their arrival back in Verbobonc City.

“Thank Berei for your safety,” sobbing in relief, “please, would you see us to the Empty Nest Inn. It is but a half days walk to

the south. You are going that way. I can only offer you my thanks.”

Encounter Three The Black Griffon

As the PCs move to the south, a Patrol of Knights approaches from the East. They stop the PCs and question them on their purpose for being in this area. They wear a Black Griffon on their Shields and Tabards.

“Hold there, what is your purpose for being on this road?”

“You have traveled into the domains of Lord Milinous. We have found burnt wagons and are in search of those that did this deed.”

The leader will listen to the story of the adventurers and Maleire Jillink. Still he will not be impressed and will not restrain his contempt for gnomes. the Knights are all but openly hostile to the Jillinks.

“Proceed on your way. Ware the hills.” They move on toward the West off the road.

If the PCs show any sign of belligerence there they will be berated and roughly searched. Then released after being detained for 2 hours.

The PCs arrive at the Empty Nest and can be on their way in the morning. The inn boast good food and drink at reasonable prices. There are several farmers and a few travelers present. After a good nights rest, the PCs may continue. Prices are reasonable at 3 silver for a private room, 1 silver for the common room, and 2 silver for the adventurer’s buffet. The adventurer’s buffet is a full course all you can eat breakfast or dinner meal.

Encounter Four Deleveu Woods

As you approach a small two-story manor house on the edge of a small wood. There are field hands preparing for planting. Speaking with any of the farmers will confirm that they approach Deleveu Woods and the Lord Deleveu is in his manor house. There was a soldier brought in that was badly hurt and for 4 days. The Lord and Lady of Deleveu cared for the man.

The Manor house of Deleveu Wood is a simple home built with an obvious mix of both elven and human design. There are several other buildings set just within the tree line. A guard is perched in a tree just nearly out of view. A wall of flowers and shrubbery surrounds the estate. Entrance to the estate is through an arch of flowers. The arch is but a part of an expansive wall of greenery, flowers and thorns as long as a hand. The fresh the fresh sent of lylac is all around. About half the distance to the house from the arch a middle aged man steps out of the manor house. He is wearing simple wool trousers and cotton shirt. There is a rapier on a baldric that

appears well fitted and not simply for show. There is a pin on the baldric that is shaped as the Oak Father. It is made of dark wood and highly polished.

“Welcome to Deleveu Wood. May I have your intent here on this estate?”

He waits for an answer. If someone remarks on the loss of the ‘Gift’, he fains shock and tell them that being young and hearty adventures, they shouldn’t chase every rumor that they hear. Once presented with the wooden coin, he will nod his head and 3 half-elfin boys come from the wood line.

“Please take our guest to the barracks. See that they are provided with food and a bath. Have them prepare for a meeting with the soldier. They come from one that is trusted.”

With that the boys take charge of any mounts and show the PC’s into the wood line where they now see the many structures that are both building and tree. With a successful Spot check (DC 20) they can see a guard in full plate and unknown symbols standing outside one of the structures. Once they are in the barracks they can bathe and their cloths can be cleaned. Nearly two hours later, Lord Deleveu and a soldier will enter and the following information will be given.

The soldier will introduce Lord Deleveu as a trusted servant of His Lordship Viscount Langard.

“May I present Lord Deleveu, Knight Captain of the Borderers, friend of the folk of Verbobonc. I am Corporal Janic of the 4th Borderers. My patrol was ambushed while on our way to deliver a package to a patrol of Celene Knights. This package is destined to Her Fey Majesty of Celene as an offering of peace and good will between the folk of Verbobonc and the Fey Folk of Celene. Five dead, 1 missing and myself left for dead. Knocked unconscious and assumed dead, I was fortunate to be missed by the brigands. My fellows were not so fortunate. Our horses were taken as well as weapons and armor.”

Lord Deleveu says, **“In the morning you may go to the site of the ambush and begin to see what may be done to recover the ‘package’. This is a map from here to the site of the ambush.”**

Corporal Janic continues, **“Is there anything that I may relate to you that will assist you in this mission?”**

“There were six from the 4th Borderers and an scout from the Western Gnarley on the patrol. The scout had been with the package since it was blessed. The scout is trusted and the one missing.”

“We were taken unaware on both flanks by archers. Then bull rushed and overwhelmed in a very synchronized manner. Almost militarist.”

