

YEO3-03

Sticks and Stones

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

Version 1.0

by Kevin Freeman

Della, the 'Rogue Queen of Monmurg,' has disappeared, and Yeoman officials fear she has broken her contract and fled back to the Hold of the Sea Princes. Can you stop her before she discloses valuable information to the Scarlet Brotherhood enemies to the south? A Yeomanry regional adventure for APLs 2-10 and Part Two in the Cold as Stone Saga.

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

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

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

Introduction

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

Preparation

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

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

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

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

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

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

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

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

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

Is It a Full Moon?

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

Adventure Background

About the Yeomanry

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

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on their behalf from their community who in turn elect Grossspokesmen that serve in the Council of Common Grossspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

As the defense of the homeland is imperative in this module, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is this adventure "Promotion Worthy?"

Heroic deeds in the name of the Yeoman Militia are possible in this module, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

The GM and all Yeomanry militia members present at the table must unanimously agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides the PC up for advancement. Only one PC can be nominated for advancement per scenario.

The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.

The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.

The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry militia member must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked militiaman.

Is this a "Dustdigger Module?"

As this adventure does not significantly involve archeological matters, students in the Academy of Lore may not count this adventure towards their Academy TU requirement.

A Note to DMs:

Sticks and Stones, as you undoubtedly will notice, is a role-playing intensive module. There are only two planned combats in this adventure. To properly complete this adventure, the PCs must use their wits, skills, and charm to convince others of their actions, and must work with people whom they might not necessarily want to. Should a group of PCs attempt to hack their way through this module, they undoubtedly will miss a number of clues and be unable to complete it.

Should you have a group that likes to 'chop first and ask questions later,' try to steer them in the proper direction.

If they fail to get you hints, let the cards fall where they may.

Newick

Newick is a walled frontier town located near the border of the Hool Mashas. Its 2,100 residents make their living from farming, fishing, and light forestry. As one of the first sizable towns between the seized lands in the Hold of the Sea Princes and the relative freedom of the Yeomanry, Newick serves as the (temporary) home for dozens of refugees at any given time. Due to this large transitional population, Newick can get a bit rough at times, and the militia has a reputation for treating lawbreakers harshly. There are a number of hastily constructed inns and taverns in town – the one patronized by adventurers is called Haranshire House, named for the region in which Newick stands. An incredibly irritating gnome named Erdenson, nicknamed “Centipede” due to his ridiculously bushy eyebrows, runs it. Rumor has it that he is tolerated because he knows secrets that could lead to a huge cache of magical treasure buried somewhere in the Hool.

The town’s Grosspokeswoman is Melinda Wendolene, a strong, slim, dark-haired woman in her early 40s who enjoys wearing fine silks. Although she is a bit unorthodox in her governance of the region, she is a woman of law and keeps her promises. As a result, she is respected locally but distrusted amongst other members of the Council. The Yeoman Dustdiggers, led by Olan Demeter, have a very strong presence in the town due to the significant archaeological discoveries that have been found in the region over the last few years.

Adventure Summary

This adventure begins outside the town of Newick in the southeastern corner of the Yeomanry. A town runner summons the PCs to the chambers of Grosspokeswoman Melina Wendolene. Upon reaching Newick and reacquainting themselves with Wendolene, the PCs are given dreadful news: Della, the “Rogue Queen of Monmurg,” is missing – presumably, she has escaped and fled for the Hold of the Sea Princes. The Grosspokeswoman has no idea where Della has gone, and asks the PCs to find her and bring her to justice.

It is suggested that the PCs begin their search at Della’s cottage (on the banks of the river only a mile or so north of town) to see if any clues to her whereabouts remain. The house itself seems to confirm her abandonment of the area—there are no signs of a struggle, and many of her necessities are missing. However, at the back of the cottage in her vegetable garden, there is a morbid clue to

her current predicament – the petrified corpse of someone clearly wearing Militia livery. This was overlooked in the initial search of her grounds. No one recognizes the soldier, should the statue be brought back to town.

Her cottage contains a couple of other clues. Her privy has a secret door that reveals a tunnel leading to the riverbank. Clever PCs might discover tracks leading to the water, and evidence that a boat has moored there on occasion. Townsfolk across the river can name the boat – it is a small cog called the *Delight*. The farmers, not realizing who lived in the cottage across the river, just assumed that the boat had occasional business with merchants there. However, the *Delight* is not the ship the PCs are ultimately looking for.

The *Delight* belongs to a rogue named Weldon, a refugee from the Hold of the Sea Princes who knew of Della’s previous history and her flight to the Yeomanry. He was the de facto leader of the Rascals, a small, insignificant group of thieves based in Newick. Shortly after her arrival, he approached her and offered leadership of the Rascals to her in hopes that she would turn the group’s fortunes around. Della accepted this offer, and began to reform the Rascals in a way better suited to her own goals. Not only would they grow as a thieves’ guild in the Yeomanry, but also they would begin the task of uncovering and ‘disposing’ of Scarlet Brotherhood agents in the region.

In the meantime, the Yeomanry was learning valuable information about the Scarlet Brotherhood and the Hold of the Sea Princes through its regular meetings with Della. Word of this treachery spread to Monmurg, and the powers that be there decided to try to rid themselves of the meddling medusa once and for all.

In fact, the corpse in Della’s garden is a Scarlet Brotherhood agent who infiltrated Newick dressed as a militiaman in hopes of discovering the whereabouts of her. After a few weeks, he discovered her abode, including the secret tunnel that lead to her privy. In the middle of the night, he and a number of other thugs took a small ship, beached on the banks of the river, and crept through the secret tunnel to ambush her. She managed to turn one to stone before succumbing to their sleep poison.

The ambushers rowed her body to another boat, the *Ivory Maiden*, which then sailed south to Newick. She currently is held in a root cellar in a nondescript building near Newick’s docks.

The PC investigation leads them on a wild goose chase through some of the less reputable neighborhoods in Newick. In their effort to find Della, they actually

uncover her group of rogues, the Rascals, instead of Della's true captors. The Rascals are a group Della has been dealing with in order to secure an 'information network' in Newick. The PCs must first come to the realization that these rogues (other than Weldon) know nothing of Della's disappearance (or that she is a medusa). They only know that a new leader, a woman whom they have not seen, is taking over the guild. The ultimate discovery of Della becomes much easier if the PCs have the Rascals on their side. It is their contacts that learn the true fate and location of the Rogue Queen.

After a difficult combat in which Della is rescued, the PCs must wrestle with another moral dilemma concerning the medusa. Do they turn her Rascals in, knowing that the rogues have committed crimes detrimental to the Yeomanry? Or do they allow the Rascals to go about their business, fully realizing that not all of their activities are 'lawful'?

The decisions that the PCs make not only can affect the future of Della and the Rascals, but also that of the PCs themselves.

