

VER5-05

A Swan-Like End

A One-Round D&D® Living Greyhawk™
Verbobonc Regional Adventure

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Version 2.0

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Get ready for an explosive time in the town of Swan! You have been invited to attend the memorial for the legendary Hero of Verbobonc, Willow Swan, which will feature the dedication of a new statue carved in his likeness. Of course, plans made in Verbobonc rarely go as predicted. Soon enough, the party is knee deep in adventure searching for statues, assassins, and the source of all the friction between the Verbobonc nobles. A light-hearted Verbobonc regional adventure designed for APL 6-12. Players should bring their sense of humor.

Metaorganizational Focus

Noble House Guard (Avgustin), Verbobonc Town Project (Swan)

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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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure

is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

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

Before You Begin

Judges are advised to review the following pieces of information before running this adventure.

Verbobonc Town Project

This adventure takes place in the town of Swan, which is part of the Verbobonc Town Project. Characters with Citizen of Swan certificates receive the benefits listed there for this adventure.

The Dungeon Master (DM) is encouraged to visit the Swan Yahoo discussion group at:

<http://games.groups.yahoo.com/group/TownOfSwan/>

The discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Swan in the *Walker's Guide to Verbobonc*.

Areas of Influence

This adventure allows the following influence for purposes of the Verbobonc Influence document.

- Viscount Langard

- Houses Avgustin, Haxx, and Langmuir
- Eglath Peasants
- Church of St. Cuthbert
- Church of Heironeous
- Church of Rao
- Halfling Church
- The Wrinkle Academy
- The Mounted Borderers
- Gnomes of the Kron Hills

Kobold Cohort

Characters that played the Verbobonc regional adventure *VER3-04: A Matter of Love* had the opportunity to gain a special kobold cohort. This special cohort is very useful in **Encounter Nine: A Track** and **Encounter Thirteen: A Mine**.

Adventure Summary and Background

A short time ago, a group of heroes from Verbobonc led by Willow Swan rescued a clan of kobolds from Furyondy and relocated them in Verbobonc. Willow sent the good-aligned kobolds to town of Fort Wilfrick, home of the Mounted Borderer command post of the same name, where they found employment in the local mines have been mostly quiet ever since.

Willow gave the evil-aligned kobolds some gold and sent on them on their way. Unfortunately, they settled on lands inhabited by Frieda.

Angered by the presence of the kobold intruders, Frieda learned that they had been sent by Willow Swan, who made his home in Fort Wilfrick. Frieda's anger was further enflamed when Viscount Langard renamed Fort Wilfrick in honor of the Willow Swan after his death in Highfolk during the spring of 593. She swore to get revenge on Willow Swan and the Heroes of Verbobonc.

Willow Swan's untimely demise meant that Frieda could not take revenge on the man. Instead, she strives to take revenge on Verbobonc's memory of the man. She chose to create confusion and anger amongst the nobles of Verbobonc, and then associate that chaos with the name of Willow Swan.

Frieda began by creating an illusion of a ghostly green dragon calling itself "the Green Father." It convinced the evil-aligned kobolds that they could bring "the

Green Father” back to Verbobonc. Once he returned, he would create a kingdom for the kobolds and restore them to their former glory as descendents of the dragons. All the kobolds had to do was sacrifice a number of personal items stolen from the Nobles of Verbobonc.

To protect his children, “the Green Father” will help them cast suspicion for the thievery upon other Nobles of Verbobonc.

In *VER3-05: Something’s Rotten in Eglath*, a team of kobolds stole several items from Lord Vaswell of Eglath. Lord Vaswell, believing peasants were to blame, raised the taxes on his citizens. The plebeians retaliated by summoning a set of heroes from Verbobonc City to find the culprit. After delving into an abandoned sewer, the heroes discovered the band of kobolds and some of the missing items.

In *VER4-02: So Things Come to Confusion*, the kobolds struck in Verbobonc City, stealing many items and planting evidence to cast blame on various Verbobonc Nobles. A team of heroes chased the false leads and discovered the kobolds behind the crimes. Even more, they discovered the presence of “the Green Father.”

In this adventure Frieda attempts to assassinate the priest of the Town of Swan using a statue of Willow Swan. Will the new Heroes of Verbobonc be able to avert further disaster and finally defeat Frieda?

Note: Throughout this series the inevitable encounter with the Green Father has been mounting in the minds of the players. Frieda is using this knowledge as she chooses the monsters that she has placed to destroy the meddling heroes. The impression that the character’s may be about to face the Green Father itself at any moment should be played out.

Encounter One: A Distraction

The party awaits the beginning of the memorial for Willow Swan at the Tavern of the Two Foot Traveler. A page arrives with news that the town is under attack. Frieda’s kobolds use the battle as a distraction to plant explosive statues of Willow Swan all around the Town of Swan.

Encounter Two: An Explosion

Just as the priest begins his dedication speech, the statue of Willow Swan explodes, giving the players just one chance to save the life of the priest. Immediately

after the explosion, an illusion of a kobold tells a riddle that describes the location of more explosive statues. Frieda’s kobolds use this distraction to leave the town Swan via the sewers and salt mine.

Encounter Three: A Sculptor

Fredrique the dwarven sculptor explains his innocence. He also aids the players with the riddle by providing information about the town if needed.

Encounter Four: A House

Frieda’s kobolds left an exploding statue outside the children’s playroom at House Langmuir. Can the party reach the house in time to prevent them from being hurt?

Encounter Five: A Rest

Frieda’s kobolds left an exploding statue near the stables by the Swan’s Rest. Can the party reach the Swan’s Rest in time to prevent damage to the horses?

Encounter Six: A Shoppe

Frieda’s kobolds left an exploding statue in front of The Swan Shoppe. Can the party reach the shop before Sawtooth gets himself hurt?

Encounter Seven: A Tavern

Frieda’s kobolds left an exploding statue inside the Tavern of the Two Foot Traveler. Can the party reach the tavern in time to stop a fire from consuming the building?

Encounter Eight: A Residence

Frieda’s kobolds left an exploding statue inside a country home owned by the Haxx family. Can the party reach the house, and break into it, in time to prevent serious property damage?

Encounter Nine: A Track

After dealing with the immediate threat of the exploding statues, the party can turn their attention to tracking down the kobold culprits. A tracker in the party, or one from the town, can find their trail leading to the tunnels beneath the town.

Encounter Ten: A Sewer

Experienced heroes shake their heads as they enter a Verbobonc sewer for the third time. The party follows the trail to a rickety rope bridge constructed to lead from the sewer to the salt mine.

Encounter Eleven: A Bridge

Halfway across the bridge, the party hears the sounds of a creature that has only one thing in mind, knocking them off the bridge and into the sewage below.

Encounter Twelve: A Door

Soon after crossing the bridge, the party encounters a door with a strange carving. The kobold trail ends here, but there is no obvious way to open the locked, stone door.

Encounter Thirteen: A Mine

Further on down the mine, a group of good-aligned kobold miners, led by Pedagog, hides from the monster and the party. They hold the key for the locked door, but will the party kill them before they get a chance to help?

Encounter Fourteen: A Teleporter

Beyond the locked door lies a teleportation circle the evil-aligned kobolds use to travel in and out of the town. While the party may not trust the circle, however searching the surrounding forest for the kobolds will prove time-consuming and fruitless.

Encounter Fifteen: A Cave

The teleporter shuttles the party to a cave located in the western part of the Iron Wood near Veluna. The cave is filled with exploding statues of Willow Swan and some angry kobolds.

Encounter Sixteen: A Hag

Alerted by the use of the teleporter, Frieda has created her most fearsome illusion of "The Green Father." She and her closest henchmen await the party in her glen, very close to the opening of the cave.

In her dying moments, Frieda curses the party, Willow Swan, the kobolds, and all of Verbobonc.

Conclusion

The party returns to town and a hero's welcome. If the party was unable to transport it, the town retrieves the original statue of Willow Swan from the kobold cave. The Priest of St. Cuthbert is able to complete the ceremony, and makes sure to honor the new Heroes of Verbobonc at the same time remembering the old.

Introduction

This adventure is set in the Town of Swan in Verbobonc. If the players are unfamiliar with the town, read the following text to familiarize them.

The Town of Swan, named for the late hero Lord Willow Swan, lies in the northern reaches of the Kron Hills found in central Verbobonc. The town sits on a bluff overlooking two rivers collectively named "Gillendyl's Run." It is home to the Mounted Borderer outpost named "Fort Wilfrick" and to several mines consisting of salt, silver, and jewels.

The town's population consists mainly of laborers for the mines as well as those necessary to run a town of its size. Its numbers have swelled recently due to an influx of refugees from cities hit hardest by the giant invasions. Some of Verbobonc's noble families maintain modest holdings here as the mines continue to increase the economic importance of the town.

The party is assumed to be resting in the Tavern of the Two Foot Traveler.

The Tavern of the Two Foot Traveler appears to be a single building composed of several older buildings. Numerous humans and many halflings create a din in the main room of the tavern which used to be the town hall. The smell of pipe smoke mixes with the odor of food, adding to the sense-overload. Fielo and Curtis, two halflings, serve beer at the long bar.

Awkward and small hallways connect the other sections of the tavern, including rooms for halflings as well as "big" races, a small shrine to the halfling Pantheon above the hearth, and a storefront called "Treats of the Two Foot Traveler" where Mindy the halfling sells food while fending off marriage proposals.

The atmosphere this afternoon is jovial and sunny, much like the perfect weather for today's celebration.

You were all invited to witness the unveiling of a memorial to the late Lord Willow Swan as well as the dedication of a statue in his honor. The citizens of the town wished to honor Willow Swan's career as an adventurer by inviting others of his kind. Your reputations have grown to a point where inviting you seemed only natural.

If the players are unfamiliar with one another, allow them to do character introductions now.

Encounter One: A Distraction

This encounter takes place at the Tavern of the Two Foot Traveler at 12:30 pm.

Exactly enough time has passed since your arrival for you to relax and begin to genuinely enjoy your visit, when a young page bursts into the main hall of the Tavern.

She gasps for air and shouts, "Monster... Attacking the town... It has wings... and claws and breathes acid, everyone is running... around afraid... Someone please help!"

Llewellyn the page is far too panicked and frightened to answer questions. Her only goal is to get the party to come and fight the monster. She is unable to complete sentences and will answer most queries with "No times... have to go now... attacking now!"

She will lead the party roughly 100 yards south of the town where the chimera is chasing around a small contingent of Mounted Borderers. A Sense Motive check (DC 30) will reveal that the monster seems to be toying with its prey rather than seriously hunting. Upon seeing the greater threat of the party, its attitude changes and it attacks them as effectively as it can.

What is really happening: Frieda has sent this monster as a distraction for the town. A group of evil-aligned kobold rogues are sneaking explosive statues into various locations around the town. The characters will most likely not notice the kobolds as they are in a different part of the city from the fight.

A APL 6 (EL 7)

☛Chimera (Green Dragon Head); hp 76; see *Monster Manual*, pg. 34.

APL 8 (EL 8)

☛Chimera, Advanced; hp 117; see Appendix 1.

APL 10 (EL 10)

☛Chimera, Advanced; hp 169; see Appendix 1.

APL 12 (EL 12)

☛Fiendish Chimera, Advanced; hp 169; see Appendix 1.

Tactics: At low APLs the Chimera essentially attempts to slaughter the party, Frieda has trained it since it was little. At higher APLs the Chimera attempts to grab lightly armored characters and drop them to the ground.

Encounter Two: An Explosion

After the party dispatches the monster, the witnessing crowd which was composed of most of the town, applauds the party and then goes to the central town square where the priest invites them to seats of honor and begins the ceremony.

Assuming the players attend the ceremony, it begins solemnly.

A high priest of St. Cuthbert steps on to a high, wooden stage, accompanied by several other people apparently of some import to the town. A tall statue covered in a white cloth sits on the ground next to the stage. It looms larger than life over the crowd and has been covered for a couple of days now, waiting for this unveiling ceremony.

The priest begins to read loudly from a prepared speech. "My fellow Verbobonc citizens, thank you for coming. On this glorious day, we pay tribute to the namesake of our fine town, the heroic Lord Willow Swan. To his family, he was a caring man. To his fellow citizens, he was a wise man. And to his enemies, he was a powerful man."

As the priest speaks, have those attending the ceremony make Listen and Spot skill checks (DC 20.) Those who succeed at one of these checks experience the following:

As the priest continues to drone on, the statue next to him captures your attention. You detect a very slight hum emanating from it. The cloth covering the statue appears to vibrating.

The players that succeeded on the Spot or Listen Skill check have one round to take an action. Allow the players to save the priest if they can.

The priest is only a few minutes into his speech when the statue next to him explodes with a deafening BANG!

What happens next depends on whether or not players took any action just before the explosion. The following list assumes the players did nothing. Adjust as you see fit.