“I only saw a few half-orcs and a human before I fell to an arrow. I fell behind some brush as my horse bolted.”

“The recovery of the horses and equipment of the Borderers would be welcome. It is very difficult to get good mounts and the efforts in training them is great.”

“I have no idea of whom would want the gift. It is more of a symbol than an actual treasure.”

“If I were them, I would circle into the Lortmils for a bit then come back out in the Kron Hills where we are just

beginning to patrol once more. His Lordship is looking for good men to boost the ranks of the Borderers. With the new patrols along the forest road and the Kron Hills, the numbers are needed."

Encounter Five Ambush Site

The site of the ambush is 5 days old if the PCs stayed the night at the Empty Nest Inn or 4 days if they didn't. Tracking check (Wilderness Lore DC 20) will show that ambushers left toward the Lortmils in the West. It is apparent that a force of around 20 or 30 attacked the patrol. Following the trail to the West, the PCs find bodies of 7 of the attackers that were wounded during the battle and could not keep up with the others on the trek to the West.

As you enter the area of the ambush, you note that the bodies of the Borderers and those of the ambushers have been removed. There are fresh graves to the East of the road. Many tracks intertwine and make it very difficult to determine which tracks are which. You are able to find the position of the group archers and crossbowmen that supported the ground attack. There are signs of scorched earth and a tree split by lightning on the far side of the site.

The Borderer Patrol was ambushed by a group of about thirty men and three on horses. The Borderers repelled the first charge; then a wizard cast a lightning bolt. The Lightning bolt took down the Patrol leader, Lt Barnes. The Borders 6 mounts and 1 pack animal were taken to the West on a game trail.

Encounter Six Horse Ranch

The trail will lead the PCs to the East into the Lortmils just miles North of the Border of Celene. Crossing through these hills the PCs finds a small ranch. A boy sees them and runs across their trail toward a small glad that is the location of the main house and stable for the ranch. The boy believes that the PCs may be more raiders and goes to warn his mother and get his father's sword. He will protect her to the death. His mother was beaten when the raiders passed by here on their way to the ambush. The boy's father was taken as a guide and has not returned. There were two horses stolen from the farm. The only horses that remain are that of a young stallion and a mare that is ready to foal. The stallion is not saddle trained.

There is a small ranch house with a stable and paddock behind it. There are two horses in the stable. One horse is nearing the time to foal and the other is a spirited young stallion. Coming out of the house is the boy of about twelve

years with a scimitar and a female elf with a crossbow. The female elf looks beaten and very weak.

If the PCs offer to help, they are welcomed but watched. The boy is a half elf and will talk to the PCs about his father who was taken by raiders heading who then headed east. That was seven days ago. The boy found tracks heading into the Lortmils while looking for his horse Galahad, he points to the white stallion. He found a leather strap with 2 beads on it on that trail. He knows this was part of the decoration on his father's horse's bridal. He found this just yesterday morning and hasn't told his mother yet. He will lead the PCs to the trail.

Encounter Seven Box Canyon

The PCs are led to the trail and follow it with little difficulty on a Track (DC 10) or Spot (DC 15). The evening sun is setting and the wind is getting cold. The PCs need to find a place to camp for the night. There is a box canyon easily found. During the night the PC will be nervous and weary. Just before first light, they are attacked by Grimlocks.

Tier 1

Male Grimlocks (4): CR 1; Medium-size monstrous humanoid; HD 2d8+2; hp 11 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +4 melee (1d8+2 [crit x3] battleaxe); SA Blindsight; AL NE; SV Fort +1, Ref +4, Will +2.

Str 15, Dex 13, Con 13, Int 10, Wiz 8, Cha 6.

Skills: Climb +7, Hide +6(+16), Listen +6, Search +5, Spot +3. Feats: Alertness

SQ: Blindsight—Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range the treat all targets as totally concealed. Grimlocks are susceptible to sound and scent based attacks. Loud noises, sonic spells and overpowering odors will negate their sense of smell or hearing. If so affected, this reduces blindsight to normal Blind-Fight. If both hearing and smell are so affected, they are effectively blind; Immunities—to gaze attacks, visual effects, illusion and other attack forms that rely on sight.

Special Skill: their dull-gray skin helps it hide in its native terrain, conferring a +10 racial hide bonus check when in mountains or underground.

Equipment: Battleaxe, pouch with gems.