Introduction

The PCs begin this adventure in the town of Newick, a small city that many PCs already are familiar with. Feel free to paraphrase the description of Newick, as given above, to help the PCs reacquaint themselves with what the city has to offer. One they are satisfied with their surroundings, read or paraphrase the following:

Once again, Newick serves as the watering ground for your stalwart band between adventures. The fare of Haranshire House and the music provided by a traveling minstrel keep your bellies warm and your minds entertained.

This is a good point to have PCs who are not familiar with one another to provide descriptions of themselves to the DM and to one another.

As you polish off a slab of Midfell cream pie and wash it down with a bottle of Yeoman red, a young girl, perhaps 12 or 13 years of age, approaches. She gives you a friendly, freckle-faced smile. You notice that she carries a folded piece of parchment sealed with red wax. She speaks to you in a rural accent, but her manners betray a more gentile upbringing.

"Sorry to disturb your meal, good folk. The lady's scribe said I should give this to you. M'lady apparently thinks quite kindly of you."

With that, she curtseys formally and exits the friendly confines of Haranshire House.

The note is a summons from Melina Wendolene, the Grosspokeswoman of Newick. Her seal, a rampant horse crossed with two spears, betrays this. PCs who have played in either **YEO1-04 Rogue Rescue** or **YEO1-06 Cold Blooded** recognize this seal.

Grosspokeswoman Wendolene kindly requests the presence of the PCs in her office for a matter that can only be disclosed privately. It mentions that the PCs have served her and the Yeomanry on many occasions before, and that their services are once again needed.

There is also a paragraph mentioning that Captain Gariland Oshcott (also encountered in **Cold Blooded**) would be 'quite grateful' would any active militia or army members appear to her summons.

If the PCs do not go to the summons, kindly collect their names and RPGA numbers and inform them that the adventure is over.

Assuming that they do accept, continue to read or paraphrase:

You know the way to the Office of the Grosspokeswoman quite well by now, and the journey takes only a few minutes. The building is a two-story stone structure located near the center of town. Two banners surround the entrance to the building. One displays the three-spear symbol of the Yeomanry, while the other is of the Grosspokeswoman's crest, similar to the wax seal on the parchment you carry.

Two guards, one under each banner, smile as you approach. Upon showing them your official document, they let you pass up the marble stairs and into the building.

Upon entering the building, you find yourself in a fairly spartan room filled with benches. At the back of the room sits a single desk. An elderly man, whom many of you recognize as Kiers, the Grosspokeswoman's steward, rises from a chair behind the desk.

"Ah! I see that you have gotten my note. I am indeed happy to see all of you in good health." He shakes each of your hands, one after the other.

"We probably should go upstairs. The Grosspokeswoman is anxious to see all of you and get to business."

Kiers leads you up a flight of stairs and approaches the first door on the right. He cracks open the door and whispers inside. "The adventurers are here, m'lady. Shall I send them in?" He received a silent response and opens the door, beckoning you to enter.

The room beyond is nicely furnished with a darkwood desk, a leather chair, and a shelf filled with all sorts of books and scrolls. For as much as in the room, it is immaculate.

A thin, middle-aged woman with raven-colored hair and dressed in simple silks approaches you and kisses you each on both cheeks.

"Thank you so much for coming! I am so pleased that you are here. Kiers, bring us some tea, if you would."

She acknowledges each of the PCs whom she has met before by name. PCs should be impressed with her memory.

"Please. Sit. There is much that we need to discuss."

"As you know, two years ago we asked some of you to go to the outskirts of the Hool Marshes to meet a special refugee who sought asylum in the Yeomanry—Della, the Rogue Queen of Monmurg. She claimed to have valuable information about the Hold of the Sea Princes, particularly related to Scarlet Brotherhood activity within those lands."

"Of course, unbeknownst to any of us, it turned out that Della was a medusa, which certainly changed things somewhat in my eyes. Against my better judgment, I granted her asylum, and provided her with a small plot of land just north of town."

"Since her arrival, she indeed has proven useful. We have uncovered a number of Brotherhood plots, and learned the identity of several of their agents in our lands. She is incredibly stubborn, as is to be expected, but up to this point I have been glad of my decision to spare her life and allow her to stay. But... [pause for dramatic effect here] ...perhaps my judgment has been premature. She has disappeared, and my council suspects that her departure is voluntary. She was due for another meeting with my men yesterday. She never arrived, and my men returned to give me this news. A cursory investigation of her cottage showed that she was not there. Most of her personal effects are gone as well, indicating that she has left permanently."

"This is clearly a violation of the pact that we had agreed to with her. In my eyes she is now a fugitive from justice, and should be treated as an enemy of the state."

"I charge you, then—those who are relatively familiar with her work and her disposition—to find her and bring her to me, where she will be dealt with appropriately. Bring her here, alive, if possible, as she has much to answer for."

"I know that she gave some of you a trinket in your last encounter with her. Keep it close. I doubt she will come with you quietly, and I fear you will need it should worse come to worse. Will you do this for me?"

Judging by the expression on her face, it would appear that you have little choice in the matter.

Grosspokesman Wendolene is more than happy to answer any questions that the PCs may have about Della. Below are some common questions that might be asked, and Wendolene's responses thereto:

- **Why would she wait two years to do this?**

I don't know. Perhaps her true nature is finally shining through. Without a doubt she has considerable information about the Yeomanry that people would pay fair coin for.

- **Were there any signs that might have led to this?**

No. She was always punctual, and frequently had valuable information to give. In fact, she appeared to enjoy what she was doing—compromising some of the Hold's secrets.

- **Does she have any acquaintances in the region?**

Not that I know of. The only people I know she keeps in contact with are the men who visit her on a monthly basis. They usually bring her supplies and provisions as well. So far as I know, she has never been seen in town. She is skilled in the art of disguise, though, so it is possible she has other contacts here and there.

- **Who are these men who visit her?**

They are Miller and Quinton, two of my most trusted aides. They are in the next chamber down the hall should you desire to speak with them, but I doubt you will learn anything new there. (Should PCs desire to do this, go to Encounter One.)

- **Where should we begin our search?**

That's up to you, although I might suggest starting at her cottage. It's possible we might have overlooked something.

She is reluctant to tell them anything about the types of information that Della has given her in the past. For one thing, it could compromise the security of the Yeomanry; for another, given the current circumstances, it could be entirely false.

If the PCs wish to talk with Miller and Quinton, go to Encounter One. Assuming that the PCs take

Wendolene's advice and investigate Della's cottage, go to Encounter Two.

Note: Players who have participated in **YEO3-01 Guard Dogs** may attempt to accuse Grosspokeswoman Wendolene of malfeasance. Should this happen, she denies any rumors involved with her swindling immigrants and is openly upset at any PC who makes such accusations.

Encounter One: Miller and Quinton

As the Grosspokeswoman indicated, Miller and Quinton have a small office one door down from her own. It is small, cramped, and disheveled. Miller, a tall, acne-scarred blond man of obvious Suloise descent, is present, but Quinton is not. Miller is short and direct with the PCs, but answers their questions to the best of his ability. Below are listed questions that he might be asked:

- **Where is Quinton?**

At home with his family, I suppose. With Della gone currently, there is no need for both of us to be here, so the Grosspokeswoman sent him home.