- The crowd panics and begins to run in all directions. Some people are running in fear, while others are trying to calm people down.
- The priest is gravely wounded (-8 HP) and is dying. If no party member helps him, a town cleric will cast enough healing to keep him from dying. He will remain unconscious through the rest of the module.
- Some audience members near the stage have also been hurt, but none gravely.
- Fredrique the dwarven sculptor begins picking through the rubble to determine if this statue was the one he carved. (See **Encounter Three: A Sculptor**.)
- Some members of local noble houses begin to accuse one another of being behind the explosion. Players may over hear statements like “Haxx is at it again. As if their thievery hasn’t caused enough trouble,” and “I wouldn’t put it past some Langmuir scum to do this. They seem to enjoy causing trouble.” This is a symptom of the noble conflicts caused by the evil-aligned kobolds thievery in the past months.

The players have 10 rounds to do as they wish before an illusion appears on the dust and stone covered stage.

Suddenly, a croaking voice sounds from the formerly deserted stage. A masked kobold in black robes and with an emblem of a green dragon on his chest begins to speak loudly to no one in particular. His voice is as raspy as sandpaper, yet still projects to all within earshot.

Give the players a chance to react to this new situation. The kobold is a clever illusion. (DC 14 + APL) Touching or attacking it has no effect. It does not react to the players. It simply gives its programmed speech. (If the players successfully cast *dispel magic* on it, they will miss out on the riddle and will have a difficult time doing anything to stop the exploding statues in Encounters Four through Eight.)

*“Hark and hear my call from past the veil.
Bow, scrape and listen to thy king’s tale.
Though long since the swan has ended his dive,
One is four too few. For I demand five.*

*The first calls to you from nearby my nest.
You are far too late long before dawn’s crest.*

*The next appears where gold comprises stacks,
And no denizens within espouse tax.*

*Iron Lady rests where idle hands lure.
Corrupted all, even no mouse sang pure.*

*Nearly done where many make one concur.
Judged holy by the too short gaveler.*

*At last where the heated air will not stop,
And half-breed crafters’ saws and awls spawn slop.*

*Tears and cries and pain my villainy wrought.
Today your own destruction you have brought.
Your houses decay and collapse in time.
Now see thee the deadliness of my rhyme.”*

His speech complete, the kobold simply vanishes.

Give the players **Player Handout #1** and **Player Handout #2** and a few moments to discuss what has happened.

The majority of the crowd has dispersed when Kourtney approaches members of the party still near the stage.

A young half-elven woman with blonde hair and expensive dress approaches you. She seems composed but hurried. “Excuse me, but are you the adventurers the priest invited to the ceremony? I am Kourtney, canonical assistant to the local high priest of St. Cuthbert. I’m afraid that the city is not out of danger yet. I am getting reports of mysterious statues of our Lord Willow Swan appearing in several places in the town. I fear another explosion like the one we have seen. May I burden you with the responsibility of looking into this?”

Kourtney is not authorized to provide payment for any service, but she assures the players that the town will be in their debt for any aid they can give.

The current time is 12:40 pm. (This will become very important in **Encounter Four**. Begin tracking time closely.)

At this point, players have several options. They may decide to begin searching for the smaller Willow Swan statues (Encounters Four through Eight) immediately.

Kourtney has received only incomplete reports and is not sure where the statues are located. She can answer questions about the town and can describe locations indicated on the map.

Players may decide to question the creator of the statue, Fredrique. Kourtney can identify him or give directions to his home. See **Encounter Three: A Sculptor**.

Players may decide to immediately begin hunting for the kobolds behind the statue disaster. (Note that they will hear the explosions from Encounters Four through Eight as they search.) Characters with the Tracking feat may make a Search check (DC 20) for signs of humanoid footprints dragging a heavy object. The tracks lead to the tunnels just outside of town – **Encounter Ten**.

What is really happening: The evil-aligned kobolds finish setting up the smaller, exploding Willow Swan statues (see **Encounters Four** through **Eight**) around the town. During the speech, they exit the town via the sewer (**Encounter Ten**) leaving a trail (**Encounter Nine**)

Encounter Three: A Sculptor

Players will encounter Fredrique the dwarven Sculptor in one of two places, either the central courtyard or at his home.

In the moments after the first explosion (**Encounter Two**) Fredrique spends some time digging through the debris to determine the authenticity of the statue. After roughly fifteen minutes, he returns to his home to await the investigation that will follow.

Depending on when the players decide to question him, use one of the following two descriptions.

Finding Fredrique in the Courtyard:

You spot an elderly dwarf digging in the rubble of the statue near the stage. He examines the larger chunks then tosses them aside. He appears to be looking for something in particular.

Finding Fredrique in his home:

Fredrique's home stands out from nearby houses due to the extensive collection of sculptures in its yard. Even to those without a keen eye for art, the

statues are beautiful and exhibit great care for detail and ornament.

Regardless of where the players meet Fredrique, his description and manner are the same.

“Greetings, the name’s Fredrique the Sculptor.” Fredrique stands little over 4 and one half feet tall and appears to be an old dwarf. His clothes are of high quality and craftsmanship, and are far gaudier than the garb of most dwarves. His manner is jovial and friendly, but his eyes reveal a great concern over the events of the day. “I suppose you’re interested in that statue of Lord Swan that I carved? Well, the one that exploded, that wasn’t mine. I thought it looked strange under that blanket, but looking through the ruins made me sure. That wasn’t the statue I carved. I used better stone and I certainly created a better likeness. I don’t know what has happened.”

Fredrique is innocent of any crime. The evil-aligned kobolds replaced his statue last night and have the original in their lair (**Encounter Fifteen**)

The dwarf will cooperate with the party to the best of his ability, even accepting temporary incarceration. He answers all questions as truthfully as he is able.

What did you do to the statue? “I did nothing I don’t do to every other statue of mine that hasn’t exploded. I carved it over the span of two months and delivered it to the courtyard two nights ago. It’s been under cover since then.”

When was the last time you saw the statue? “Two nights ago, when I delivered it to the courtyard.”

Do you have any enemies? “Nary a one, that I know of anyway. Seems to me that whoever did this is more an enemy to Lord Willow Swan. Why else destroy his statue?”

Do you have a criminal record / How do we know you are telling the truth? “I’ve lived here since near its founding and there isn’t a soul here that can’t vouch for me.”

What do you make of the kobold that appeared on the stage? “Hmm, that was some sort of strange magic, no doubt. I don’t remember his riddle, but it seemed to be talking about places here in town.”

If the party questions him further on the kobold's riddle, he provides the following clues:

- "Well, I don't understand what that monster said, but if I was going to attack the city, I'd start over at the Swan's Rest. Buncha rich folks hang out there."
- "I bet they would show up at the Tavern of the Two Foot Traveler. There's always a lot of people there."
- "If that was some kind of ghost that Willow sent to haunt us, then he might be angry at Sawtooth over at the Swan Shoppe for selling less than spectacular images of him."

Encounter Four: A House

The five statues of Willow Swan are set to explode at specific times today. The schedule is:

1:00 pm – **Encounter Five: A Rest**
1:15 pm – **Encounter Eight: A Residence**
1:30 pm – **Encounter Four: A House**
1:45 pm – **Encounter Seven: A Tavern**
2:00 pm – **Encounter Six: A Shoppe**

For a normal group of people, locating and traveling between these locations takes 10 minutes. Thus, after the party arrives at a location of a statue, they have five minutes before a statue will explode.

(Note that high-level parties may have magic that speeds their travel significantly. The party may also split up, so they may cover the locations much quicker.)

Every quarter hour, a statue explodes. The party may arrive at a location before its statue has exploded, or after. Thus, **Encounters Four** through **Eight** have two descriptions, one for before its explosion and one for after. When a statue explodes, it may be the statue at the party's current location, or it may be at a different location.

If a statue explodes at the party's location, check **DM Aid #4** – Exploding Statues for the results of the explosion. Be sure to note which characters were within 10 feet of the statue as well as any NPCs within 10 feet of the statue.

If a statue explodes at a different location, the party hears the explosion in the distance.

Continually note the time of day for the players. This will not only keep the pressure up on the players, but will help you keep track of the scheduled explosions.

This statue is located near the front door the Langmuir family merchant house, recently established in swan.

Before statue explosion:

You approach one of the larger and more ornate holdings in the town. The home has three stories and, from the outside, looks to contain more than twenty rooms.

Near the front door is a statue of Lord Willow Swan. It stands only a little over five feet tall, considerably smaller than the statue to be unveiled in the courtyard earlier today.

Two children are climbing on the statue, hanging on its arms or running around its base. Two servants sit on the front porch of the house, apparently on a break. They seem blissfully unaware of the events in the courtyard.

Characters making a Knowledge (VTF) (DC: 16) or Bardic Knowledge (DC: 14) know that House Langmuir is a noble house of Verbobonc headed by "Iron Lady" Godeleva. Rumor has it that Ludovic, Lady Godeleva's son, once had a dalliance with a fair maiden – or at least that's the rumor the lady of this house likes to spread.

The two servants are two male humans named Talus and Murd. The male child is Humbert and the female child is Bethany. They have not heard the news of the explosion in the courtyard but will take the party's warnings seriously.

If the party asks the servants about the explosion in the courtyard, they express suspicion at the Haxx family.

An explosion?! That's terrible. I hope no one was hurt. I certainly know nothing about it, but if was hunting the culprits, I'd start my search with Haxx. I know it is not wise to speak against such a powerful family, but they have caused us so much trouble lately. They had the gall to actually break into the house not a month ago! Stole over a hundred gold pieces worth of art and were stupid enough to leave behind a glove with the Haxx crest.

After statue explosion:

You approach one of the larger and more ornate residences in town. The home has three stories and, from the outside, looks to contain more than twenty rooms.

Check **DM Aid #4** – Exploding Statues to see what effect the explosion had and describe the damage done.

Regardless of the effect, the two children were hurt and are in need of healing. The two servants hold the children near the front of the house and angrily repeat the charge that House Haxx probably had something to do with this.

Characters with the Tracking feat may make a Search check (DC 25). Success indicates that tracks of humanoid footprints can be found. Making the DC by +5 or more (DC 30) reveals that they were dragging a heavy object of some kind. The tracks lead both to and from the entrance to the sewers and **Encounter Ten**.

Encounter Five: A Rest

This statue is located near the stable next to The Swan's Rest, a tavern.

Before statue explosion:

The Swan's Rest is a popular tavern known as much for its food as its friendly atmosphere. Rather than sitting around the fire and telling tales, the guests are gathered near the stable and seem to be worriedly discussing some problem.

The crowd seems divided between trying to move the statue and evacuating the horses. They are unaware of how little time they have to make a decision.

If the party does not take immediate action, Bell of the Silver Voice, the tavern's bard, approaches them.

A young half-elven woman approaches with a smile that belies concern. Whether you heard her first, due to the bells sewn into her garment, or whether you saw her first, due to the abundance of flowers and ribbons in her dress, you are not sure. "Greetings, I am Bell, of the Silver Voice. We seem to have a problem, although none of us are sure of the threat. One of our patrons found a crude statue of Lord Willow Swan near our stable. It was not

there before the memorial ceremony this afternoon. And after what happened there, we are worried something similar will happen here."

Belle is willing to take the advice of the party and will instruct the tavern patrons to obey.

After statue explosion:

The Swan's Rest is a popular tavern known as much for its food as its friendly atmosphere. Right now, however, chaos seems to reign outside of the tavern and near the stable. A crowd of people rush to and fro trying to deal with injured horses and people.

Check **DM Aid #4** – Exploding Statues to see what effect the explosion had and describe the damage done.

Regardless of the effect, horses were spooked then hurt each other as well as some people standing nearby.

Characters with the Tracking feat may make a Search check (DC 25). Success indicates that tracks of humanoid footprints can be found. Making the DC by +5 or more (DC 30) reveals that they were dragging a heavy object of some kind. The tracks lead both to and from the entrance to the sewers and **Encounter Ten**.

Encounter Six: A Shoppe

This statue is located in front of The Swan Shoppe, an art and gift store dedicated to Lord Willow Swan.

Before statue explosion:

The sign above the door reads "The Swan Shoppe." The contents of the store window indicated that it provides a steady supply of trinkets, art, and clothing related to the town and its notable hero, Lord Willow Swan.

Just outside the store window stands a crude statue of Lord Willow Swan. A half-orc is busy attaching wares from the store to strings hanging from the statue. He is slightly overweight for a half-orc, and has a humped back that affects his walk. His smile softens his otherwise frightening face. The statue holds a sign that says "Sale."

If the players approach, the half-orc stops his work and introduces his self.

“Ahh, good afternoon my fine customers. I am Sawtooth, the owner and proprietor of The Swan Shoppe. I present you with the finest in Swan memorabilia. Perhaps I could interest you in some goods I reserve for folks of your caliber?”

Sawtooth is a classic used-car salesman and will interject any conversation with a sales pitch. Some ideas for products are:

- Lord Willow Swan dinner plates. *“For use at only your most important dinner parties. But, like Lord Swan himself, tough as nails, just in case they get thrown in anger during a marital spat.”*
- Collectible Willow Swan mini-portraits. *“Some are rarer than others, which means they are guaranteed to go up in value. Of course, for legal reasons I can not offer that guarantee in writing.”*
- Town of Swan Shirts. *“Note that they say ‘My parents went to the Town of Swan and all I got was this lousy shirt.’ The kids love this one!”*
- Willow Swan candy. *“In the shape of Lord Willow Swan. What better way to honor his memory than by... eating him? Well, they certainly are tasty!”*

If asked about the statue of Willow Swan, Sawtooth confesses truthfully that he knows nothing about it.