Tier 2

Male Grimlocks (8): CR 1; Medium-size monstrous humanoid; HD 2d8+2; hp 11 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +4 melee (1d8+2 [crit x3] battleaxe); SQ Blindsight; AL NE; SV Fort +1, Ref +4, Will +2.

Str 15, Dex 13, Con 13, Int 10, Wiz 8, Cha 6.

Skills: Climb +7, Hide +6(+16), Listen +6, Search +5, Spot +3. Feats: Alertness

SQ: Blindsight.—Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range the treat all targets as totally concealed. Grimlocks are susceptible to sound and scent based attacks. Loud noises, sonic spells and overpowering odors will negate their sense of smell or hearing. If so affected, this reduces blindsight to normal Blind-Fight. If both hearing and smell are so affected, they are effectively blind; **Immunities**—gaze attacks, visual effects, illusion and other attack forms that rely on sight; **Special Skill**—their dull-gray skin helps it hide in its native terrain, conferring a +10 racial hide bonus check when in mountains or underground.

Equipment: Battleaxe, pouch with gems.

Tier 3

Male Grimlocks (8): CR1; Medium-size monstrous humanoid; HD 2d8+2; hp 11 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +4 melee (1d8+2 [crit x3] battleaxe); SA Blindsight; AL NE; SV Fort +1, Ref +4, Will +2.

Str 15, Dex 13, Con 13, Int 10, Wiz 8, Cha 6.

Skills: Climb +7, Hide +6(+16), Listen +6, Search +5, Spot +3. **Feats:** Alertness

SQ: Blindsight—Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range the treat all targets as totally concealed. Grimlocks are susceptible to sound and scent based attacks. Loud noises, sonic spells and overpowering odors will negate their sense of smell or hearing. If so affected, this reduces blindsight to normal Blind-Fight. If both hearing and smell are so affected, they are effectively blind; **Immunities**—to gaze attacks, visual effects, illusion and other attack forms that rely on sight.

Equipment: Battleaxe, pouch with gems.

Male Grimlocks Bbn3 (2): CR4; Medium-size monstrous humanoid; HD 2d8+2, 2d12+4; hp 34 (each); Init +1 (Dex); Spd 40 ft.; AC 19 (+2 Dex, +4 natural, +3 Hide); Atks +9 melee (1d8+3 [crit x3], battleaxe); SA Blindsight, Rage (1xday), Uncanny dodge; AL NE; SV Fort +4, Ref +5, Will +3.

Str 16, Dex 14, Con 13, Int 10, Wiz 8, Cha 6.

Skills: Climb +7, Hide +6 (+16), Listen +6, Search +5, Speak Language (Orc, Giant), Spot +3. **Feats:** Alertness, Weapon Focus, and Power Attack.

SQ: Blindsight—Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range the treat all targets as totally concealed. Grimlocks are susceptible to sound and scent based attacks. Loud noises, sonic spells and overpowering odors will negate their sense of smell or hearing. If so affected, this reduces blindsight to normal Blind-Fight. If both hearing and smell are so affected, they are effectively blind; **Immunities**—to gaze attacks, visual effects, illusion and other attack forms that rely on sight.

Possessions: Battleaxe, pouch with gems.

Augmented Tier (EL 6)

Add 1 or 2 additional Male Grimlock Bbn3

Encounter Eight Raiders Valley Hold

Traveling further into the Lortmils, the trail leads northeast while skirting the larger ranges of mountains. After the full day's travel, the trail leads to the rim of a lush mountain valley that has a small lake. Moving into the valley and down to the lake, the PCs are moves near the water's edge. A camp of about 4 tents is on the opposite side of the lake and with a Spot (DC 15) the PCs can make out a human and an elf tied to a tree. Both men are dressed for wilderness travel. Knowledge (Verbobonc) will note that the elf is wearing cloths more accustomed to the Gnarley than the Lortmils. A large wolf is tormenting the captives.

Tier 1

Male Half-Orc War1 (2): CR1/2; Medium-size humanoid; HD 1d8; hp 6 (each); Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks +3 melee (1d12+2 [crit x3], greataxe); SQ: Darkvision; AL NE; SV Fort +2, Ref +2, Will +0.

Str 15, Dex 14, Con 11, Int 8, Wiz 10, Cha 8

Skills: Intimidate +2, Handle Animal +2, Speak Language (Orc, Common); **Feats:** Improved Initiative.