- **Tell us about your regular visits with Della?**

We meet in a small copse of trees, near her house, at dusk, on the first day of each month. Sometimes we go inside too. We usually bring her food and other sundries so that she can be comfortable.

We talk for an hour or so in most cases. Quinton and I prepare a list of questions for her, and she answers them. Most of the stuff we're interested in deals with the Yeomanry, of course—you know...like are there any Brotherhood or Hold spies here and such. I'm not at liberty to tell you exactly what we talk about.

- **What about your most recent visit?**

It's not like her to be late, so when she didn't show, we wondered what was happening. We waited two hours for her, and then headed back here, to Newick.

- **Has she been acting 'unusual' lately?**

Not any more unusual than normal. She's creepy, I tell you. And very rude. It is clear in our meetings that she thinks she is calling the shots. Ha! But she does tell us things that we would have difficulty discovering without her.

- **Where do you think she's gone?**

I can't rightly say. Back to the Hold, I suppose, although they probably don't like her any more than we do. But we'll find her, I can guarantee that!

Encounter Two: Home Sweet Home

This encounter deals with what the PCs discover when they investigate Della's cottage. They should find a number of clues that point them in the right direction concerning the Rogue Queen's whereabouts.

The walk to Della's cottage is a short one; it is less than a mile from the northern fringes of Newick. Her home sits atop a rather steep hill overlooking the mighty Javan River, which stretches like a long, blue ribbon from horizon to horizon.

The cottage itself is small, perhaps 20' square, with latticed wooden walls and a thatch roof. It is surrounded by rich greenery, including trees and bushes. A smaller building, probably the privy, sits some 25 feet from the house. A small fenced garden, perhaps for vegetables, is behind the house, partially obstructed from your view. The grounds are clean and immaculately kept, but there are no immediate signs of habitation.

If the PCs choose to explore the cottage:

The door to Della's cottage is unlocked. Upon opening the door, you see a simple two-room home. The front room has three chairs, a small wooden table, a cupboard for dishes, a desk, and a shelf lined with books. All of the craftsmanship is relatively simple and unrefined—clearly the work of an unskilled craftsman.

A search of this room reveals nothing of value or importance; an indication that something might be amiss. The desk is empty. There are no papers, ink, keys, money, or anything similar therein.

The back room of the cottage is reached through an open doorway on the back wall of the living quarters. This room contains a small canopy bed, a footlocker, and a small, mirrored vanity.

Again, there is nothing obvious here to give PCs any clues. However, the footlocker is empty, and there are no personal items on or in the vanity. PCs might ascertain from this evidence that Della has packed up all of her belongings and fled. Everything of value appears to be gone, and there are no signs of a struggle whatsoever.

Her Hold of the Sea Princes captors took all of her 'important' belongings with them in hopes that her departure would look voluntary.

If the PCs choose to explore the vegetable garden:

Behind a few small trees sits a small vegetable garden, perhaps 15' square. It is surrounded by a small picket fence, painted white. It is full primarily of tall tomato and corn plants, although other plants can be seen as well.

However, in the center of the garden, hidden from obvious view, is a more macabre sight. A statue of a human male in Yeomanry militia garb stands on the ground. His face displays a look of terror, and his hands are raised as though shielding his eyes from something terrible. The statue looks very recently carved.

However, there is something else in and around the vegetable garden. Creatures have taken refuge in the area, which is teeming with food. As the PCs are searching the garden, they reveal themselves and attack hungrily!

APL 2 (EL 2)

➤ **Monstrous Centipedes, Medium (4):** hp 6 each; see *Monster Manual*.

APL 4 (EL 5)

➤ **Ankhegs (2):** hp 30 each; see *Monster Manual*.

APL 6 (EL 6)

➤ **Giant Beetles, Stag (2):** hp 58 each; see *Monster Manual*.

APL 8 (EL 8)

➤ **Will-O'-Wisps (2):** hp 54 each; see *Monster Manual*.

APL 10 (EL 10)

➤ **Umber Hulks (3):** hp 72 each; see *Monster Manual*.

After the combat, PCs with the Alchemy or Profession (herbalist or similar profession) skill may make a check (DC 15) to identify some of the other plants. Most are herbs and spices, but there are some plants used in the creation of sleep poison, invisible ink, and other more clandestine concoctions. A successful Search check (DC 20) also reveals a silver sickle discarded in the brush, used for cutting these herbs and poisons.

Treasure: The right buyer would pay as much as 150 gp for the entire lot of herbs and the sickle.

All APLs: L: 13 gp; C: 0 gp; M: 0 gp.

The statue is clearly that of a man petrified by Della's gaze. If brought back to Grosspokeswoman Wendolene, or if she or someone close to her is brought to the scene, they are unable to identify who the person is. In fact, no member of the Yeoman militia in Newick recognizes the statue. This should indicate to the PCs that this person is not what he appears to be.

Should PCs have access to *stone to flesh* or a similar spell that restores the statue to its previous form, they can learn a bit more. With clever questioning, the PCs learn that the man is Braden, a Hold of the Sea Princes operative who has resided in Newick for the past six months in hopes of being able to capture Della and return her to Monmurg for trial (and execution).

He has been working loosely with a few others in the area, only one of whom he knows by name – Shearer. Braden can reveal that Shearer is working for the Scarlet Brotherhood, and that the operation to capture Della is a joint one. He is not acquainted with anyone else on the mission.

After weeks of plotting and reconnaissance, Shearer gathered a few men and attempted a daring attack on Della's cottage. However, she was not in the cottage, but in the vegetable garden instead. They rushed the garden, but Braden caught sight of Della's terrible gaze and remembers nothing after that. Reference to his petrification causes Braden to break down into tears.

Braden also can tell the PCs that upon her capture, they were to enter the secret tunnel in Della's privy and meet a waiting ship. He does not know the name of this ship.

After his questioning, he gives himself up voluntarily to the authorities.

Without returning Braden from his current state, however, the PCs will have to find out most of this for themselves.

If the PCs choose to explore the privy:

This small, 5' square wooden structure has two stalls. One is legitimate, being used for waste disposal, while the other is a secret passage leading down to the river where Della makes her occasional rendezvous with the *Delight*. Shearer and his men discovered this passage through their reconnaissance of the area and decided to use it to carry Della away in secrecy.

Opening the wooden lid reveals a rope ladder that descends into a small, 3' diameter shaft. It descends some

40 feet to an earthen chamber about 8' in diameter. From there, a passage goes another 30' to a door cleverly disguised on the outside as earth and vegetation. The door is unlocked, and opens up to a sandy bank on the shore of the Javan River.

The door opens up to daylight. The Javan river, some 80' wide at this point, flows a mere 10' or so from the cliff from which you emerged. You can see the walls and structures of Newick to the south. Across the river are a number of farms, many of which are being tended to as you watch. A young girl waves at one of you.