“I’m not sure where it came from. I returned from the memorial to find it outside my shop. I assumed it was a gift, maybe from Fredrique the Sculptor. You don’t suppose it is unsafe, do you?”

Sawtooth will comply with any directives given by the party, and will answer any help with a 5% discount for today only!

After statue explosion:

A slightly overweight half-orc rests in the doorway of this shop, holding a broken sign that says “wan Sho.” He appears to be clumsily tending to wounds on his arms and legs. The contents of the store window indicated that it provides a steady supply of trinkets, art, and clothing related to the Town of Swan and to Lord Willow Swan.

Check **DM Aid #4** – Exploding Statues to see what effect the explosion had and describe the damage done.

Sawtooth has been hurt, but his life is not in danger. He is not sure what has happened. He was decorating a statue of Willow Swan, and then he woke up on the ground, lying on his back. He thinks maybe his statue exploded just like the one earlier today.

Characters with the Tracking feat may make a Search check (DC 25). Success indicates that tracks of humanoid footprints can be found. Making the DC by +5 or more (DC 30) reveals that they were dragging a heavy object of some kind. The tracks lead both to and from the entrance to the sewers and **Encounter Ten**.

Encounter Seven: A Tavern

This statue is located inside the Tavern of the Two Foot Traveler.

Before statue explosion:

The Tavern of the Two Foot Traveler has not been this empty since it first opened. A large crowd of people circles the tavern, peeking inside and muttering to one another.

Fielo and Curtis, the halfling bartenders for the tavern, spot you and quickly approach.

“Thank Yondalla you’ve returned,” Fielo cheers. “You will never guess what has happened!”

If this is not the first encounter the players have had with an exploding statue, then they can probably easily guess what has happened, which will impress the halflings.

“That’s right! We got back from the ceremony and all of the sudden there’s this statue in front of the bar. We don’t know who put it there and everyone is afraid. It is really killing business. I don’t suppose you can look into it for us, can you?”

After statue explosion:

The Tavern of the Two Foot Traveler has not been this empty since it first opened. A large crowd of people circles the tavern, shouting and watching Mindy, Fielo, and Curtis run in and out of the tavern to remove valuables.

Check **DM Aid #4** – Exploding Statues to see what effect the explosion had and describe the damage done.

Inside, the damage is obvious. The bar has been nearly destroyed. Hundreds of bottles of alcohol lie broken, and a small fire is beginning to catch in the main room.

Players may act quickly to put out the fire. This is not a difficult task and any reasonable actions will be successful.

Characters with the Tracking feat may make a Search check (DC 25). Success indicates that tracks of humanoid footprints can be found. Making the DC by +5 or more (DC 30) reveals that they were dragging a heavy object of some kind. The tracks lead both to and from the entrance to the sewers and **Encounter Ten**.

Encounter Eight: A Residence

This statue is located in the front room of the Haxx residence.

Before statue explosion:

The Haxx residence is large without being ostentatious. Standing only two stories, the most attractive feature of the house is the sizable lawn and garden that surrounds it.

The first unusual aspect of this house is that there is no one in or around it. DC 16 Knowledge (local) or DC 14 Bardic Knowledge check to know that House Haxx is known for extensive business holdings and the presence of a house in the Town of Swan is mostly likely a convenience when doing business with the mines. The absence of any official house crest indicates that this isn't an 'official' noble presence in the town, however Captain Yronl – acting regent for House Avgustin – has directed the mayor and town guard to keep a close eye on the comings and goings here.

The second unusual aspect of the house is the statue of Willow Swan that sits in the front room. The party can see the statue simply by looking in the front window of the house. Entering the house, however, requires breaking and entering. The doors and windows are all locked (Open Lock DC 20.)

After statue explosion:

The Haxx residence is large without being ostentatious. Standing only two stories, the house's most attractive feature is the sizable lawn and garden that surrounds it. At first, all appears quiet and normal with the house, until you arrive at the front of the house. A large window has been destroyed and the furniture inside lies either broken or in disarray. Paintings on the wall are in tatters and the once-valuable carpet is scorched and worthless.

Check **DM Aid #4** – Exploding Statues to see what effect the explosion had and describe the damage done.

The characters can do little to mitigate the damage caused by the explosion.

Characters with the Tracking feat may make a Search check (DC 25). Success indicates that tracks of humanoid footprints can be found. Making the DC by +5 or more (DC 30) reveals that they were dragging a heavy object of some kind. The tracks lead both to and from the entrance to the sewers and **Encounter Ten**.

Encounter Nine: A Track

At some point, the party should begin to question how the statues came into the city. There are several ways for them to pick up the trail of the evil-aligned kobolds.

A character with Tracking can make a Search check at many locations to find the trail of the evil-aligned kobolds.

- The courtyard – **Encounter 1-3** - Search DC 20
- The Langmuir house – **Encounter 4** – Search DC 25
- The Swan's Rest – **Encounter 5** – Search DC 30
- The Swan Shoppe – **Encounter 6** – Search DC 25
- The Tavern of the Two Foot Traveler – **Encounter 7** – Search DC 30
- The Haxx house – **Encounter 8** – Search DC 25

Kobold Cohort: If a character has the special Kobold cohort from *VER3-04: A Matter of Love*, the cohort mentions that the tunnels beneath the town are a good way to get in and out of town. He can lead the party to **Encounter Ten**.

Divination Magic: If directed at kobolds or the statues, the magic indicates the direction of the sewer entrance.

Last Resort: If all else fails, apply the clue-by-four by having a resident ranger discover the tracks and report it to the party.

All of the tracks lead to **Encounter 10: A Sewer.**

Encounter Ten: A Sewer?

The tracks have led you to an interesting location south of the city – an entrance to tunnels connecting with the city's water supply. Your fate and the fate of the town lie within.

The characters have to climb (DC 5 Climb check) down into the sewer one or two at a time. No danger awaits them inside the sewer hallway.

The last wisps of dry air dissolved as you descend into a wide, stone hallway that runs north and south. The area in which you stand appears to be some sort of access branch off of the main water supply

Some sunlight comes in from the entrance; however players without low-light vision or darkvision must supply their own illumination.

The stone hallway leads north to **Encounter Eleven: A Bridge.**

Encounter Eleven: A Bridge

The stone hallway opens up into a broad area. Nearby, spanning a river of sewage so deep it beggars the imagination, you see a solid-looking wooden bridge. However it does not have railings. The river of filth flows slowly from one end to the other. There must be very large holes in this room for the sewage to flow through.

A Zezir lies in wait in the darkness north of the bridge. Flammable spray coats the bridge. It intends to set the bridge aflame on the party when one or more of them cross the bridge. Have the party make Spot checks against the Zezir's Hide skill to determine who is surprised on the first round.

As you cross the bridge, a sound of scales and claws scraping along stone comes from the North. You are not certain, but you think you see a vaguely serpentine shadow on a wall beyond the bridge. (Only if the Zezir gets surprise) A serpentine form opens his mouth as flames come out.

APL 6 (EL 6)

⚡Zezir; hp 101; see Appendix 1.

APL 8 (EL 8)

⚡Zezir: hp 157; see Appendix 1.

APL 10 (EL 10)

⚡Zezir: hp 228; see Appendix 1.

APL 12 (EL 12)

⚡Zezir (2): hp 228, 228; see Appendix 1

Tactics: The zezir does not attack to kill as such. After a few characters set forth across the bridge, it sets the bridge on fire. The bridge being well built has a hardness of 5 and 20 hit points and has already taken 2 points of damage. It otherwise then runs into the fire, attempting to bull rush the heroes off the bridge.

It does not attack for lethal damage. A ranger or druid making a successful Wild Empathy check (DC 15) get the sense it's just playing, similar to a puppy that's been waiting for someone to come along after being lonely for a long time.

Characters falling into the river take 2d6 non-lethal and are coated with foul-smelling sewage. This gives them a -10 to their Hide and Move Silently checks for the rest of this module unless they have magical means to clean themselves. Climbing out of the river is a Climb check (DC 20 due to the slippery nature of the sewage.)

What's this? A Sewer in Swan? It should be obvious that such a large sewer aqueduct could not possibly exist in a town of this size, but for those who need help – a successful DC 10 Knowledge (Architecture and Engineering) check verifies this. Characters that are residents of the town automatically know that the town does not have a sewer system. The appearance of the sewer system is Frieda's own little twisted way of getting back at Willow Swan. Using her petty magic, she wants to get back at him by turning the town that bears his name into a stink hole. While real enough, the magic sustaining it will fade in time. Any spell caster with an active *detect magic* spell and making a

DC 20 Spellcraft check recognizes the magic as alteration.

Encounter Twelve: A Door

On the East wall beyond the bridge you spot a curious decoration. It appears to be a grid of stone squares with letters and symbols on it.

Give the party **Player Handout #3**.

The kobolds in **Encounter Thirteen** hold the key to this puzzle.

The stones are keypad locks for the secret door concealed in this wall (Search check DC 30) The door has four magical locks, each of which is linked to the letter "H". Normally the way to open it is to touch each of the stones marked with an "H" without touching any other stones in between. A party may cast *knock* or use a *chime of opening* 4 times to bypass this device

Once the party either opens it on their own or get the kobolds in **Encounter Thirteen** to help out read the following:

The wall gives a slight shudder as a portion of it to the right of the grid slowly sinks into the floor. A nearly empty room lies beyond it.

Encounter Thirteen: A Mine

The man-made walls of the sewers give way to rough-carved walls of a mine on the other side of the bridge. The hall concludes in a type of dead-end. The chamber is roughly 15 by 30 feet. Small hand worked tunnels lead out of numerous spots in the walls of the room. Small creatures would have to squeeze to fit through them.

The small tunnels are mineshafts just barely large enough for the kobold workers to travel through. They lead to a more complex set of tunnels and mines not covered in this module.

Four kobold miners are hiding in this room at the moment. They began hiding from the monster in **Encounter Eleven**, and are now hiding from the party, unsure if they are friend or foe. Have the kobolds made Hide checks as soon as the party enters the room, opposed by the party's Spot and Listen.

Development: If the party attacks the kobolds, they will attempt to escape through the small mineshafts. If the party tries to parley with the kobolds, they are very cautious at first, but a DC 15 Diplomacy check will help them warm to the party.

They know nothing of the events from earlier in the day. They unendingly praise Lord Willow Swan for helping them escape famine and are more than willing to share that tale.

The grid of stones in **Encounter Twelve** is a mystery to them. When the party asks, however, they suddenly remember a curious item they picked up in the mines recently. The kobolds do not know this, but this is the key to the grid puzzle. Give the party **Player Handout #4**.

Kobold Cohort: Again, the special cohort proves his worth. The kobold miners instantly recognize one of their own. In yips of joy, they rush forward to greet their friend, extending that friendship to those with him – especially the one to whom the cohort is apprenticed. They do not hesitate to hand over **Player Handout #4**, saying they found it in the mines recently and think it has something to do with the door from Encounter Twelve.

About Player Handout #4.

It is a thin sheet of metal with numerous square holes. The holes are the same size as the stones in the grid. If the characters place the grid over the stones a message is revealed.

Simulate this with **Player Handout #3** and **Player Handout #4**. By placing **Player Handout #4** over **Player Handout #3**, the message "To open press all H" is revealed.

Note that players may place **Player Handout #4** over **Player Handout #3** in the wrong orientation. If they do this, a different message is revealed. These have no meaning no action based on them has any effect. Only the message "To open press all H" matters.

All APLs

Kobolds (4): hp 4,4,3,2; see *Monster Manual* except these kobolds are aligned Lawful Neutral with on Lawful Good, page 161.

Encounter Fourteen

A Teleporter

The room beyond the stone grid is entirely empty except for a large circle carved into the floor. It is nearly 20 feet in diameter and contains runes carved along the perimeter. The floor also contains a thin layer of dust, through which many tracks lead into the circle then stop.

The circle is magic and instantly teleports anyone entering it to Frieda's domain in the Iron Wood and **Encounter Fifteen**.

The runes are in Kobold and they simply repeat "The Father" over and over again.

Encounter Fifteen: A Cave

For just an instant all goes black and space and time seem to be wrenched out of synch. Suddenly, you find yourself in a large cave lit by numerous torches along the walls. The ceiling arches to fifteen feet at its highest point.

You have little time to get your bearings because you find yourself surrounded by a number of Willow Swans. Or, at least many crude stone replicas of him. One replica stands out from the rest not only because it is far taller, but also because it is much more finely crafted.

At the far end of the chamber, an opening leads into a rough hewn cave, from which seeps a low mist.

The characters have arrived in the center of the room, on top of the teleportation circle at this end. However, this one will not function until Frieda has been killed. Once activated, however, it returns characters back to Encounter Fourteen.

There are six trapped statues surrounding the statue of swan and 4 Kobolds (from **Encounter Sixteen**) are hidden at the entrance waiting for the party.