Equipments: greataxe, studded leather armor, pouch with 15 sp, 3 ep.

Male Human War2 (3): CR1; Medium-size humanoid; HD 2d8; hp 12 (each); Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Atks +4 melee (1d8+1 [crit 19-20/x2], long sword), +5 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +3, Ref +2, Will +0.

Str 13, Dex 16, Con 11, Int 10, Wiz 10, Cha 10

Skills: Jump +1, Ride +1, Swim +1, Intimidate +3, Speak Language (Common); **Feats:** Weapon Focus (longsword), Power Attack

Equipment: longsword, chain shirt, longbow, quiver with 20 arrows, pouch with 12 ep.

Male human Wizi: CR1; medium-size humanoid; HD 1d4+4; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4+1 [crit 19-20/x2] dagger), +2 ranged (1d8 [19-20/x2], light crossbow); AL LN; SV Fort +1, Ref +3, Will +3.

Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 10

Skills: Alchemy +2, Concentration +4, Spot +2, Move Silently +2, Speak Language (Draconic, Common, Orc), Spellcraft +2; **Feats:** Toughness, Combat Casting

Spells (3/2): 0 lvl—ray of frost, daze, read magic; 1stlvl—magic missile, sleep.

Equipment: dagger, light crossbow, 10 bolts, pouch containing spell components.

Wolf (2): CR1; Medium-size animal (5 ft. long); HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2

Natural); Atks +3 melee (1d6+1 [crit x3], bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silent +4, Spot +4.
Feat: Weapon Finesse (bite).

SA: Trip (Ex)—on a successful bite attack, the wolf may attempt to trip as a free action.

Tier 2

Male Half-Orc Warz (3): CR1; Medium-size humanoid; HD 2d8; hp 12 (each); Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks +4 melee (1d12+2 [crit 3x] greataxe sword); SQ: Darkvision; AL NE; SV Fort +3, Ref +2, Will +0.

Str 15, Dex 14, Con 11, Int 8, Wiz 10, Cha 8

Skills: Intimidate +3, Handle Animal +3, Speak Language (Orc, Common); Feats: Weapon Focus (greataxe).

Equipment: greataxe, studded leather armor, pouch with 10 sp, 2 ep.

Male Human Warz (3): CR1; Medium-size humanoid; HD 2d8; hp 12 (each); Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Atks +4 melee (1d8+1 [crit 19-20/x2], long sword), +5 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +3, Ref +2, Will +0.

Str 13, Dex 16, Con 11, Int 10, Wiz 10, Cha 10

Skills: Jump +1, Ride +1, Swim +1, Intimidate +3, Speak Language (Common); Feats: Weapon Focus (longsword).

Equipment: longsword, chain shirt, longbow, quiver with 20 arrows, pouch with 12 ep.

Male human Wizz: CR2; medium Humanoid; HD 2d4+5; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4+1 [crit 19-20/x2] dagger), +2 ranged (1d8 [19-20/x2], light crossbow); AL LN; SV Fort +1, Ref +3, Will +3.

Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 10

Skills: Alchemy +2, Concentration +5, Spot +2, Move Silently +3, Speak Language (Draconic, Common, Orc), Spellcraft +3. Feats: Toughness, Combat Casting, Scribe Scroll, and Summon Familiar.

Spells (4/3): 0 lvl—*ray of frost, daze, detect magic, read magic*; 1st lvl—*magic missile, sleep, mage armor*.

Equipment: Dagger, light crossbow, 10 bolts, pouch containing spell components.

Wolf (2): CR1; Medium Animal (5 ft. long); HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 Natural); Atks +3 melee (1d6+1 [crit x3] bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silent +4, Spot +4.
Feat: Weapon Finesse (Bite).

SA: Trip (Ex)—on a successful bite attack, the wolf may attempt to trip as a free action.

Tier 3

Male Half-Orc Bbn2 (4): CR2; Medium-size humanoid; HD 2d12; hp 19 (each); Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks +4 melee (1d12+2 [crit 3x], greataxe); SA: Rage, Uncanny Dodge, Darkvision; AL NE; SV Fort +3, Ref +2, Will +0.

Str 15, Dex 14, Con 11, Int 8, Wiz 10, Cha 8

Skills: Intimidate +3, Handle Animal +3, Speak Language (Orc, Common); Feats: Weapon Focus (greataxe).