There are a number of tracks on the sandy shore. PCs with the Track feat may make a Wilderness Lore check to see what can be revealed:

- **DC 15:** The tracks are recent, and were made by four or five booted individuals roughly human in size and weight.
- **DC 20:** It appears that a boat, perhaps a small rowboat, was used at approximately the same time that the tracks were made.
- **DC 25:** One of the sets of prints is deeper in the sand, indicating that the person was bearing significant weight, whether due to armor or a heavy load is indeterminable.

In fact, after rendering Della unconscious with sleep poison, her unconscious body was carried to an awaiting rowboat, which then paddled to the *Ivory Maiden*.

The PCs have a number of directions in which they can go at this point. The most logical choice, however, is to ask some of the farmers across the river if they have seen anything unusual lately. This is covered in Encounter Three.

Other PCs may wish to return to Newick at this point and discuss their findings with the Grosspokeswoman. She can offer nothing to the PCs at this point other than the petrified soldier is no one that she can identify. She complements them on their work so far, and promises to find out more information from the soldier (regardless of whether he is still petrified). If the PCs get stuck, she suggests that perhaps others might have seen what happened at Della's home.

Encounter Three: Being Neighborly

This encounter discusses information that the PCs can learn from farms in the vicinity of Della's home. There are a number of witnesses to Della's activity, although

none of them recall a boat in the area over the last few days (the *Ivory Maiden* arrived at night). However, many do recall a ship being moored near the beach on several occasions—the *Delight*.

The farm immediately across the river from Della's home belongs to Rufus, an elderly cotton farmer who lives with his wife, their three children, and nine grandchildren. The PCs can hire a ferry (for negligible cost) or walk to Newick and cross the bridge there to the other side.

Rufus's farm is immaculately well kept. Besides a whitewashed house, there is a barn, an outhouse, and other small structures used to house his equipment. A number of cows, goats, and chickens roam around the area, grazing for food.

Rufus greets the PCs warmly, especially if they say they are on militia business. He served in the militia himself for ten years, and purchased his land once he received citizenship. He is in his late 50s with thinning gray hair and watery eyes. His wife, Charla, is bedridden, having just come down with a cold. He introduces them to his children (Harrison, Thom, and Hidda, all grown) and his grandchildren. The youngest, also named Rufus, was the one who waved at the PCs from across the river. The DM is encouraged to show off the hospitality of this family.

He offers them ale and cheese, and asks what he can do for them. The PCs can learn the following information from Rufus and his family:

- **Who lives across the river?**

That lady has been in that cottage over there for a year or so. I've never met her, and she seems to keep to herself most of the time.

- **Does she ever have visitors?**

Once in a while. We see soldiers over there every now and then. Sometimes they bring stuff with them. They usually stay for a couple of hours and leave.

- **Any boats or ships ever go there?**

Now that you mention it, we do see a small sloop that anchors over there every once in a while. Pretty little thing. Some fella hops in a small rowboat and paddles over there. They talk on the shore, but sometimes they go to her house. Other times she gets on the boat and goes with him. I have no idea what they are doing, however.

- **When does this happen?**

Once in a while, although there doesn't seem to be a regular schedule or anything. Been during the day every time I've seen, though.

- **What is this boat called?**

That's easy. It's the *Delight*. It usually comes from the south—from Newick, I would presume.

- **Any others with him?**

Not that I can recall, no. There might be others on the bigger ship, but it is small enough to be piloted by only one or two. Not to say that more can't do it, though.

- **Where can we learn more about this boat?**

You might try the harbormaster in Newick. He should have a log of all ships that go in and out of port there.

A discussion with any other farmers or residents in the area reveals similar information. The next step for the PCs is to head into town and talk with the Harbormaster. Proceed to Encounter Four.

Encounter Four: The Harbormaster

This short encounter simply points the PCs towards the home of Weldon, the leader of the Rascals.

The trip back to Newick only takes about an hour. The Harbormaster's Office is located on the south shore of the Javan, among the docks and businesses catering to seafarers. It is a small, squat wooden building built upon the largest pier in town. The Harbormaster is Lalane, a expatriate from Keoland who has lived in Newick for thirty years. He is in his late 40s and is accompanied at all times by a three-legged dog named Flash.

Upon showing their militia credentials (or a suitable bribe of 10 gp), Lalane is happy to gather any information that he has on the *Delight*. He reveals that the ship belongs to a fisherman named Weldon. His ship frequently enters and exits port, and Weldon is known to fish waters within ten miles north and south of Newick (Weldon also uses his boat to smuggle goods, although Lalane does not know this). Lalane also knows that Weldon is originally from the Hold of the Sea Princes, although he has been in the Yeomanry for many years.

If asked about Weldon's place of residence, Lalane is quiet ("that's against the rules") but a further 10 gp bribe allows the PCs to learn where Weldon lives. This should take the PCs to Encounter Five.

Encounter Five: Weldon's Home

This encounter is intended to reveal that Weldon is just an average man who wants nothing more than to provide

for his family. It should further pressure the PCs in the important decision that they ultimately have to make regarding the future of the Rascals.

Weldon's home is a two-story clapboard house located above his bait shop near the city docks. An exterior wooden stairway at the rear of the building leads up to the residence, while the entrance to the business is in the front of the building on the ground floor. The door is locked although Weldon's wife and children are home and will answer the door if it is knocked upon. Undoubtedly, his wife does not take kindly to those who break and enter into his home.

◆ **Locked Simple Wooden Door:** 1 in. thick; hardness 5; hp 10; Break DC 15; very simple lock (hardness 15; hp 30; Open Lock DC 20).

The woman who answers the door is Gwen, a tall, very pretty woman in her mid-30s dressed in the typical clothing of the region. She carries a young infant, a girl (Sasha), close to her while holding a toddler, another girl (Libby), by the hand. She seems a bit worried at the PCs arrival, but if PCs prove their militia status and are not aggressive, she welcomes them into her home and offers them tea or ale.

Gwen's disposition is entirely dependent on the PCs disposition. If the PCs are belligerent and mean to her, she insists that they leave lest she call the authorities. If they are non-threatening and relatively friendly to her, she tries to help them as much as she can, although she tends to be relatively wary of their presence.

Regardless of how the PCs act, Gwen asks the PCs a number of questions: "Who are you? Why are you here? What do you want?" She is clearly very nervous, although there is no real reason why she should be. Should the PCs accuse her or her husband of kidnapping, theft, or anything else 'against the law,' she breaks down and cries loudly, saying to herself all the while "Why, why, why?"

If pressed on this, she claims that she always knew that her husband was up to something, but she could never tell for sure. However, she knows no more than this. She does relate, however, that Weldon has always been nothing but kind and loving to her and their children, and that he is a wonderful father.

Weldon has been very careful not to reveal anything about the Rascals or his smuggling to his wife or children, lest they become worried about him. His motivations are relatively honorable, although the local authorities might not agree with him. Should the PCs ever tell Gwen Weldon's true intentions either related to his smuggling or involvement in the Rascals and his

disreputable activities associated therewith (purposely or inadvertently), he never forgives them. The PCs receive the *Enmity of the Rascals* (see the Treasure Summary).