The tallest Willow Swan statue sits directly to the South of the teleportation circle. It weighs 1,000 pounds, is not secured nor is it in any way magical. Its base contains a mark of Fredrique the dwarven Sculptor.

A small contingent of kobold stand guard, watching that only kobolds use the teleportation circles. They stand near the exit. Each guard wears the emblem of a green dragon on his or her chest.

APL 6 (EL 1)

☛ Kobold (4); hp 4 each; See *Monster Manual*, pg. 161

APL 8 (EL 2)

☛ Kobold (8); hp 4 each; See *Monster Manual*, pg. 161

APL 10 (EL 6)

☛ Kobold Guardians (2); hp 29 each; see Appendix 1.

APL 12 (EL 8)

☛ Kobold Guardians (4); hp 29 each; see Appendix 1.

Tactics: The teleportation circles glow slightly when they are used, so the guards will not be surprised. Characters that do not know the destination of the teleportation will be surprised, however, since no Spot or Listen check applies before the teleportation. On the surprise round all the Kobolds fire crossbows on the trapped statues. The next round they run to Join Frieda and the rest of the kobolds outside.

Treasure:

APL 6: L: 6 gp; C: 0 gp; M: 0 gp.

APL 8: L: 12 gp; C: 0 gp; M: 0 gp.

APL 10: L: 32 gp; C: 0 gp; M: 0 gp.

APL 12: L: 64 gp; C: 0 gp; M: 0 gp.

Encounter Sixteen: A Hag

The area directly outside the cave is a dense forest. Thick fog covers the exit obscuring sight beyond 5 feet.

Give the characters opportunities to respond or react to the fog, the fog is a simple *obscuring mist* meant to give the fleeing kobolds an opportunity to escape the heroes and return to their allies in the woods.

Following the path the mist clears briefly after a short distance and continues for 110 feet. At the end of the path is a large clearing littered with that contains a living, breathing nightmare. Standing 11 feet tall and over 50 feet in length, a green dragon turns its gaze on you. Gas escapes from its nostrils and rises into the sky, coloring the stars and moon with a sickly green.

It speaks a single word in the twisted kobold tongue.

The Green Father has told them to attack in the Draconic language.

The Green Father is really Freida, at APL 6 an ogre, at APL 8 through 12 she is a Green Hag. The kobolds attack the party the instant they see them and fight to the death.

APL 6 (EL 8)

Kobold Guardians (2): hp 36 each; see Appendix 1.

Frieda: Female Ogre Wiz4 (Illusionist); hp 56; See Appendix 1.

APL 8 (EL 10)

Kobold Guardians (4): hp 36 each; see Appendix 1

Frieda; hp 120; see Appendix 1

APL 10 (EL 12)

Kobold Guardians (8): hp 36 each; see Appendix 1

Frieda; hp 137; see Appendix 1.

APL 12 (EL 15)

Kobold Guardians (16): hp 29 each; see Appendix 1.

Frieda; hp 159; see Appendix 1.

Tactics: Roll initiative and Spot checks for each of the players to see the hidden kobolds. On the first round Frieda will concentrate on the illusion up until her action where she will cast (*acidic*) *fireball* while the dragon “breaths” from above. Frieda is invisible in the forest and hiding. The illusion is extended so the Dragon will react to being hit and act to breathe until Frieda is out of acid balls. Frieda will have already cast *mage armor* on herself and cast *shield* as soon as she hears fighting from the kobolds in the previous encounter.

Discovering the Illusion: The illusion is a *persistent image*, up until the Frieda does the first Acid ball players the DM will make the Will saves for the characters when they interact to see if they identify it for what it is. After the first (*acidic*) *fireball* the dragon will hover threatening with it, if anybody hits the Dragon with a weapon afterwards the image disappears, Secret Spellcraft rolls may identify that it isn't invisibility

Note: To counter metagaming, DM's should 'accidentally' sit with the dragon section of the

Monster Manual open to the page that has the Green Dragon, when a character hits the dragon in the first round, stare at the book and look up and shake your head and make notes as if – a little damage got through. Sigh a lot and bemoan the unfairness of writers to put awful encounters that will just destroy parties. Have fun.

Treasure:

APL 6: L: 77 gp; C: 0 gp; M: *ring of protection +1* (167 per character gp); *cloak of resistance +1* (167 per character gp); *pearl of power (2nd level)* (333 gp per character); *potion of cure moderate wounds* (25 gp per character);

APL 8: L: 105 gp; C: 0 gp; M: *rod of cancellation* (917 gp per character); *ring of protection +1* (167 per character gp); *cloak of resistance +1* (167 per character gp); *potion of cure moderate wounds* (25 gp per character);

APL 10: L: 210 gp; C: 0 gp; M: *+1 club* (192 gp per character), *rod of python* (1,083 gp per character); *ring of protection +1* (167 per character gp); *cloak of resistance +2* (333 gp per character); *wand of darkbolt* (charges: 25) (187 gp per character); *potion of cure moderate wounds* (25 gp per character); *scroll of touch of idiocy*(cl10) (46 gp per character).

APL 12: L: 420 gp; C: 0 gp; M: *+1 club* (192 gp per character), *ring of evasion* (2,083 gp per character); *ring of protection +1* (167 per character gp); *cloak of resistance +2* (333 gp per character); *wand of darkbolt* (charges: 25) (187 gp per character); *potion of cure moderate wounds* (25 gp per character); *scroll of touch of idiocy*(cl10) (46 gp per character).

Upon disposing of the kobolds and Frieda, she has one last thing to screech before dramatically perishing.

Curse you and your entire races. And curse that villain Willow Swan. It was he that set this plague of kobolds on my home. It was he and his so called 'Heroes of Verbobonc' that destroyed my peace. May your villainy blacken your souls and curse you until the end of your days.

After the battle, the players are free to search around the clearing.

Not far into the woods you find a set of what can charitably be called “houses.” They are little more than organized piles of sticks and mud where the kobolds made their homes. Within the houses you discover numerous items that belong to the noble

houses of Verbobonc including weapons, shields, clothes, and minor items of art and science. Clearly, the kobolds had been very busy stealing items for the false Green Father.

It is clear that the kobolds have been behind the discord amongst the Verbobonc nobles as of late. It is also clear that they were played for fools by Frieda. In her twisted mind, the only possible revenge on the late Willow Swan was to sew discord in his name. Had she been left to her ways, there is no telling when she would have stopped. Still, her anger was somewhat understandable, as few would wish to share their homes with the kobolds Willow discarded in hers.

Conclusion

By the time the players return to the town, the Priest has recovered from his injuries, if he had any, and is able to thank the party and reward them for their valor.

Upon your return the high priest of St. Cuthbert and a crowd of people wait anxiously for your return. Spying success in your demeanor they cheer your arrival. Word of the exploding statues and your quest to put an end to them has traveled quickly.

After you relate your tale to the crowd, the priest of St. Cuthbert proudly declares that the celebration of Willow Swan shall now be expanded to include your party as well. An impromptu feast and party is quickly assembled in the main town square.

Fielo and Curtis serve ale from the Tavern of the Two Foot Traveler and complain only a few times of all the money they are losing. Mindy helps a number of other restaurant owners organize giant plates of food and pastries. Sawtooth has added your names to the shirts bearing Willow Swan's visage and is selling them at a very special, one-time-only discount. Entertainment is provided by Belle of the Silver Voice and some fellow musicians. Speeches are made, too much food is eaten, and far, far too much ale is drunk.

While you have relieved Verbobonc of the Green Father and protected the honor of Willow Swan, perhaps your greatest achievement is giving people a reason to celebrate in these dark times.

Treasure

APL 6: L: 0 gp; C: 120 gp; M: 0 gp.

APL 8: L: 0 gp; C: 160 gp; M: 0 gp.

APL 10: L: 0 gp; C: 200 gp; M: 0 gp.

APL 12: L: 0 gp; C: 240 gp; M: 0 gp.

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 role-playing) to each character.

Encounter One – Early to Rise

Defeat the monster.

APL 6	210 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Two – An Explosion

Attempt to take some action to prevent harm to the priest, regardless of success.

APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

Encounter Four – A House

Prevent harm to the children either by evacuating the area or by disabling the statue.

APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

Encounter Five – A Rest

Prevent harm to the horses and people either by evacuating the area or by disabling the statue.

APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

Encounter Six – A Shoppe

Prevent harm to Sawtooth either by evacuating the area or by disabling the statue.

APL 6	30 XP
APL 8	30 XP
APL 10	30 XP

APL 12 30 XP

Encounter Seven – A Tavern

Prevent harm to the tavern either by disabling the statue or putting out the fire.

APL 6 30 XP
APL 8 30 XP
APL 10 30 XP
APL 12 30 XP

Encounter Eight – A Residence

Prevent harm to the house either by disabling the statue.

APL 6 30 XP
APL 8 30 XP
APL 10 30 XP
APL 12 30 XP

Encounter Eleven – A Bridge

Defeat the monster.

APL 6 180 XP
APL 8 240 XP
APL 10 300 XP
APL 12 360 XP

Encounter Twelve – A Door

Discover the solution to the secret door.

APL 6 50 XP
APL 8 50 XP
APL 10 50 XP
APL 12 50 XP

Encounter Fifteen – A Cave

Defeat the kobold guards.

APL 6 30 XP
APL 8 60 XP
APL 10 180 XP
APL 12 240 XP

Encounter Twelve – A Hag

Defeat Frieda and her lackeys.

APL 6 240 XP
APL 8 300 XP
APL 10 360 XP
APL 12 450 XP

Award for Good Roleplaying

APL 6 10 XP
APL 8 10 XP
APL 10 10 XP
APL 12 10 XP

Total Possible Experience

APL 6 900 XP
APL 8 1,125 XP
APL 10 1,350 XP
APL 12 1,575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

Encounter Fifteen – A Cave

Defeat and loot the kobold guards.

APL 6: L: 6 gp; C: 0 gp; M: 0 gp.

APL 8: L: 12 gp; C: 0 gp; M: 0 gp.

APL 10: L: 32 gp; C: 0 gp; M: 0 gp.

APL 12: L: 64 gp; C: 0 gp; M: 0 gp.

Encounter Sixteen – A Hag

Defeat and loot Frieda and her cohorts.

APL 6: L: 77 gp; C: 0 gp; M: *ring of protection +1* (167 per character gp); *cloak of resistance +1* (167 per character gp); *pearl of power (2nd level)* (333 gp per character); *potion of cure moderate wounds* (25 gp per character);

APL 8: L: 105 gp; C: 0 gp; M: *rod of cancellation* (917 gp per character); *ring of protection +1* (167 per character gp); *cloak of resistance +1* (167 per character gp); *potion of cure moderate wounds* (25 gp per character);

APL 10: L: 210 gp; C: 0 gp; M: *+1 club* (192 gp per character), *rod of python* (1,083 gp per character); *ring of protection +1* (167 per character gp); *cloak of resistance +2* (333 gp per character); *wand of darkbolt* (charges: 25) (187 gp per character); *potion of cure moderate wounds* (25 gp per character); *scroll of touch of idiocy* (cl10) (46 gp per character).

APL 12: L: 420 gp; C: 0 gp; M: *+1 club* (192 gp per character), *ring of evasion* (2,083 gp per character); *ring of protection +1* (167 per character gp); *cloak of resistance +2* (333 gp per character); *wand of darkbolt* (charges: 25) (187 gp per character); *potion of cure moderate wounds* (25 gp per character); *scroll of touch of idiocy* (cl10) (46 gp per character).

Conclusion

Reward from Priest

APL 6: L: 0 gp; C: 120 gp; M: 0 gp.

APL 8: L: 0 gp; C: 160 gp; M: 0 gp.

APL 10: L: 0 gp; C: 200 gp; M: 0 gp.

APL 12: L: 0 gp; C: 240 gp; M: 0 gp.

Total Possible Treasure

APL 6: 895 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

APL 12: 3,000 gp

Appendix I: NPCs

APL 6

Encounter Eleven

Zezir*: Medium Magical Beast; CR 6; HD 9D10+45; hp 101; Init +4; Spd: 40 ft.; AC 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; Base Atk +9; Grp +13; Atk +13 melee (1D8+4) or +13 ranged touch (2D6 fire); Full Atk +13 melee (1D8+4) and 2 claws +8 melee (1D6+2) or +13 ranged touch (2D6 fire); SA Flammable Spray, Spark Stream; SQ Darkvision 60 ft., fast healing 6, immunity to fire, low light vision, vulnerability to cold; AL CE; SV Fort +10, Ref +10, Will +6; Str 18, Dex 18, Con 19, Int 5, Wis 12, Cha 13

Skills and Feats: Listen +7, Spot +7; Ability Focus (Flammable Spray), Endurance^b, Improved Toughness*, Iron Will, Power Attack, Run^b

*See Appendix 2: New Rules Items

Encounter Sixteen

Frieda: Male Ogre; Wiz4: CR 6; Large Giant; HD 4d8+4d4+8; hp 56; Init +1; Spd 30; AC 23 [*mage armor*, *shield*, natural, Dex, -1 size] Flat-footed 22, touch 18; Base Atk +5; Grp +13; Atk +9 melee (1d8+4, masterwork large club); SQ Darkvision (Ex) 60 ft., Low-light Vision (Ex); AL NE; SV Fort +7, Ref +4, Will +7; Str 18, Dex 13, Con 12, Int 14, Wis 12, Cha 4.