Equipment: greataxe, studded leather armor, pouch with 15 sp, 3 ep.

Male Human Ftr3 (4): CR3; Medium-size humanoid; HD 3d10+6; hp 28 (each); Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Atks +6 melee (1d8+2 [crit 19-20/x2] longsword), +7 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +4, Ref +4, Will +0.

Str 14, Dex 16, Con 12, Int 10, Wiz 10, Cha 10

Skills: Jump +2, Ride +4, Swim +2, Intimidate +4, Speak Language (Common, Orc), Rope Use +1; Feats: Point Blank Shot, Rapid Shot, Weapon Focus (longbow), Weapon Focus (longsword).

Equipment: longsword, chain shirt, longbow, quiver with 20 arrows, pouch with 12 ep.

Male human Wizz: CR3; Medium-size humanoid; HD 3d4+6; hp 16; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +1 melee (1d6+1 [crit 18-20/x2], rapier), +1 melee (1d4+1 [crit 19-20/x2], dagger), +2 ranged (1d8 [crit 19-20/x2], light crossbow); AL LN; SV Fort +1, Ref +3, Will +3.

Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 10

Skills: Alchemy +2, Concentration +5, Spot +2, Move Silently +3, Speak Language (Draconic, Common, Orc), Spellcraft +3. Feats: Combat Casting, Toughness, Martial Weapon (Rapier), Scribe Scroll, and Summon Familiar.

Spells (4/3/2): 0 lvl—*ray of frost, daze, detect magic, read magic*; 1st lvl—*magic missile, enlarge, mage armor*; 2nd lvl—*protection from arrows, blur*.

Equipment: rapier, dagger, light crossbow, 10 bolts, pouch containing spell components.

Wolf (2): CR1; Medium-size animal (5 ft. long); HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 Natural); Atks +3 melee (1d6+1, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silent +4, Spot +4.
Feat: Weapon Finesse (Bite).

SA: Trip (Ex)—on a successful bite attack, the wolf may attempt to trip as a free action.

Augmented Tier

Male Human Clr3 (Llger): CR3; Medium-size humanoid; HD 3d8+3; hp 23; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+1 Dex, +7 half plate); Atks +4 melee (1d8+2 [crit x3], battleaxe), +3 ranged (1d8 [crit 19-20/2x], light crossbow); AL CN; SV Fort +4, Ref +2, Will +5.

Str 14, Dex 12, Con 12, Int 11, Wis 14, Cha 13

Skills: Concentration +2, Knowledge (Religion) +3; Move Silently +2, Speak Language (Common); Spellcraft +3; **Feats:** Weapon Focus (battleaxe); Brew Potion, Combat Casting

Spells (4/3/2): 0 lvl—*inflict minor wound, read magic, resistance, virtue*; 1st lvl—*protection from law* (domain); *doom, entropic shield, obscuring mist*; 2nd lvl—*bull's strength* (domain); *hold person, summon monster II*.

SA – **Chaos Domain**—cast chaos spells at +1 caster level; **Strength Domain**—perform one feat of strength, which is the supernatural ability to gain an enhancement bonus to strength equal to the priests level. Activation of this power is a free action, the power lasts 1 round, and it is usable once per day.

Equipment: gattleaxe, half plate armor, light crossbow, 10 bolts, pouch containing 24 gp, and pouch spell components, holy symbol of Llerg.

After the battle the PCs can free the Borderer Scout and the rancher. The rancher is able to provide the PCs with a map of this part of the Lortmils; then, returns to his family. The Borderer Scout, Private Rengrave will join the PCs to chase down the package. The package left yesterday with a gnome and a human in full plate. The human carried a shield, but the shield was covered in black leather. The left the valley by the other end near the stream.

Encounter Nine The Package

The PCs follows the trail of the gnome and human in full plate. They have recovered the horses of the Borderers. Two days travel has past and they find themselves approaching an Inn from the West. The inn looks familiar to the PCs. It is the Empty Nest Inn. There are several horses and a pony in the paddock of the Inn. As the PCs enters the Inn, the scene is quite and there are no patrons in the Inn.

Approaching a roadside Inn from the field side, there is a familiar feeling about this place. The feeling that you have been here before is doubled when you see a gnome pass from the paddock to the Inn. It is one of the stable hands at the Empty Nest Inn. There are two horses and a pony in the paddock. Entering the in at about mid-day, the scene is quite different then before. There is no one inside. Not even a single farm hand or traveler. Then, in the back of the Inn, from the shadows, you see a gnome and two humans. They see you and the gnome moves deeper into shadow as the two men stand and move toward you.