Gwen and Weldon's home is full of gear and equipment indicative of people who fish for a living, from oars to poles to baskets full of crickets. There is another staircase inside their home that leads down to the bait shop that Weldon keeps. A wooden sign carved with a worm and the word "Bait" outside the shop reveals this. If asked about her husband's whereabouts, she tells them that he works in the shop below their home (see Encounter Six).

Encounter Six: The Rascals' Hideout

This encounter reveals the hideout of the mysterious Rascals, where the PCs learn more about their intentions. While the PCs discover that the Rascals perform some less than legal activities, their hearts essentially are in the right place. The PCs may also learn about Weldon's true relationship with Della.

As indicated above, Weldon's bait shop is located on the ground floor of the same building in which they live. It can be reached either through the front door on the ground floor or via the stairway in Weldon's home.

The strong smell of fish is almost overpowering as you enter the small bait shop. A number of shallow wooden bins line shelves along the walls. Each of these hold worms, crickets, minnows, chicken livers, and other items commonly used for fishing. Mounted along the walls are poles, various grades of fishing line, small nets, fishing spears, hooks, and other fishing accoutrements, as well. An unsightly, pimple-faced boy, perhaps 14 or 15 years of age, stands behind a small counter. He appears to be mending a net with needle and thread. A woven hemp curtain hides another room behind him.

The boy is Podrick, more affectionately known as Pod, and he has been Weldon's apprentice for nearly two years. He is not terribly bright, but has shown signs of being a promising fisherman. Weldon is not currently in the shop—he is in the secret underground hideout of the Rascals, which is located through a trapdoor in the floor behind the counter where Pod stands. A woven rug hides the outline of the door from view.

Behind the curtain is the staircase leading up to Weldon's home, as well as a small cot for Pod.

Pod knows that Weldon is there, and will do his best to keep anyone, including the PCs, from discovering his

whereabouts. However, if pressed, he tells the PCs about the trapdoor and the secret rooms beneath.

The trapdoor is currently unlocked, and is opened by simply prying it open with something flat (a small crowbar is behind the counter). Beyond the trapdoor is a fixed wooden ladder that descends into the room below.

Unless the PCs use magical means, Weldon and Jake hear their approach, hide in the secret room, and set the trap until the PCs leave or they are discovered. Should the PCs take Weldon and Jake by surprise, adjust this description accordingly.

The trapdoor opens to reveal a small, perhaps 15' square room of dug earth reinforced by wooden timbers. The room is sparsely furnished with a large wooden table, six chairs, and little else. A tapped keg with a number of wooden mugs rests near the corner of the table.

There is little of value in the room, as all of the Rascals' contraband is in the secret room beyond. There is a standard chance to locate this secret door (Search check DC 20), but the door is trapped by a sleep gas trap that fills the entire room. The gas dissipates in 2 rounds.

All APLs (EL 3 + ½ the APL)

↗ **Sleep Gas Trap:** CR 3 + ½ the APL; mechanical; touch trigger; repair reset; gas; never-miss; onset delay (1 round); poison (sleep gas, Fort save (DC 10 + the APL) negates, unconscious for 1 minute/o); multiple targets (all targets in the room); Search (DC 22); Disable Device (DC 22).

If the trap incapacitates all of the PCs, Weldon and Jake quickly flee the scene before the PCs awaken. Should this happen, the DM will need to improvise how the PCs learn the information below. Perhaps they can ask Gwen or Pod where they have fled, or something similar.

Should enough PCs resist the gas to confront Weldon, read or paraphrase the following:

The room beyond the secret door is small, perhaps only eight or ten feet square. Jumbled along all of the walls are crates, barrels, and sacks filled with all sorts of goods—spices, beer and wine, fruits and vegetables, weapons, bundles of cloth, and other mundane items. Many of the crates are marked with the crests of the Yeomanry, Keoland, the Hold of the Sea Princes, and Sterich as well as with merchant sigils that you do not recognize.

There are also two inhabitants in this room. One is a young man, perhaps in his late teens, who nervously points a dagger in your direction. The other is a tall,

handsome man in is mid 30s. He has brown hair, green eyes, and a prominent, angular chin. He appears much more calm, and points a loaded crossbow towards you.

“What do you want?” he sneers. “Speak quickly, lest my trigger finger get itchier!”

The goods are a conglomeration of stolen property acquired over the last few weeks by Weldon and the rest of the Rascals. He intends to take these goods to his ship, the *Delight*, where he will sell them to points east—primarily to people in the Hold of the Sea Princes who are resisting the Scarlet Brotherhood. His log of illegal activities is hidden away out of sight, but can be found if the PCs have ample opportunity to search the room (Search DC 20).

Behind a stack of crates is another concealed door (Search DC 20) that leads to a small 5'-wide tunnel leading to a small cave near the docks. From this point, loading and unloading smuggled merchandise, as well as moving the Rascals themselves, can go on relatively unnoticed. The *Delight* is anchored a mere 20' from this cave.

If the PCs attack, Weldon and Jake defend themselves to the best of their ability, but if they are killed, the adventure is essentially over. The remaining Rascals are unwilling to help the PCs, meaning that the chance of finding Della is virtually zero. Should this happen, pass out the scoring sheets and send the players on their way.

All APLs (EL 7)

♣ **Weldon:** hp 38; see Appendix I.

♣ **Jake:** hp 16; see Appendix I.

There should be a few tense moments as the Weldon tries to plead his innocence concerning Della's disappearance. He truly had no idea about her whereabouts, and it takes him by surprise to learn that she is missing. This encounter should end with an uneasy alliance between the PCs and the Rascals to find Della's true captors, but if things take a turn for the worse, feel free to improvise. If PCs—especially those enlisted in the militia or army—actively break the law, remind them of their duties. Should this activity continue, take appropriate action.

Of course, Weldon has a suspicion (albeit an incorrect one) as to why the PCs are here. Unbeknownst to his family, Weldon is the leader of a small group of rogues and thieves called the Rascals who are in the process of trying to make a name for themselves in Newick. While they are not a malicious organization, they do perform a

number of illegal activities, including smuggling, bribery, and petty theft. All of this has a purpose—to thwart the activities of Scarlet Brotherhood and Sea Princes operatives within the Yeomanry. He knows that the government would not approve of the Rascals' activities, but he also feels that the government is not doing enough to prevent foreign infiltration. As such, he has decided to take the law into his own hands.

He was familiar with the activities of Della while in the Hold of the Sea Princes, and when he discovered that she was in the Yeomanry (one of the Rascals' first clandestine discoveries) he was excited about the opportunities she could provide them were she brought into their midst.

Over the last four months, he has been in constant contact with Della. He occasionally takes his ship, the *Delight*, north to her home and discusses her joining the Rascals. While she was hesitant at first, she saw the possibilities that the Rascals possessed. She realized that Weldon was both smart and cunning, and with her leadership, the Rascals could become a force to be reckoned with. Not only does she want to increase the clandestine activities of the Rascals, but she also wants to give them a particular mission—the thwarting of Scarlet Brotherhood spies in the Yeomanry. She figures that this is parallel to the desires of the Yeoman government, and they would tolerate its existence as a result.