Skills and Feats: Concentration +12, Decipher Script +3, Knowledge (arcana) +7, Knowledge (geography) +8, Knowledge (nobility and royalty) +7, Listen +15, Spot +12, Tumble +4; Combat Casting, Greater Spell Focus (Illusion), Scribe Scroll, Power Attack, Spell Focus (Illusion).

Spells Prepared (4/4/3); DC = 12 + spell level; DC = 14 + spell level Illusion; 0 - *daze*, *flare* x2, *mage hand*, 1st - *burning hands*, *color spray*, *magic missile*, *ray of enfeeblement*, 2nd - *hypnotic pattern*, *invisibility*, *mirror image*.

Possessions: masterwork large club, *cloak of resistance* +1, *ring of protection* +1, *wand of darkbolt* (CL3, 25 charges), *pearl of power* (2nd level), ~~*scroll of shield*~~, ~~*scroll of mage*~~, *potion of cure moderate wounds*, *scroll of fireball* (acid energy substitution*), ~~*scroll of persistent image*~~.

* see Appendix 2: New Rules Items

Familiar: Male Animal, Bat; CR 1/10; Diminutive Animal; HD 8d8; hp 28; Init +2; Spd 5ft, Fly, Good 40 ft; AC 18; Atk +4 base melee, +11 base ranged; SQ: Low-light Vision (Ex), Blindsight (Ex): 20 ft.; AL N; SV Fort +5, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 4.

Skills and Feats: Concentration +12, Hide +14, Listen +15, Move Silently +6, Spot +12; Alertness.

Kobold Guardian: Male Kobold Rog1/Ftr1/Rgr2; CR 4; Small Humanoid (Reptilian); HD 1d6+1+1d10+1+2d8+2; hp 36; Init +4; Spd 30; AC 20 (+1 size, +4 Dex, +1 natural, +4 masterwork chain shirt), flatfooted 16, touch 15; Base Atk +4; Grp +0; Atk +9 melee (1d4, masterwork short sword); Full Atk +7/+7 melee (1d4, two masterwork short swords); SA sneak attack +1d6, wild empathy (+1), favored enemy (human, +2), two-weapon combat; SQ Traps, Evasion, Light Sensitivity (Ex), Darkvision (Ex): 60 ft; AL NE; SV Fort +6, Ref +9, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +10, Craft (Trapmaking) +0, Hide +12, Intimidate +4, Jump +6, Move Silently +8, Profession (Miner) +1, Search +2, Tumble +12; Swarmfighting*, [Track], [Two-Weapon Fighting], Weapon Finesse.

Possessions: masterwork short sword x2 (310 gp); masterwork chain shirt (250 gp).

* see Appendix 2: New Rules Items

APL 8

Encounter One

Chimera: Augmented Large Magical Beast; CR 8; HD 12d10+36; hp 117; Init: +1; Spd: 30 ft., fly 50 ft. (poor); AC 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19; Base Atk +12; Grp +20; Atk +15 melee (2d6+4, bite); Full Atk +15 melee (2d6+4, bite) and +15 melee (1d8+4, bite) and +15 melee (1d8+4, gore) and +13 melee (1d6+2, 2 claws); Space/Reach: 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL: CE; SV Fort +11, Ref +9, Will +7; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10

Skills and Feats. Hide +1*, Listen +10, Spot +11; Alertness, Hover, Iron Will, Multiattack, Improved Natural Armor

Breath Weapon (Su): A chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based. Green Headed: 20-foot cone of gas (acid)

Encounter Eleven

Zeir*: Medium Augmented Magical Beast; CR 7; HD 14D10+70; hp 157; Init +4; Spd 40 ft.; AC: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; Base Atk +14; Grp +18; Atk +18 melee (1D8+4, bite) or +18 ranged touch (2D6 fire, spark stream); Full Atk +18 melee (1D8+4, bite) and +13 melee (1D6+2, 2 claws) or +18 ranged touch (2D6 fire, spark stream); SA Flammable Spray, Spark Stream; SQ Darkvision 60 ft., fast healing 6, immunity to fire, low light vision, vulnerability to cold; AL CE; SV: Fort +13, Ref +13, Will +7; Str 18, Dex 18, Con 19, Int 5, Wis 12, Cha 13

Skills and Feats. Listen +9, Spot +10; Ability Focus (Flammable Spray), Diehard Endurance^B, Improved Toughness*, Iron Will, Power Attack, Run^B

* See Appendix 2: New Rules items

Encounter Sixteen

Frieda: Green Hag Monstrous Humanoid Wiz3; CR 8; Medium Monstrous Humanoid; HD 9d8+3d4+36; hp 120; Init +7; Spd 30ft, Swim 30ft; AC 33 [+3 Dex, +11 Natural, +5 Deflection, +4 *shield*], Flat-footed 30, touch 18); Base Atk +10; Grp +12; Atk +13 melee (1d4+3, 2 Claws); +13/+8 melee (1d6+3, Club); SA Mimicry (Ex), Weakness (Su); SQ Darkvision (Ex): 90 ft., SR 20; AL CE; SV Fort +7, Ref +13, Will +13; Str 16, Dex 16, Con 16, Int 16, Wis 14, Cha 12.

Skills and Feats: Concentration +18, Hide +14, Knowledge (arcana) +7, Knowledge (geography) +6, Knowledge (nobility and royalty) +6, Listen +17, Spellcraft +13, Spot +17, Swim +11, Tumble +10; Boost Spell Resistance*, Combat Reflexes, Greater Spell Focus (Illusion), Improved Critical (Club), Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus (Illusion).

Spell-Like Abilities: At will - *dancing lights disguise self, ghost sound* (DC 12), *invisibility, pass without a trace, tongues, water breathing*, Caster level 9th. The save DC is Charisma-based.

Spells Prepared (4/3/2): DC = 13 + Spell Level; DC = 15 + Spell Level Illusion; 0 - *daze, mage hand, open/close, prestidigitation*; 1st - *burning hands, color spray, magic missile*, 2nd - *hypnotic pattern, mirror image*.

Possessions. Club, rod of cancellation, ring of protection +1, cloak of resistance +1, potion cure moderate wounds, wand of darkbolt (CL3, 25 charges), scroll of fireball (acid energy substitution*), ~~scroll of shield (cl 8)~~, ~~mage armor (cl 8)~~, ~~scroll of persistent image~~

* see Appendix 2: New Rules Items

Weasel, Fiendish: Male Improved Familiar, Weasel; CR 1/4; Tiny Magical Beast; HD 12d8; hp 60; Init +2; Spd 20, Climb 20; AC 15; Atk +14 melee (1d3-4, bite); SA Attach, Smite Good (+12 dmg); SQ Scent, Low-light Vision, SR 5, Darkvision 60 ft.; AL N; SV Fort +4, Ref +9, Will +10; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 10.

Skills and Feats. Balance +10, Climb +4, Concentration +18, Hide +14, Listen +17, Move Silently +8, Spot +17, Swim +11; Weapon Finesse.

Kobold Guardian: Male Kobold Rog1/Ftr1/Rgr2; CR 4; Small Humanoid (Reptilian); HD 1d6+1 +1d10+1 + 2d8+2; hp 36; Init +4; Spd 30; AC 20 (+1 size, +4 Dex, +1 natural, +4 masterwork chain shirt), flatfooted 16, touch 15; Base Atk +4;

Grp +0; Atk +9 melee (1d4, masterwork short sword); Full Atk +7/+7 melee (1d4, two masterwork short swords); SA sneak attack +1d6, wild empathy (+1), favored enemy (human, +2), two-weapon combat; SQ Traps, Evasion, Light Sensitivity (Ex), Darkvision (Ex): 60 ft; AL NE; SV Fort +6, Ref +9, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +10, Craft (Trapmaking) +0, Hide +12, Intimidate +4, Jump +6, Move Silently +8, Profession (Miner) +1, Search +2, Tumble +12; Swarmfighting*, [Track], [Two-Weapon Fighting], Weapon Finesse.

Possessions: masterwork short sword x2 (310 gp); masterwork chain shirt (250 gp).

* see Appendix 2: New Rules Items

APL 10

Encounter One

Chimera: Huge Augmented Magical Beast; CR 10; HD 15d10+36; hp 169; Init: +0; Spd: 30 ft., fly 50 ft. (poor); AC 21 (-2 size, +0 Dex, +13 natural), touch 8, flat-footed 21; Base Atk +15; Grp +31; Atk +21 melee (3d6+8, bite); Full Atk +21 melee (3d6+8, bite) and +21 melee (2d6+8, bite) and +21 melee (2d6+8, gore) and +19 melee (1d8+4, 2 claws); Space/Reach: 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL: CE; SV: Fort +13, Ref +8, Will +7; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10

Skills and Feats. Hide +1*, Listen +12, Spot +12; Alertness, Hover, Iron Will, Multiattack, Improved Natural Armor, Snatch

Breath Weapon (Su): A chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 22 Reflex save for half damage. The save DC is Constitution-based. Green Headed: 20-foot cone of gas (acid)

Encounter Eleven

Zeir*: Large Magical Beast; CR 10; HD 18D10+126; hp 228; Init +3; Spd: 40 ft.; AC: 17 (-1 Size, +3 Dex, +5 natural), touch 13, flat-footed 14; Base Atk +18; Grp +26; Atk +23 melee (2D6+8, bite) or +18 ranged touch (2D6 fire, spark stream); Full Atk +23 melee (2D6+4, bite) and +18 melee (2D6+2, 2 claws) or +18 ranged touch (2D6 fire, spark stream); Space/Reach: 10 ft./10 ft.; SA Flammable Spray, Spark Stream; SQ Darkvision 60 ft., fast healing 6, immunity to fire, low light vision, vulnerability to cold; AL CE; SV Fort +17, Ref +13, Will +9; Str 26, Dex 16, Con 23, Int 5, Wis 12, Cha 13

Skills and Feats. Listen +11, Spot +12; Ability Focus (Flammable Spray), Diehard Endurance^B, Improved Toughness*, Iron Will, Power Attack, Run^B

Flammable Spray (Ex): As a standard action, a zeir can expel a sticky, superheated, highly flammable goo from glands in its neck every 1d4 rounds. The goo fills a 30-foot cone and deals 2d6 points of fire damage (Reflex DC 21 half). The save DC is Constitution-based.

If any open fire (such as a torch or a flaming sword) is present within this area or enters the area in the following round, the entire area bursts into flame for 3 rounds. This effect deals 1d6 points of fire damage every round to all creatures and objects within the area (no save).

* See Appendix 2: New Rules Items

Encounter Fifteen

Kobold Guardian (2): Male Kobold Rog1/Ftr1/Rgr2; CR 4; Small Humanoid (Reptilian); HD 1d6+1 +1d10+1 + 2d8+2; hp 36; Init +4; Spd 30; AC 20 (+1 size, +4 Dex, +1 natural, +4 masterwork chain shirt), flatfooted 16, touch 15; Base Atk +4; Grp +0; Atk +9 melee (1d4, masterwork short sword); Full Atk +7/+7 melee (1d4, two masterwork short swords); SA sneak attack +1d6, wild empathy (+1), favored enemy (human, +2), two-weapon combat; SQ Traps, Evasion, Light Sensitivity (Ex), Darkvision (Ex): 60 ft; AL NE; SV Fort +6, Ref +9, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats. Balance +10, Craft (Trapmaking) +0, Hide +12, Intimidate +4, Jump +6, Move Silently +8, Profession (Miner) +1, Search +2, Tumble +12; Swarmfighting*, [Track], [Two-Weapon Fighting], Weapon Finesse.

Possessions: masterwork short sword x2 (310 gp); masterwork chain shirt (250 gp).

* see Appendix 2: New Rules Items

Encounter Sixteen

Frieda: Green Hag Monstrous Humanoid Wiz6: CR 11; Medium Monstrous Humanoid; HD 9d8+6d4+45; hp 137; Init +7; Spd 30ft, Swim 30ft; AC 33 [+3 Dex, +11 Natural, +5 Deflection, +4 shield] flat-footed 30, touch 18; Base Atk +12; Grp +12; Atk +15 melee (1d4+3, 2 Claws); +15/+10 melee (1d6+4, +1 club); SA Mimicry, Weakness; SQ Darkvision 90 ft., SR 20; AL CE; SV Fort +10, Ref +15, Will +15; Str 16, Dex 16, Con 16, Int 17, Wis 14, Cha 12.

Skills and Feats: Concentration +21, Hide +14, Knowledge (arcana) +7, Knowledge (geography) +6, Knowledge (nobility and royalty) +6, Listen +18, Spellcraft +13, Spot +20, Swim +11, Tumble +12; Combat Reflexes, Greater Spell Focus (Illusion), Improved Critical (Club), Improved Familiar, Improved Initiative, Scribe Scroll, Power Attack, Spell Focus (Illusion), Boost Spell Resistance*,

Spell-Like Abilities: At will - *dancing lights disguise self, ghost sound* (DC 12), *invisibility, pass without a trace, tongues, water breathing*, Caster level 9th. The save DC is Charisma-based.