Tier 1

Male gnome Rog2/Wiz(III)2: CR 4; Small-size humanoid (3 ft. 6 in. tall); HD 2d6 + 2d4+12; hp 20; Init +7 (+4 Improved Initiative, +3 Dex); Spd 20; AC 16 (+1 size, +2 leather armor, +3 Dex): Atks +3 melee (1d4+1 [crit 19-20/x2], dagger), or +5 ranged (1d8 [crit 19-20/x2], light

crossbow); SA Rog Sneak Attack (+1d6 damage); SQ Rog Evasion; AL NG; SV Fort +4, Ref +7, Will +3.

Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12

Skills: Alchemy +5, Appraise +4, Concentration +7, Decipher Script +3, Diplomacy +5, Disable Device +3, Escape Artist +4, Gather Information +5, Hide +8, Listen +10, Move Silently +7, Open Locks +6, Profession (Herbalist) +3, Search +5, Sense Motive +5, Speak Language (Gnome, Common, Elven, Orc, Dwarven, Giant, Draconic), Spellcraft +5, Spot +5, Tumble +4, Use Rope +5; **Feats:** Alertness, Improved Initiative

SA: +4 Dodge verse Giants, +1 Attack verses Kobolds and Goblins, +2 save verses illusion, Speak with animal once per day for 1 minute. Cast *dancing lights, ghost sound, prestidigitation* each once per day as 1st Level caster.

Spells (4/3): 0 lvl—*dancing lights, detect magic, mage hand, read magic*; 1st lvl—*color spray, enlarge, silent image*

Equipment: leather armor, dagger, light crossbow, case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel.

Male human War1 (4): CR 1/2; Medium-size humanoid; HD 1d8; hp 6 (each); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks +3 melee (1d8+2 [crit 19-20/x2], longsword); AL NE; SV Fort +2, Ref +2, Will +0.

Str 15, Dex 14, Con 11, Int 8, Wiz 10, Cha 8

Skills: Intimidate +2, Handle Animal +2, Speak Language (Common). **Feats:** Improved Initiative, Weapon Focus (longsword).

Possessions: longsword, studded leather armor, pouch with 15 sp, 3 ep.

Tier 2

Male gnome Rog3/Wiz(III)3: CR 6 Small Humanoid (3 ft. 6 in. tall); HD 3d6+3d4+12; hp 38; Init +7 (+4 Improved Initiative, +3 Dex); Spd 20; AC 16 (+1 size, +2 leather armor, +3 Dex): Atks +5 melee (1d4+1 [crit 19-20/x2], dagger), or +7 ranged (1d8 [crit 19-20/x2], light crossbow); SA Rog Sneak Attack (+2d6 damage); SD Rog Evasion, Uncanny Dodge (Dex to AC even Flatfooted); AL NG; SV Fort +4, Ref +7, Will +3.

Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12

Skills: Alchemy +7, Appraise +4, Concentration +7, Decipher Script +3, Diplomacy +5, Disable Device +3, Escape Artist +5, Gather Information +6, Hide +11, Listen +10, Move Silently +7, Open Locks +6, Profession (Herbalist) +3, Read Lips +6, Search +6, Sense Motive +5, Speak Language (Gnome, Common, Elven, Orc, Dwarven, Giant, Draconic), Spellcraft +5, Spot +5, Tumble +4, Use Rope +5. **Feats:** Alertness, Improved Initiative

SA: +4 Dodge verse Giants, +1 Attack verses Kobolds and Goblins, +2 save verses illusion, *speak with animal* once per day for 1 minute. Cast *dancing lights, ghost sound, prestidigitation* each once per day as 1st-level caster.

Spells (4/3/2): 0 lvl—*dancing lights, detect magic, mage hand, read magic*; 1st lvl—*color spray, enlarge, silent image*; 2nd lvl—*improved minor illusion, invisibility*

Equipment: leather armor, dagger, light crossbow, case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel.

Male human Ftr5: CR5; Medium-size humanoid; HD 5d10+10; hp 44; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Atks +8 melee (1d8+4 [crit 19-20/2x], longsword), +7 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +5, Ref +5, Will +1.