At this point, however, the PCs know nothing about this. All they know is that Weldon's ship has been seen near her home. At the same time, Weldon does not know that Della is missing, and is very surprised to learn this from the PCs (a successful Sense Motive check (DC 15) reveals that his surprise is legitimate).

Until it is revealed that Della is gone, he denies any accusation that he is involved with her. He first claims that he stops at her home on occasion to sell her bait for fishing and fresh fish and fish oil for cooking (as he does with many families, so he claims). A successful Sense Motive check versus his Bluff reveals that he is hiding something, however.

However, if the PCs reveal that she is missing, and/or that Weldon might have had something to do with it, he changes his story. He has befriended her over the last few months, as her charms have won him over. He does not want to see anything happen to her, as she is the key to the success of the Rascals, at least in his mind. With this, he asks his family (if they are present) to go in the back room while he talks to the PCs.

As such, he story changes to this: Weldon claims to be putting together an organization whose goal is to end Scarlet Brotherhood infiltration into the Yeomanry (which is partially true). Knowing the plight of Della, he

thought she would be an ideal addition to the organization (which he does not name specifically unless asked). He has been making occasional journeys to her home in hopes of recruiting her into his fold. Another opposed Sense Motive/Bluff check reveals that Weldon is still hiding something (the activities and motives of the Rascals are not quite as valorous as Weldon would like the PCs to believe, and he knows much more about Della's true nature—physical, mental, and otherwise).

As stated earlier, this is a very role-playing intensive encounter. Weldon is unsure of the PCs' motives, and he certainly does not want to lose everything that he has created so far, whether it be his organization, his business, or his family. The less he can get away with telling them, the better.

Ultimately, Weldon make the PCs a deal. If they promise not to reveal his identity, or the identity of anyone else associated with the Rascals, and if they do not tell his wife about his activities, he agrees to use the resources of the Rascals to help locate Della. If pressed, he even agrees to return all of the stolen merchandise in the room (although he continues to acquire more of it in the future).

Should the PCs disagree, he informs them that they are on their own. He reminds them that the Rascals know this region better than any of them do, and their assistance would be invaluable in the process of finding Della. Weldon also tells the PCs that he is very familiar with her patterns and behavior, and if she is in the area or has passed through Newick at all, he is the one who can find this out.

If the PCs threaten to reveal his identity and location to anyone, if they turn the Rascals in to the authorities, or if they do anything else considered harmful to the Rascals (judge's discretion), he vows that they have made a new enemy in the Rascals. The PCs receive the *Enmity of the Rascals* (see the Treasure Summary).

With the Rascals' assistance, the PCs are quickly given a clue as to Della's location. Proceed to Encounter Seven.

If the PCs have balked at the Rascals' offer and have decided to go about finding Della on their own, picking up Della's trail without the help of the Rascals proves to be very difficult. If the PCs make a concerted effort to continue the search, allow them a single Gather Information check (DC 20 + the APL). PCs may assist others on this roll, but do not tell them this—make them think of it on their own. A successful check indicates that one of the PCs overhears a conversation concerning that “rogue turncoat” that clearly refers to Della. It points them in the direction of her location. Proceed to Encounter Seven (and modify it accordingly to reflect

the alternate source of the information). Failure indicates that the PCs learn nothing of her whereabouts, and this essentially ends the adventure.

The Delight

Some PCs may wish to follow the narrow passage and explore Weldon's ship. Allow them to do this. Explain that it is a small, 20' long sloop clearly augmented for fishing. There are a number of poles and nets all along the port and starboard of the boat. There is one small cabin below deck complete with hammock, lantern, and ship's log (which only lists his legitimate ventures) plus a few other mundane knickknacks. Embellish this as necessary. All of the Rascals' stolen goods are currently located in the secret room described in the section above.

Encounter Seven: Scarlet Secrets

This encounter assumes that the PCs have agreed to Weldon's terms and have allowed the Rascals to help them locate Della.

It takes two days for the Rascals to uncover information about Della. This allows time for the PCs to change their spells and to heal themselves for the difficult encounter to follow.

You have allowed Weldon and his Rascals the opportunity to gather information regarding whether or not Della has been seen in or near Newick. The last two days have been painfully boring. You have waited in a riverside inn for some message to arrive regarding her.

Just as you are about to give up hope, there is a rap upon your door.

Allow the PCs to react to this. Assuming they open it, move on.

Behind the door is the young man you recognize as Jake, who you saw with Weldon under the bait shop two days prior. He has an excited look on his face as he literally skips into the room.

“We've found her! We've found her! Come quick and talk to Weldon!”

With that, he scampers away, apparently back to Weldon's shop.

Should the PCs follow, continue:

As expected, Jake leads you back to Weldon's bait shop. Weldon waits for you inside.

“Della’s not escaped. She’s been captured by Scarlet and Hold spies, although we were meant to believe otherwise. She’s taken quite a liking to the Yeomanry in this last year, and I knew she wouldn’t betray us! I knew it!”

Weldon informs the PCs that one of his Rascals overheard a conversation while casing a tavern called the Troll’s Keg. Two sketchy-looking men were muttering under their breath that ‘the rogue wench was safe and sound down below,’ and that ‘she would be taken east very soon.’ Surely this refers to Della!

While giving this information to the PCs, Weldon does his best to talk up the abilities and skills shown by the Rascals in uncovering this information. He also reminds the PCs of their promise to him and his organization. He suggests they act fast, lest the element of surprise be lost.

The Troll’s Keg

The Troll’s Keg is a two-story wooden structure located on a small bluff near the Newick Docks. The ground floor houses the keg room and kitchen, while the second floor contains sleeping rooms. There is an underground complex as well that serves as the home for the Scarlet Brotherhood and Hold of the Sea Princes agents that are stationed in Newick.

The Troll’s Keg is a reputable establishment. Only the bartender and the agents in the Meeting Room (Area 8, below) know of the secret door in the Root Cellar. If the PCs enter the tavern with “guns a blazing” they do so at their own peril as the customers have no problem sending the authorities after them.

All of the doors in the cellar (other than the secret door) are locked and reinforced.

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

1. **Keg Room:** This large common room is occupied by the paying customers in the tavern. There is a large bar, a number of tables and chairs, and a fireplace. A shady-looking bartender, Iskar (see Area 8 and Appendix II for stats), cleans glasses behind the counter. There are three less-than-reputable looking tavern girls that keep glasses full. Currently, ten patrons are in the room. They are all ordinary citizens who do not take kindly to nosy interruptions.

If the PCs are acting suspiciously, Iskar rings a bell behind the bar that notifies the agents in Area 8 that something is amiss. Should the PCs go snooping around, Iskar follows them in hopes of ambushing

them in the cellar. If the PCs are careful and are watching their backs, allow opposed Hide/Spot checks to see if Iskar is discovered.