Spells Prepared (4/4/4/3): DC = 13 + Spell Level; DC = 15 + Spell level Illusion; 0 - *daze, mage hand, open/close, prestidigitation*; 1st - *burning hands, color spray x2, magic missile*; 2nd - *blur, hypnotic pattern x2, mirror image*; 3rd - *curse of the putrid husk* x2, fireball*.

Possessions: +1 club, rod of python, ring of protection +1, cloak of resistance +2, wand of darkbolt (CL3) (charges: 25), potion of cure moderate wounds, scroll of fireball (acid energy substitution*, CL8), ~~scroll of shield (CL10), mage armor (CL10), touch of idiocy (CL10), scroll of persistent image.~~

* see Appendix 2: New Rules Items

Weasel, Fiendish: Improved Familiar, Weasel: CR 1/4; Tiny Magical Beast; HD 15d8 (Animal); hp 68; Init +2; Spd 20ft, Climb 20ft; AC 16; Base Atk +12; Grp +4; Atk +15 melee (1d3-4, Bite); SA Attach, Smite Good (+15 dmg); SQ Scent, Low-light Vision, SR 5, Darkvision 60 ft.; AL N; SV Fort +5, Ref +10, Will +12; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 10.

Skills and Feats: Balance +10, Climb +4, Concentration +21, Hide +14, Listen +18, Move Silently +8, Spot +20, and Swim +11; Weapon Finesse.

Kobold Guardian (8): Male Kobold Rog1/Ftr1/Rgr2; CR 4; Small Humanoid (Reptilian); HD 1d6+1 +1d10+1 + 2d8+2; hp 36; Init +4; Spd 30; AC 20 (+1 size, +4 Dex, +1 natural, +4 masterwork chain shirt), flatfooted 16, touch 15; Base Atk +4; Grp +0; Atk +9 melee (1d4, masterwork short sword); Full Atk +7/+7 melee (1d4, two masterwork short swords); SA sneak attack +1d6, wild empathy (+1), favored enemy (human, +2), two-weapon combat; SQ Traps, Evasion, Light Sensitivity (Ex), Darkvision (Ex): 60 ft; AL NE; SV Fort +6, Ref +9, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +10, Craft (Trapmaking) +0, Hide +12, Intimidate +4, Jump +6, Move Silently +8, Profession (Miner) +1, Search +2, Tumble +12; Swarmfighting*, [Track], [Two-Weapon Fighting], Weapon Finesse.

Possessions: masterwork short sword x2 (310 gp); masterwork chain shirt (250 gp).

* see Appendix 2: New Rules Items

APL 12

(no save).

* see Appendix 2: New Rules Items

Encounter One

Fiendish Chimera; Augmented Huge Magical Beast; CR 12; HD 15d10+36; hp 169; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 21 (-2 size, +0 Dex, +13 natural), flat-footed 21, touch 8; Base Atk +15; Grp +31; Atk +21 melee (3d6+8, bite); Full Atk +21 melee (3d6+8, bite) and +21 melee (2d6+8, bite) and +21 melee (2d6+8, gore) and +19 melee (1d8+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Breath weapon, Smite Good (+15 dmg); SQ Cold and Fire Resistance (10) DR 10/magic, Darkvision 60 ft., low-light vision, scent, SR 20; AL CE; SV Fort +11, Ref +9, Will +7; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10

Skills and Feats. Hide +1*, Listen +12, Spot +12; Alertness, Hover, Iron Will, Multiattack, Improved Natural Armor, Snatch

Breath Weapon (Su): A chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 22 Reflex save for half damage. The save DC is Constitution-based. Green Headed: 20-foot cone of gas (acid)

Encounter Eleven

Zezir*; Large Magical Beast; CR 10; HD 18D10+126; hp 228; Init +3; Spd 40 ft.; AC 17 (-1 Size, +3 Dex, +5 natural), touch 13, flat-footed 14; Base Atk +18; Grp +26; Atk +23 melee (2D6+8, bite) or +18 ranged touch (2D6 fire, spark stream); Full Atk +23 melee (2D6+4, bite) and +18 melee (2D6+2, 2 claws) or +18 ranged touch (2D6 fire, spark stream); Space/Reach: 10 ft./10 ft.; SA Flammable Spray, Spark Stream; SQ Darkvision 60 ft., fast healing 6, immunity to fire, low light vision, vulnerability to cold; AL CE; SV Fort +17, Ref +13, Will +9; Str 26, Dex 16, Con 23, Int 5, Wis 12, Cha 13

Skills and Feats. Listen +11, Spot +12; Ability Focus (Flammable Spray), Diehard, Endurance^B, Improved Toughness*, Iron Will, Power Attack, Run^B

Flammable Spray (Ex): As a standard action, a zezir can expel a sticky, superheated, highly flammable goo from glands in its neck every 1d4 rounds. The goo fills a 30-foot cone and deals 2d6 points of fire damage (Reflex DC 21 half). The save DC is Constitution-based. If any open fire (such as a torch or a flaming sword) is present within this area or enters the area in the following round, the entire area bursts into flame for 3 rounds. This effect deals 1d6 points of fire damage every round to all creatures and objects within the area

Encounter Fifteen

Kobold Guardian (4); Male Kobold Rog1/Ftr1/Rgr2; CR 4; Small Humanoid (Reptilian); HD 1d6+1 +1d10+1 + 2d8+2; hp 36; Init +4; Spd 30; AC 20 (+1 size, +4 Dex, +1 natural, +4 masterwork chain shirt), flatfooted 16, touch 15; Base Atk +4; Grp +0; Atk +9 melee (1d4, masterwork short sword); Full Atk +7/+7 melee (1d4, two masterwork short swords); SA sneak attack +1d6, wild empathy (+1), favored enemy (human, +2), two-weapon combat; SQ Traps, Evasion, Light Sensitivity (Ex), Darkvision (Ex): 60 ft; AL NE; SV Fort +6, Ref +9, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats. Balance +10, Craft (Trapmaking) +0, Hide +12, Intimidate +4, Jump +6, Move Silently +8, Profession (Miner) +1, Search +2, Tumble +12; Swarmfighting*, [Track], [Two-Weapon Fighting], Weapon Finesse.

Possessions: masterwork short sword x2 (310 gp); masterwork chain shirt (250 gp).

* see Appendix 2: New Rules Items

Encounter Sixteen

Frieda: Green Hag Monstrous Humanoid Wiz9; CR 14; Medium Monstrous Humanoid; HD 9d8+ 9d4+54; hp 156; Init +7; Spd 30ft, Swim 30ft; AC 33 [+3 Dex, +11 Natural, +5 Deflection, +4 shield] flat-footed 30, touch 18); Base Atk +13; Grp +16; Atk +16 melee (1d4+3, claw) or +17 melee (1D6+5, +1 club); Full Atk +17/+12 melee (1d6+5, +1 club) or +16 melee (1D4+3, 2 claws); SA Mimicry, Weakness; SQ Darkvision 90 ft., SR 20; AL CE; SV Fort +11, Ref +14, Will +16; Str 16, Dex 16, Con 16, Int 18, Wis 14, Cha 12.

Skills and Feats. Concentration +24, Hide +14, Knowledge (arcana) +8, Knowledge (geography) +7, Knowledge (nobility and royalty) +7, Listen +18, Move Silently +6, Spellcraft +14, Spot +23, Swim +11, Tumble +13; Combat Reflexes, Greater Spell Focus (Illusion), Improved Critical (Club), Improved Familiar, Improved Initiative, Power Attack, Scribe Scroll, Boost Spell Resistance*, Spell Focus (Illusion).

Spell-Like Abilities: At will - *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without a trace*, *tongues*, *water breathing*, Caster level 9th. The save DC is Charisma-based.

Spells Prepared (4/5/5/4/3/1; DC = 14 + Spell Level; DC = 16 + Spell Level Illusion); 0 – *daze, mage hand, open/close, prestidigitation, 1st - burning hands, color spray x2, magic missile x2*; 2nd – *blur, hypnotic pattern x3, mirror image*; 3rd – *curse of the putrid husk* x3, fireball*; 4th – *Evard's black tentacles, phantasmal killer x2*; 5th – *dominate person*.

Possessions: +1 club, ring of evasion, ring of protection +1, cloak of resistance +2, wand of darkbolt (CL3) (charges: 25), potion of cure moderate wounds, scroll of fireball (acid energy substitution*, CL8), scroll of touch of idiocy (CL10), ~~scroll of shield (CL10)~~, ~~scroll of mage armor (CL10)~~, scroll of persistent image.

* see Appendix 2: New Rules Items

Mephit, Ooze: CR 3; Small Outsider (Water, Extraplanar); HD 18d8 (Outsider); hp 78; Init +0; Spd 30ft, Fly, Average 40ft, Swim 30ft; AC 18; Base Atk +13; Grp +11; Atk +16 melee (1d3+2, claw); Full Atk +16 melee (1d3+2, 2 claws); SA Breath Weapon, Summon Mephit; SQ DR 5/Magic, Darkvision 60 ft., Fast Healing 2, No Dual Nature; AL N; SV Fort +7, Ref +9, Will +12; Str 14, Dex 10, Con 13, Int 7, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Concentration +24, Escape Artist +6, Hide +14, Listen +18, Move Silently +6, Spot +23, Swim +11; Power Attack, Toughness.

Kobold Guardian (16); Male Kobold Rog1/Ftr1/Rgr2; CR 4; Small Humanoid (Reptilian); HD 1d6+1 +1d10+1 + 2d8+2; hp 36; Init +4; Spd 30; AC 20 (+1 size, +4 Dex, +1 natural, +4 masterwork chain shirt), flatfooted 16, touch 15; Base Atk +4; Grp +0; Atk +9 melee (1d4, masterwork short sword); Full Atk +7/+7 melee (1d4, two masterwork short swords); SA sneak attack +1d6, wild empathy (+1), favored enemy (human, +2), two-weapon combat; SQ Traps, Evasion, Light Sensitivity (Ex), Darkvision (Ex): 60 ft; AL NE; SV Fort +6, Ref +9, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +10, Craft (Trapmaking) +0, Hide +12, Intimidate +4, Jump +6, Move Silently +8, Profession (Miner) +1, Search +2, Tumble +12; Swarmfighting*, [Track], [Two-Weapon Fighting], Weapon Finesse.

Possessions: masterwork short sword x2 (310 gp); masterwork chain shirt (250 gp).

* see Appendix 2: New Rules Items

Appendix Two: New Rules Items

Net and Trident [Style] [New Feat] as presented in *Complete Warrior*

You are a master of fighting with the net and the trident, and have learned to quickly follow up a successful net throw with a deadly jab of the trident.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Two-Weapon Fighting, Weapon Focus (trident).

Benefit: As a full-round action, you can make a combined attack with your net and trident. First, you throw your net; if you hit and successfully control your foe by winning the opposed Strength check, you may immediately take a 5-foot step toward your opponent and make a full attack with your trident.

Energy Substitution [Metamagic] [New Feat] as presented in *Complete Arcane*

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a fireball composed of cold energy in an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Swarmfighting [General] [New Feat] as presented in *Complete Warrior*

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the

Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

Improved Toughness [General] [New Feat] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats

Curse of the Putrid Husk as presented in *Book of Vile Darkness*

Illusion (Phantasm) [Fear, Mind Affecting, Evil]

Level: Bard 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round + 1d10 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This illusion forces the subject to believe his flesh is rotting and falling off his body, and that his internal organs are spilling out. If the target fails his saving throw, he is dazed (and horrified) for 1 round. On the following round, he falls unconscious for 1d10 minutes, during which time he cannot be roused normally.

Darkbolt as presented in *Book of Vile Darkness*

Evocation [Darkness, Evil]

Level: Clr 2, Darkness 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster makes a ranged touch attack against a foe, launching a bolt of cold darkness from his left hand. The bolt deals 1d8 points of damage per two caster levels (maximum 5d8). Half the damage is cold, and the other has no specific type. When struck, the foe must also succeed at a Fortitude save or be stunned for 1 round, overwhelmed by the evil charge of the *darkbolt*

Boost Spell Resistance [General] as presented in *Book of Vile Darkness*

By making a deal with an evil power, the character makes himself even more resistant to magic.

Prerequisite: Any evil alignment.

Benefit: If the character already has innate spell resistance, he gains a +2 profane bonus to his existing spell resistance score.

NEW CREATURE

Zezir as presented in *Monster Manual III*

Medium Magical Beast (Fire)

Hit Dice: 9d 10+45 (94 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 17(+4 Dex, +3 natural) touch 14, flatfooted 13

Base Attack/Grapple: +9/ +13

Attack: Bite +8 melee (1d8+9)*, or spark stream +13 ranged touch (2d6 fire)

Full Attack: Bite +8 melee (1d8+9) and claws +3 melee (1d6+7)* or spark stream +13 ranged touch (2d6 fire)

Space/Reach: 5ft./5 ft.