Str 14, Dex 16, Con 12, Int 10, Wiz 10, Cha 10

Skills: Jump +2, Ride +4, Swim +2, Intimidate +4, Speak Language (Common, Orc), Rope Use +1, Spot +2; Feats: Power Attack, Point Blank Shot, Rapid Shot, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: longsword, chainshirt, longbow, quiver with 20 arrows, pouch with 22 ep.

Male Human War1 (4): CR 1/2; Medium-size humanoid; HD 1d8; hp 6 (each); Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks +3 melee (1d8+2 [crit 19-20/x2] longsword); AL NE; SV Fort +2, Ref +2, Will +0.

Str 15, Dex 14, Con 11, Int 8, Wiz 10, Cha 8

Skills: Intimidate +2, Handle Animal +2, Speak Language (Common); Feats: Improved Initiative, Weapon Focus (longsword).

Equipment: longsword, studded leather armor, pouch with 15 sp, 3 ep.

Tier 3

Male gnome Rog3/Wiz(III)3: CR 6 Small Humanoid (3 ft. 6 in. tall); HD 3d6+3d4+12; hp 38; Init +7 (+4 Improved Initiative, +3 Dex); Spd 20; AC 16 (+1 size, +2 leather armor, +3 Dex); Atks +5 melee (1d4+1 [crit 19-20/x2], dagger), or +7 ranged (1d8 [crit 19-20/x2], light crossbow); SA Rog Sneak Attack (+2d6 damage); SD Rog Evasion, Uncanny Dodge (Dex to AC even Flatfooted); AL NG; SV Fort +4, Ref +7, Will +3.

Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12

Skills: Alchemy +7, Appraise +4, Concentration +7, Decipher Script +3, Diplomacy +5, Disable Device +3, Escape Artist +5, Gather Information +6, Hide +11, Listen +10, Move Silently +7, Open Locks +6, Profession (Herbalist) +3, Read Lips +6, Search +6, Sense Motive +5, Speak Language (Gnome, Common, Elven, Orc, Dwarven, Giant, Draconic), Spellcraft +5, Spot +5, Tumble +4, Use Rope +5. Feats: Alertness, Improved Initiative

SA: +4 Dodge verse Giants, +1 Attack verses Kobolds and Goblind, +2 save verses illusion, *speaks with animal* once per day for 1 minute. Cast *dancing lights*, *ghost sound*, *prestidigitation* each once per day as 1st-level caster.

Spells (4/3/2): 0 lvl—*dancing lights*, *detect magic*, *mage hand*, *read magic*; 1st lvl—*color spray*, *enlarge*, *silent image*; 2nd lvl—*improved minor illusion*, *invisibility*

Equipment: leather armor, dagger, light crossbow, case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel.

Male Human Ftr7: CR7; Medium-size humanoid; HD 7d10+14; hp 60; Init +3 (Dex); Spd 30 ft.; AC 23 (+3 Dex, +8 full plate, +2 small steel shield); Atks +10/+5 melee (1d8+2 [crit 19-20/x2], long sword), +11/+6 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +7, Ref +5, Will +2.

Str 14, Dex 16, Con 14, Int 10, Wiz 10, Cha 10

Skills: Jump +2, Ride +4, Swim +2, Intimidate +4, Speak Language (Common, Dwarven, Orc), Rope Use +1, Spot +4; Feats: Point Blank Shot, Rapid Shot, Weapon Focus (longbow), Weapon Focus (longsword).

Equipment: longsword, chainshirt, small steel shield, longbow, quiver with 20 arrows, pouch with 22 ep.

Male Human War2 (4): CR 1; Medium-size humanoid; HD 2d8; hp 12 (each); Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Atks +4 melee (1d8+1 [crit 19-20/x2], long sword), +5 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +3, Ref +2, Will +0.

Str 13, Dex 16, Con 11, Int 10, Wiz 10, Cha 10

Skills: Jump +1, Ride +1, Swim +1, Intimidate +3, Speak Language (Common); Feats: Weapon Focus (longsword).

Possessions: longsword, chainshirt, longbow, quiver with 20 arrows, pouch with 22 ep.

Male Human Clr3 (Llery): CR3; Medium-size humanoid; HD 3d8+3; hp 23; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+1 Dex, +7 half plate); Atks +4 melee (1d8+2 [crit x3], battleaxe), +3 ranged (1d8 [crit 19-20/2x], light crossbow); AL CN; SV Fort +4, Ref +2, Will +5.