2. **Kitchen:** The kitchen is not terribly clean, and pots, pans, dishes, and food are scattered everywhere. A ridiculously fat halfling is preparing some sort of stew, and he attempts to chase interlopers off with a rolling pin if they get too nosy. There is a back door that leads to a narrow alley in town.
3. **Sleeping Rooms:** These rooms are all similarly furnished, with two beds, a table with washbasin, and a footlocker. They rent for 1 gp per night. Fill these rooms with various patrons as you see fit.
4. **Suite:** This is a larger room for more affluent guests. There is a large feather bed, table and chairs, footlocker with lock and key, table with washbasin, and a fireplace. It rents for 3 gp per night. Again, have an NPC occupy this room if you desire. PCs who wander around and invade people’s privacy should be dealt with accordingly!
5. **Root Cellar:** To the untrained eye, this appears to be an ordinary root cellar. There are boxes and barrels of dry goods stacked here and there. On one wall, a trapped secret door (Search check DC 20) leads to the agents’ hideout:

APL 2 (EL 3)

🔪 **Poison Needle Trap:** CR 3; mechanical; touch trigger (lock); repair reset; Atk +11 melee (1 plus poison, needle); poison (large scorpion venom, Fort save [DC 18] resists, 1d6/1d6); Search (DC 16); Disable Device (DC 16).

APL 4 (EL 3)

🔪 **Poison Needle Trap:** CR 3; mechanical; touch trigger (lock); repair reset; Atk +13 melee (1 plus poison, needle); poison (large scorpion venom, Fort save [DC 18] resists, 1d6 Str/1d6 Str); Search (DC 18); Disable Device (DC 18).

APL 6 (EL 5)

🔪 **Poison Needle Trap:** CR 3; mechanical; touch trigger (lock); repair reset; Atk +15 melee (1 plus poison, needle); poison (purple worm poison, Fort save [DC 24] resists, 1d6 Str/1d6 Str); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 5)

↗ **Poison Needle Trap:** CR 3; mechanical; touch trigger (lock); repair reset; Atk +17 melee (1 plus poison, needle); poison (purple worm poison, Fort save [DC 24] resists, 1d6 Str/1d6 Str); Search (DC 22); Disable Device (DC 22).

APL 10 (EL 5)

↗ **Poison Needle Trap:** CR 3; mechanical; touch trigger (lock); repair reset; Atk +19 melee (1 plus poison, needle); poison (purple worm poison, Fort save [DC 24] resists, 1d6 Str/1d6 Str); Search (DC 24); Disable Device (DC 24).

6. **Trapped Room:** A PC who is actively examining this room can make a Knowledge (architecture and engineering) or Craft (stonemasonry) check (DC 20) to notice that the ceiling seems unstable. A dwarf with Stonecunning can make such a check if he enters the room (whether or not he is actively examining the room).

This room is another obstacle to keep intruders out of the agents' affairs. This 15' by 15' room is entirely unadorned save for the door on the opposite side. There is a trapped pressure plate in front of this door—not on the door itself. Be sure to have the PCs specify where they are searching for traps in this room. The plate itself is about 3' square, so it is possible to open the door without triggering the trap.

Pressing the plate causes the ceiling to collapse in the room, filling up the entire area. This makes a considerable amount of noise, and gives those in the rooms beyond plenty of time to prepare themselves while rubble is cleared. PCs in the room are pinned under the rubble. PCs who aren't buried in the room can dig out their friends. See page 114 of the *DMG* for more information on pinned PCs and how to free them. If the PCs take an inordinate amount of time to clear the rubble (or simply make no effort to make good speed to Area 8 after the agents are made aware of their presence), the agents will take their captive and flee the cellar (thus preventing the PCs from capturing Stella or the agents).

APL 2 (EL 3)

↗ **Collapsing Ceiling Trap:** CR 3; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (1 round); ceiling falls (2d6, crush); Reflex save (DC 11) halves; multiple targets (all

targets within the room); Search (DC 17); Disable Device (DC 17).

APL 4 (EL 4)

↗ **Collapsing Ceiling Trap:** CR 4; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (1 round); ceiling falls (4d6, crush); Reflex save (DC 13) halves; multiple targets (all targets within the room); Search (DC 19); Disable Device (DC 19).

APL 6 (EL 5)

↗ **Collapsing Ceiling Trap:** CR 5; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (1 round); ceiling falls (6d6, crush); Reflex save (DC 15) halves; multiple targets (all targets within the room); Search (DC 21); Disable Device (DC 21).

APL 8 (EL 7)

↗ **Collapsing Ceiling Trap:** CR 7; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (1 round); ceiling falls (8d6, crush); Reflex save (DC 17) halves; multiple targets (all targets within the room); Search (DC 23); Disable Device (DC 23).

APL 10 (EL 9)

↗ **Collapsing Ceiling Trap:** CR 9; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (1 round); ceiling falls (8d6, crush); Reflex save (DC 19) halves; multiple targets (all targets within the room); Search (DC 25); Disable Device (DC 25).

7. **Sleeping Quarters:** This is a nicely furnished 15' square room that serves as the sleeping quarters for both Shadana and Brother Maris, the Scarlet Brotherhood agents sent to capture Della. The room contains a large canopy bed with feather pillows and silk sheets, a vanity with mirror, and various other trinkets and baubles.

The only thing of real value here is a series of letters from unknown agents in Monmurg asking for progress reports concerning Della's capture and deportation. These documents can be used to substantiate the story that Della was taken against her will, should PCs decide to use it. Della's equipment is here as well, and she insists upon it being returned to her.

8. **Meeting Room:** This is the room where the three agents plan a majority of their activities against the Yeomanry. It is large (approximately 30' square) and reinforced with oaken timbers. A large, square table sits in the center of the room, with two imported chairs on either side of it. A number of maps, letters, and other damning documents rest upon it. A small door rests on the same wall as the door the PCs came through.

Also in this room are the two instigators of Della's capture: Brother Maris, a tall, thin man in robes with a completely shaved head, and Shadana, a hulking female clad in heavy plate. Both are clearly of Suel descent. They attack without hesitation once the PCs enter the room. Iskar attacks the PCs from behind if he has successfully followed the PCs unobserved.

If either the collapsing ceiling trap or Iskar's bell has alerted the agents to the PCs' presence, they will have had plenty of time to prepare for the PCs' arrival. The agents will be fully buffed by all of their spells and items as noted in the tactic section below.

APL 2 (EL 4)

➤ **Brother Maris, Human Male Mnk2:** hp 14; see Appendix II.

➤ **Shadana, Human Female Clr1 of Syrul:** hp 7; see Appendix II.

➤ **Iskar, Human Male Rog1:** hp 6; see Appendix II.

APL 4 (EL 6)

➤ **Brother Maris, Human Male Mnk4:** hp 27; see Appendix II.

➤ **Shadana, Human Female Clr2 of Syrul:** hp 14; see Appendix II.

➤ **Iskar, Human Male Rog1/Ftr1:** hp 15; see Appendix II.