Special Attacks: Flammable spray, spark stream

Special Qualities: Darkvision 60 ft., fast healing 6, immunity to fire, low-light vision, vulnerability to cold

Saves: Fort +10, Ref+10, Will+6

Abilities: Str 18, Dex 18, Con 19, Int 5, Wis 12, Cha 13

Skills: Listen +7, Spot +7

Feats: Ability Focus (flammable spray), Endurance^B, Improved Toughness, iron Will, Power Attack, Run^A

Environment: Warm deserts

Organization: Solitary, pair, or pack (3-8)

Challenge Rating: 6

Treasure: 50% coins, 50% goods, 50% items

Alignment: Usually chaotic evil

Advancement: 10-14 HD (Medium); 15-21 HD (Large)

* includes adjustments for Power Attack feat.

This 5-foot-tall creature stands upright on two powerful hind legs, while two slender but muscular forelimbs sprout three long, curving claws each. The creature's reptilian head features a wide mouth full of sharp teeth. Its red hide is rough and pebbled, with narrow bands of black across its back, legs, and long, thick tail.

The zezir is a ruthless desert predator that loves the sight of an open, uncontrolled flame. Zezirs live to start and spread fires, reveling in the crackle and play of something, anything, as it burns. Zezir packs have been known to attack merchant caravans and set them alight, retreating beyond the range of retaliation to cavort in joy as the entire caravan goes up in smoke.

The creatures feed on ash, and their seeming infatuation with fire provides them with sustenance. However, their love of fire also stems from their chaotic nature and an innate love of destruction.

Male and female zezirs participate in hunts equally, and packs share the responsibility of raising the young. Zezirs can communicate by means of a sequence of yips, growls, and whines.

Zezirs are not reptilian, although they have some reptilian traits. They are more closely related to avians. A typical zezir stands between 5 and 5-1/2 feet tall and weighs around 150 pounds.

COMBAT

Zezirs are fast and agile, but not particularly stealthy. A pack typically posts a lookout near the site of a possible ambush, while the rest of the creatures lie in wait several hundred feet away. Once possible prey is spotted, the zezir scout returns to report the size and direction of the target. The pack then heads off at a run to intercept. Once they reach their objective, the zezirs run through and by their targets. The first zezirs of the pack spray their opponents with their sticky flammable spray, and the following zezirs use their spark stream attack to set the very air on fire. The zezirs often retreat to a safe distance to watch the burning, repeating the tactics if necessary.

A zezir normally attacks using its Power Attack feat, taking a-5 penalty on its attack rolls and gaining a+5 bonus on damage rolls.

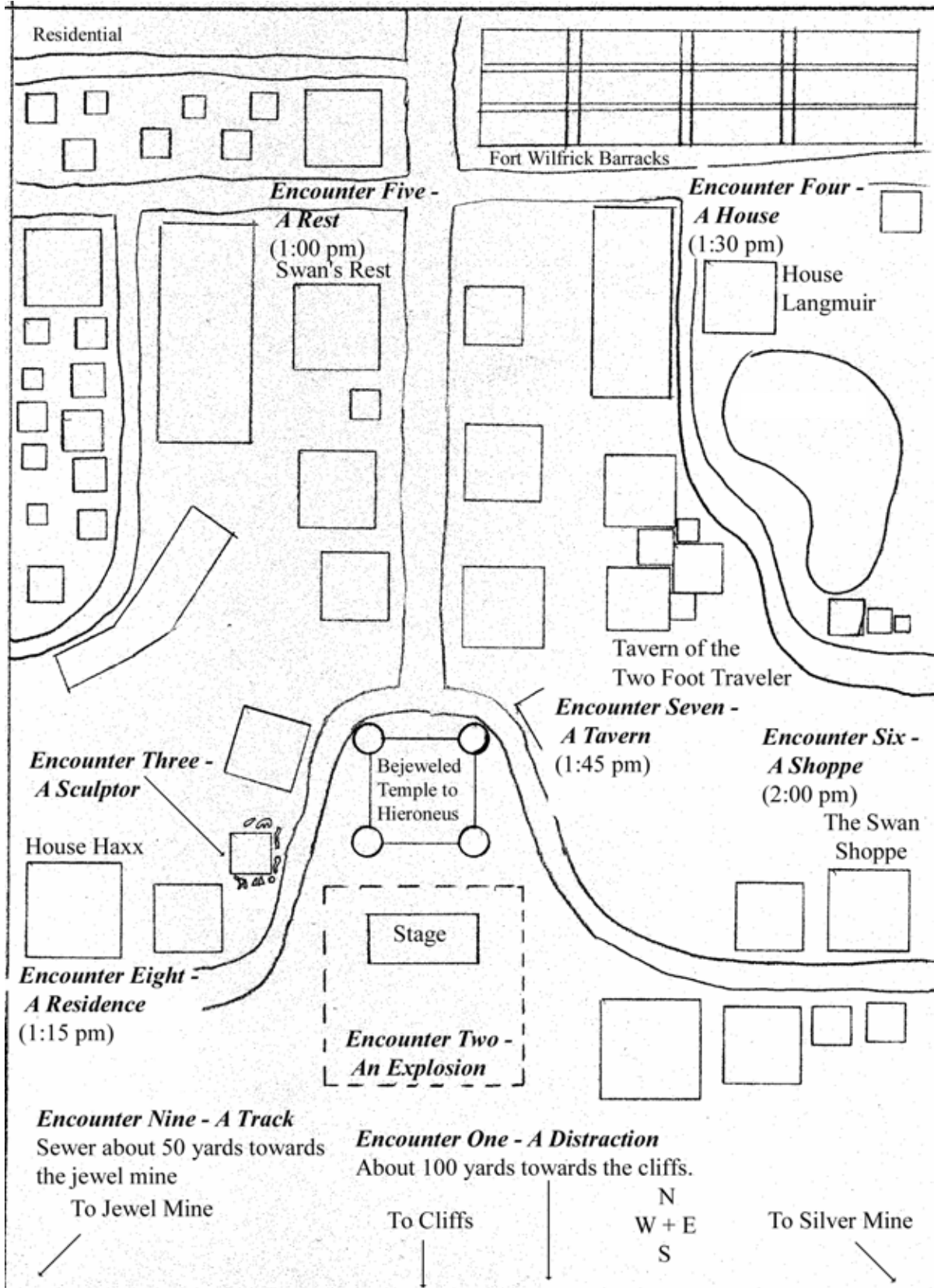
Flammable Spray (Ex): As a standard action, a zezir can expel a sticky, superheated, highly

flammable goo from glands in its neck every 1d4 rounds. The goo fills a 30-foot cone and deals 2d6 points of fire damage (Reflex DC 18 half). The save DC is Constitution-based.

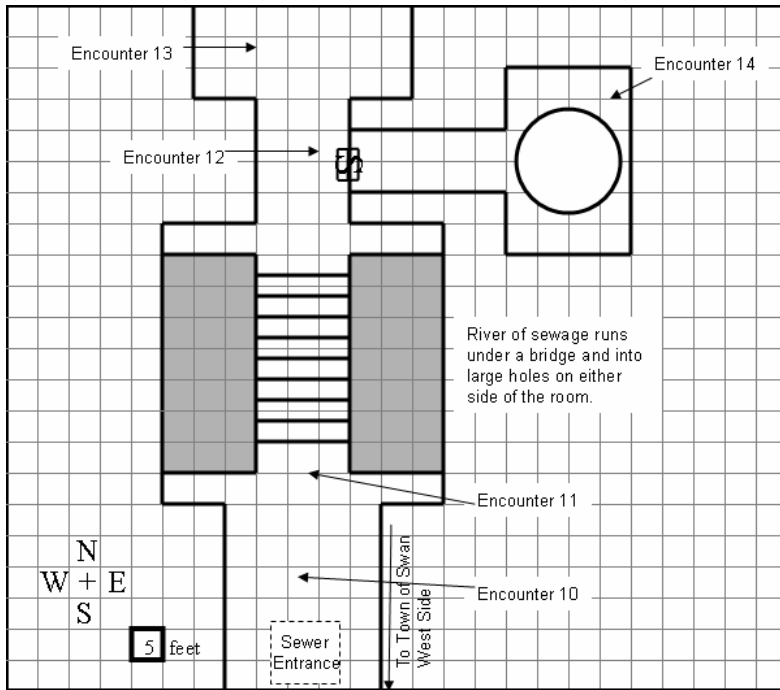
If any open fire (such as a torch or a flaming sword) is present within this area or enters the area in the following round, the entire area bursts into flame for 3 rounds. This effect deals 1d6 points of fire damage every round to all creatures and objects within the area (no save).

Spark Stream (Su): As a standard action, a zezir can shoot a stream of sparks at an opponent from its mouth as a ranged touch attack. The spark stream has a range of 30 feet and no range

DM Aid #1 – Map of Swan

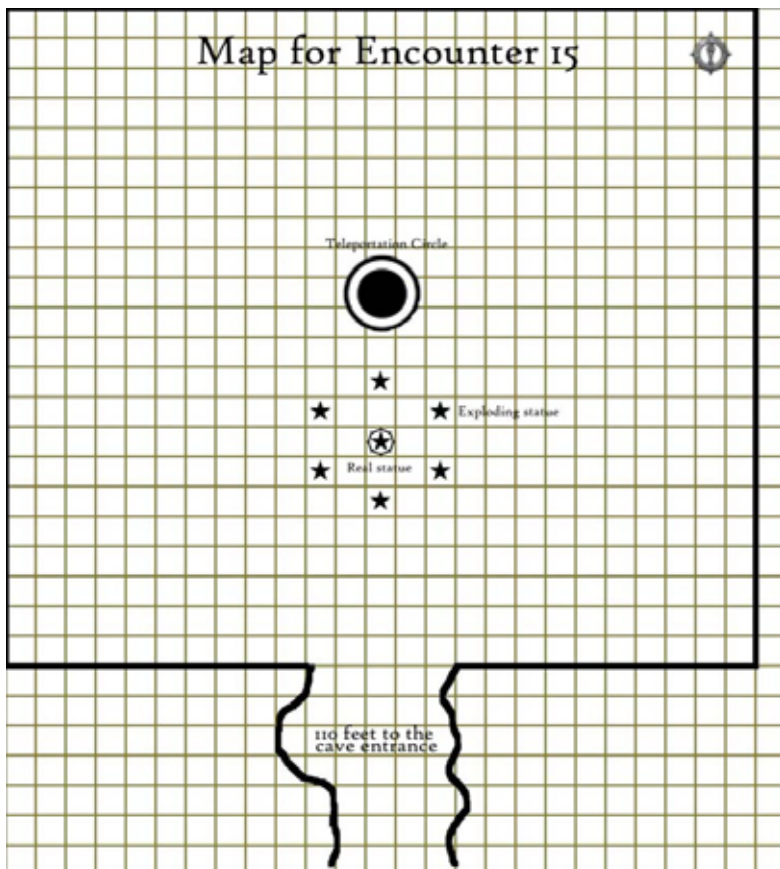


DM Aid #2 – Maps for Encounters 10 – 16



Map for Encounters 10
Through 14

- Teleporation Circle
- ⊞ Secret Door



You can draw the path on a second battle mat, or just place the miniatures on the edge and note how far they are from the clearing.

For convenience, the kobolds and hag will not charge into the path as long as the characters are coming to them.

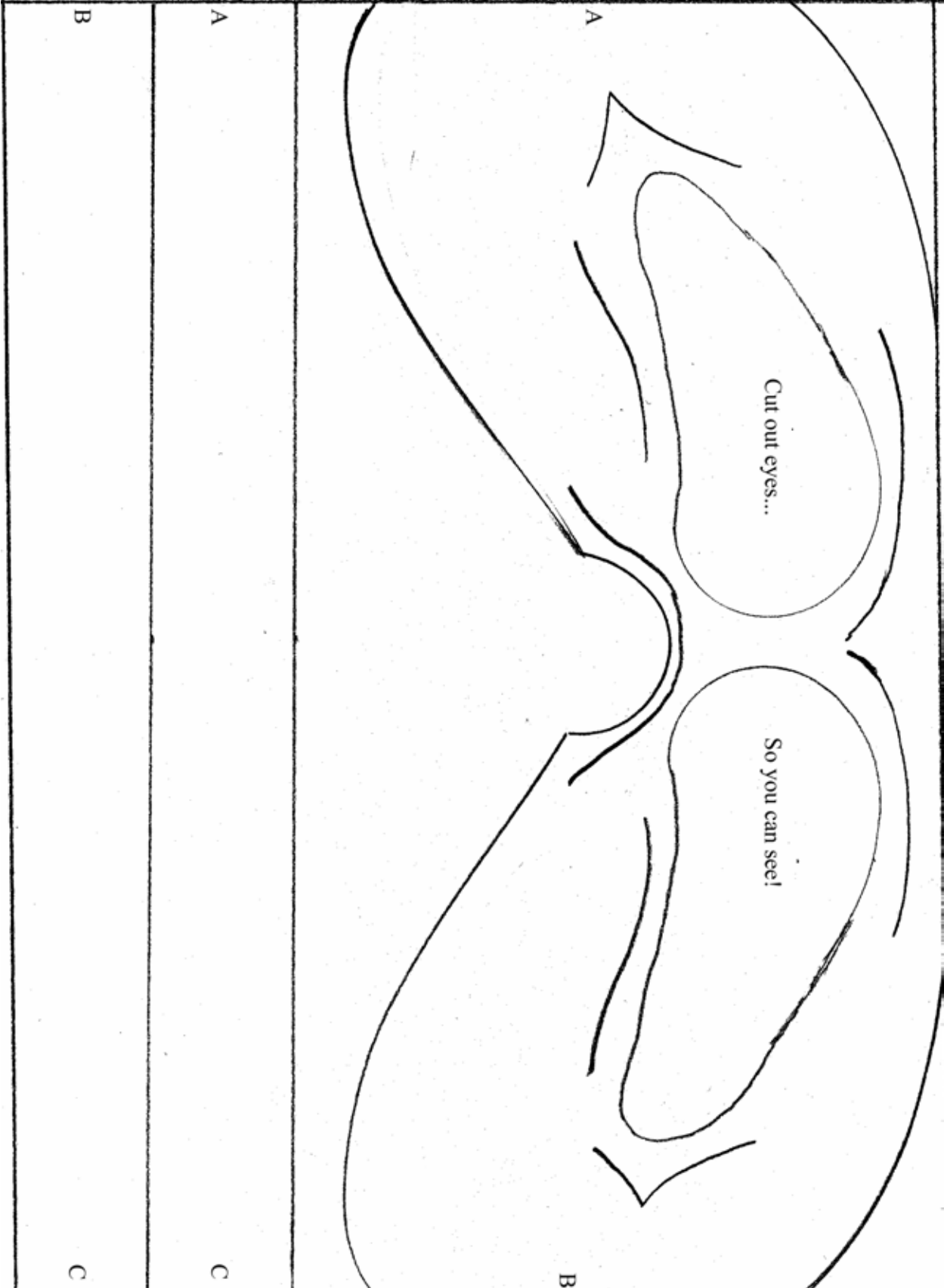
DM Aid #3 – Mask for Encounter Two

Instructions:

(Hey kids! To do this project you will need scissors, tape, and your Triad's supervision.)

1. Cut the mask into three pieces: The mask and two head straps.
2. Cut out the eyes of the mask or you risk bodily injury while wearing the mask.
3. Tape strap A to side A on the mask.
4. Tape strap B to side B on the mask.
5. Tape the ends of the straps, C, together, adjusting so it fits your head comfortably.





DM Aid #4 – Exploding Statues

When Do They Explode?

The statues in **Encounters 4** through **8** explode at a predetermined time. These statues and all of the other exploding statues can also explode when any of the following occurs:

- A statue takes any amount of damage.
- A statue is dragged along the ground.
- A *dispel magic* spell fails to remove the enchantment.
- A Disable Device skill check fails.

How Can You Damage the Statues?

The statues are damaged very easily. All melee strikes against a statue are successful and do enough damage to explode. A ranged attack simply has to hit AC 10 to damage the statue enough to explode. No damage rolls are necessary.

What Is a Statues Area of Affect?

Statues affect all adjacent squares (10' radius.)

What Happens When a Statue Explodes?

Roll a D20 and consult the following table to see the effects. All effects include a loud explosive noise.

How Do You Disable a Statue?

DM's should allow the players to be creative with disabling or deactivating the traps if they happen to be short on rogues.

How Do You Move a Statue?

Statues weigh 400 pounds and a maximum of 4 PCs can attempt to carry a single one. If the combined max load of the participating PCs is high enough, they can carry a statue. Note that dragging one causes it to explode. Use your own judgment as to how many times a character can carry a statue before becoming fatigued.

Die Roll	Effect
1-5	Exploding Statue; CR1; Mechanical; trigger (see above); 2d6 Bludgeoning Damage, to all in 10 feet Reflex DC 15; Search DC 15; Disable Device 20
6-10	Dart Explosion; CR1; mechanical; trigger (see above); Atk +10 ranged 1d4+1 dart; Multiple Targets (1d3 darts to each person within 10 feet); Search DC 14; Disable Device DC 20
11-13	Exploding Flaming Statue; CR2; mechanical; trigger (see above); 2d6 ½ fire & ½ bludgeoning ,DC12 Reflex Save for half damage for everyone within 10 feet; Search DC 20, Disable Device DC 20
14-16	Dazing Trap; CR2; mechanical; trigger (see above); spell effect (<i>Daze</i> to a random target 1 st level caster, DC10); Search DC 25; Disable Device DC 25;
17-18	Sound Burst Trap; CR3; mechanical; trigger (see above); spell effect (<i>sound burst</i> 5 th level caster, DC14); Search DC 27; Disable Device DC 27;
19	<i>Web</i> Trap; CR3; mechanical; trigger (see above); spell effect (<i>web</i> 5 th level caster, DC14); Search DC 27; Disable Device DC 27;
20	<i>Stinking Cloud</i> Trap; CR4; magic device; trigger (see above); manual reset; spell effect (<i>stinking cloud</i> 5 th level caster, DC14); Search DC 28; Disable Device DC 28;

DM Aid #5 – Authors’ Notes on the Poem

Preventing every statue from exploding and hurting someone is supposed to be tough, but not impossible. Simply by looking at the map and going to the places of interest marked on it, most parties should be able to help at least one or two locations. Fredrique the Dwarf gives the locations of the first, fourth and fifth in sequence. Thus anyone asking him will be able to help three locations.

To get all five, however, the party must get to each location before its time has come. And this poem is the only clue that gives the full sequence. Here is the poem again with the authors’ notes on how the clues work.

*Hark and hear my call from past the veil.
Bow, scrape and listen to thy king’s tale.
Though long since the swan has ended his dive,
One is four too few. For I demand five.*

The first stanza simply sets up that the illusionary kobold is hoping to convince the players that he is the ghost of Willow Swan come back to deliver some form of vengeance. The kobold is neither very convincing nor very bright, so most players will be more confused than concerned. The use of the words “hark,” “hear,” and “listen” is the first clue that the sounds of this poem are more important than its words.

*The first calls to you from nearby my nest.
You are far too late long before dawn’s crest*

The most important clues in this poem are the last few words of each couplet. They rhyme with the locations on the map, and are listed in the order that the statues will explode. In this first couplet, ‘dawn’s crest’ rhymes with “Swan’s Rest” the tavern where the first statue will explode. Less importantly, the word “nest” is a hint because a “swan” might “rest” in a nest.

*The next appears where gold comprises stacks,
And no denizens within espouse tax.*

Here, “espouse tax” rhymes with “House Haxx.” The references to money hint at the large amount of money possessed by the Haxx family. However, only players with detailed knowledge of Verbobonc will have a chance that that clue.

*Iron Lady rests where idle hands lure.
Corrupted all, even no mouse sang pure.*
“Mouse sang pure” rhymes with “House Langmuir.” This is perhaps the toughest clue because players will

not discover the “idle hands” of the servants and children until they arrive at the location. “Iron Lady” refers to the head of the Langmuir family. Once again, only someone with extensive knowledge of Verbobonc will recognize that.

*Nearly done where many make one concur.
Judged holy by the too short gaveler.*

“Too short gaveler” rhymes with “Two Foot Traveler.” The first line of this couplet refers to the construction of the tavern. “Holy” in the second line refers to the fact that it is a temple to Brandobaris founded by a cleric named Trice.

*At last where the heated air will not stop,
And half breed crafters’ saws and awls spawn slop.*

“Spawn slop” rhymes with “Swan Shoppe” and suggests the goods there are not of high quality. The first line refers to all the “hot air” Sawtooth uses to sell his wares. “Half breed” is a hint at Sawtooth’s race of half-orc and “saws” is a hit at his name.

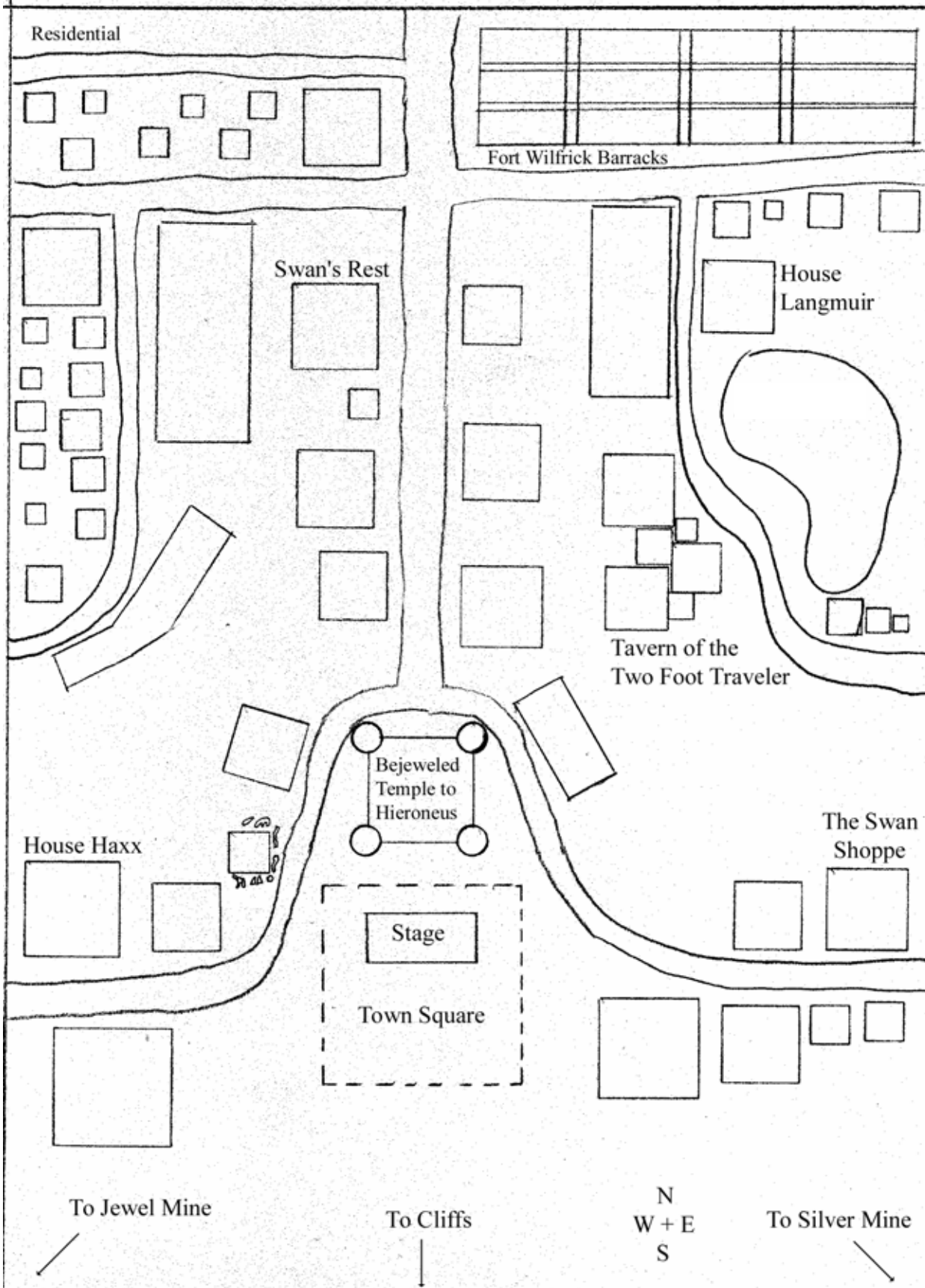
*Tears and cries and pain my villainy wrought.
Today your own destruction you have brought.
Your houses decay and collapse in time.
Now see thee the deadliness of my rhyme.*

This final stanza serves mostly to conclude the poem with a flourish and threat. The final line’s “deadliness of my rhyme” is the final clue that the rhymes in this poem are the important thing to note.

Reading this poem out loud is difficult. Many of the rhymes are strained in an effort to make the puzzle work. (Do you have any idea how hard it was to rhyme “House Langmuir?!”) Plus several of the lines contain internal rhymes that throw off the poems vague iambic pentameter.

If you choose to read this out loud to the players, the authors recommend rehearsing it a few times alone. When the time comes, donning the mask (DM’s Aid 2), standing on a chair, and slowly giving the lines in your best mock Shakespearean voice will go a long way to covering up the weakness of the text.

Player Handout #1



Player Handout #2

Hark and hear my call from past the veil.
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Tears and cries and pain my villainy wrought.
Today your own destruction you have brought.
Your houses decay and collapse in time.
Now see thee the deadliness of my rhyme.

Player Handout #3

I	T	S	O	W	N	A
E	T	O	E	O	P	O
P	E	E	H	V	N	P
E	I	O	N	H	G	P
U	R	U	A	A	S	V
E	H	L	A	A	L	L
S	U	L	P	H	E	L

Player Handout #4

Grey	Grey	Grey	Grey	Grey	Grey	Grey
Grey	White	Grey	Grey	White	Grey	White
White	Grey	White	Grey	Grey	White	Grey
Grey	White	Grey	White	Grey	Grey	White
White	Grey	Grey	Grey	Grey	Grey	Grey
Grey	Grey	White	Grey	Grey	White	Grey
Grey	White	Grey	White	Grey	Grey	Grey