Str 14, Dex 12, Con 12, Int 11, Wis 14, Cha 13

Skills: Concentration +2, Knowledge (Religion) +3; Move Silently +2, Speak Language (Common); Spellcraft +3; Feats: Weapon Focus (battleaxe); Brew Potion, Combat Casting

Spells (4/3/2): 0 lvl—*inflict minor wound*, *read magic*, *resistance*, *virtue*; 1st lvl—*protection from law* (domain); *doom*, *entropic shield*, *obscuring mist*; 2nd lvl—*bull's strength* (domain); *hold person*, *summon monster II*.

SA – *Chaos Domain*—cast chaos spells at +1 caster level; *Strength Domain*—perform one feat of strength, which is the supernatural ability to gain an enhancement bonus to strength equal to the priest's level. Activation of this power is a free action, the power lasts 1 round, and it is usable once per day.

Equipment: gattleaxe, half plate armor, light crossbow, 10 bolts, pouch containing 24 gp, and pouch spell components, holy symbol of Llery.

Augmented Tier

Male Human War2 (4): CR 1; Medium-size humanoid; HD 2d8; hp 12 (each); Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); Atks +4 melee (1d8+1 [crit 19-20/x2], long sword), +5 ranged (1d8 [crit x3], longbow); AL CN; SV Fort +3, Ref +2, Will +0.

Str 13, Dex 16, Con 11, Int 10, Wiz 10, Cha 10

Skills: Jump +1, Ride +1, Swim +1, Intimidate +3, Speak Language (Common); Feats: Weapon Focus (longsword).

Possessions: longsword, chainshirt, longbow, quiver with 20 arrows, pouch with 22 ep.

A search of the gnome will reveal the shrunken 'package.' Gently tossing the carving on a table will return it to its normal size.

Encounter Ten The Return

The return to Deleveu Woods is uneventful. The Borderer Scout is with you as he greets Lord Deleveu and presents the 'package'. Lord Deleveu leads the PCs with 'package' in hand into the woods. Walking to one of the larger trees with a building just to the side and part of the tree. Lord Deleveu stops before an elven sentry in full plate. The armor is etched with symbols of the woodland and wears the amulet of the Knights of the Royal Court. Handing the package to the Knight, Lord Deleveu and the Knight speak in hushed tones. Lord Deleveu turns to the PCs and offers his thanks on behalf of both nations. Also, it has been brought to Lord Deleveu's attention that you assisted in the release of Arnock, a citizen of Celene. It is the desire of the Knights of Celene that you be granted a reward. Leading the PCs back to the Manor House, Lorde Deleveu takes them inside to a grand feast in their honor. At the end of the meal, Lord Deleveu will present to each adventure, a wooden coin similar to the one that was used by the ranger who requested your assistance. The difference is that this coin has the Oak Father on a side dyed in green, and on the other side is the elvin ruin for friend.

The End

Experience Point Summary

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

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

Encounter Two

Assisting House Jillink 25 xp

Encounter Three

Defending Maleire Jillink and respecting the Knights 25 xp

Encounter Four

Respecting Lord Deleveu 25 xp
Asking question of Cpl Janic 25 xp

Encounter Six

Helping the Elvin Woman and Boy 25 xp

Encounter Seven

Defeating the Grimlocks 100 xp

Or

Running from the Grimlocks 50 xp

Encounter Eight

Rescue Arnock and the Borderer Scout 50 xp

Encounter Nine

Recovering the 'Gift of Beauty' 100 xp

Encounter Ten

Being respectful of the Knight of Celene

Total Experience For Objectives 450 xp

Discretionary Role-playing Award 0-50 xp

Total possible experience 500 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 200 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Seven

- Amethyst (3) (15gp)
- Battleaxe (5 gp ea, 7 lbs ea)

Encounter Eight

- Studded Leather (12 gp ea, 20 lbs ea)
- Long Sword (7 gp ea, 4 lbs ea)
- Chainmail (50 gp ea, 25 lbs)

Encounter Ten

- Coin of Friendship - This coin is made of ipp wood and symbolizes the honor and service. One face of the coin is etched with the elven symbol for friendship and the other is etched with the image of the Oak Father dyed in green. Both the Elvin Community and the Viscount recognize the hero as one that holds honor and the folk of Verbobonc in their hearts. This is an influence with the Viscount.