APL 6 (EL 8)

➤ **Brother Maris, Human Male Mnk6:** hp 41; see Appendix II.

➤ **Shadana, Human Female Clr4 of Syrul:** hp 27; see Appendix II.

➤ **Iskar, Human Male Rog2/Ftr2:** hp 30; see Appendix II.

APL 8 (EL 10)

➤ **Brother Maris, Human Male Mnk8:** hp 54; see Appendix II.

➤ **Shadana, Human Female Clr6 of Syrul:** hp 38; see Appendix II.

➤ **Iskar, Human Male Rog3/Ftr3:** hp 45; see Appendix II.

APL 10 (EL 12)

➤ **Brother Maris, Human Male Mnk10:** hp 68; see Appendix II.

➤ **Shadana, Human Female Clr8 of Syrul:** hp 54; see Appendix II.

➤ **Iskar, Human Male Rog4/Ftr4:** hp 66; see Appendix II.

Tactics: Both agents fight to the death, for they fear repercussions from the Scarlet Brotherhood for failure much more than they do their own deaths at the hands of the PCs. Shadana attempts to incapacitate fighter-types via spells (such as *hold person*, *confusion*, and other Will-affecting spells) and harm spellcasters through spells requiring Fortitude saves. Brother Maris uses a combination of stunning blow, flurry of blows, and the like to keep healers occupied.

Furthermore, if Iskar has been able to, he tails the PCs to this location and attempts to surprise them in the rear while the PCs are fighting the other two agents. He, like the others, fights to the death. He attempts to sneak attack as much as possible with his longsword (short sword at APL 2) and to disrupt spellcasters who might hang around at the rear of combat.

The sequence of spells/magic items the agents use to prepare themselves (if they have sufficient time to do so) is below. If the PCs avoid alerting the agents of their presence, the agents have only one round to prepare themselves. Use each agent's last preparation action below instead of the whole sequence.

APL 2

2 rounds before combat: Maris drinks *potion of bull's strength*. Shadana casts *shield of faith*. Iskar drinks *potion of sneaking*.

1 round before combat: Maris drinks *potion of wisdom*. Shadana casts *bless*. Iskar drinks *potion of hiding*.

APL 4

3 rounds before combat: Maris drinks *potion of bull's strength*. Shadana casts *shield of faith*. Iskar drinks *potion of sneaking*.

2 rounds before combat: Maris drinks *potion of wisdom*. Shadana casts *protection from good*. Iskar drinks *potion of hiding*.

1 round before combat: Shadana casts *bless*.

APL 6

6 rounds before combat: Maris and Shadana drink *potions of bull's strength*. Iskar drinks *potion of sneaking*.

5 rounds before combat: Maris drinks *potion of wisdom*. Shadana casts *shield of faith*. Iskar drinks *potion of hiding*.

4 rounds before combat: Shadana casts *protection from good*.

3 rounds before combat: Shadana casts *resist elements (fire)* on Maris.

2 rounds before combat: Shadana casts *bless*.

1 round before combat: Shadana casts *invisibility*.

APL 8

Spells in effect on Shadana already: *magic circle against good*.

5 rounds before combat: Maris and Shadana drink *potions of bull's strength*. Iskar drinks *potion of sneaking*.

4 rounds before combat: Maris drinks *potion of wisdom*. Shadana casts *shield of faith*. Iskar drinks *potion of hiding*.

3 rounds before combat: Shadana casts *resist elements (fire)* on Maris.

2 rounds before combat: Shadana casts *bless*.

1 round before combat: Shadana casts *invisibility*. Maris drinks *potion of haste*.

APL 10

Spells in effect on Shadana already: *magic circle against good*, *magic vestment*.

6 rounds before combat: Maris and Shadana drink *potions of bull's strength*. Iskar drinks *potion of sneaking*.

5 rounds before combat: Maris drinks *potion of wisdom*. Shadana casts *shield of faith*. Iskar drinks *potion of hiding*.

4 rounds before combat: Shadana casts *resist elements (fire)* on Maris.

3 rounds before combat: Shadana casts *bless*.

2 rounds before combat: Shadana casts *summon monster IV*.

1 round before combat: Shadana casts *invisibility*. Maris drinks *potion of haste*.

Treasure: The bodies of the agents can be looted.

APL 2: L: 182 gp; C: 25 gp; M: *potion of cure moderate wounds* (25 gp), *potion of bull's strength* (25 gp), *potion of wisdom* (25 gp), *potion of hiding* (13 gp), *potion of sneaking* (13 gp), *slippers of spider climbing* (167 gp).

APL 4: L: 207 gp; C: 50 gp; M: *potion of cure serious wounds* (63 gp), *potion of bull's strength* (25 gp), *potion of wisdom* (25 gp), *potion of hiding* (13 gp), *potion of sneaking* (13 gp), *bracers of armor +1* (83 gp), *slippers of spider climbing* (167 gp).

APL 6: L: 153 gp; C: 75 gp; M: *potion of cure serious wounds* (63 gp), 2 *potions of bull's strength* (25 gp each), *potion of wisdom* (25 gp), *potion of hiding* (13 gp), *potion of sneaking* (13 gp), *bracers of armor +1* (83 gp), *mithral chain shirt* (92 gp), *+1 longsword* (193 gp), *+1 heavy flail* (193 gp), *slippers of spider climbing* (167 gp).

APL 8: L: 153 gp; C: 100 gp; M: *potion of cure serious wounds* (63 gp), 2 *potions of bull's strength* (25 gp each), *potion of wisdom* (25 gp), *potion of hiding* (13 gp), *potion of sneaking* (13 gp), *bracers of armor +2* (333 gp), *potion of haste* (63 gp), *mithral chain shirt +1* (175 gp), *+1 longsword* (193 gp), *+1 heavy flail* (193 gp), *slippers of spider climbing* (167 gp), 2 *scrolls of greater magic weapon* (7th level caster) (58 gp each).

APL 10: L: 153 gp; C: 125 gp; M: *potion of cure serious wounds* (63 gp), 2 *potions of bull's strength* (25 gp each), *potion of wisdom* (25 gp), *potion of hiding* (13 gp), *potion of sneaking* (13 gp), *bracers of armor +2* (333 gp), *potion of haste* (63 gp), *mithral chain shirt +1* (175 gp), *+1 shock longsword* (693 gp), *+1 frost heavy flail* (693 gp), *slippers of spider climbing* (167 gp), 2 *scrolls of greater magic weapon* (7th level caster) (58 gp each), *brooch of shielding* (125 gp), 2 *scrolls of flame strike* (9th level caster) (94 gp each).

9. **Della's Cell:** This small 5' square room is normally used to house stolen or secret materials. It currently houses Della, the "Rogue Queen of Monmurg."

This small chamber is clearly being used as a cell. Currently, a lone figure, female by the looks of it, sits in the corner. Her hands are bound behind her back and her feet are tied. A small burlap sack covers her entire head, and is bound at the neck by strong cord to keep it from coming off.

As you enter the room the figure moves, struggling against her bonds.

"Who's there?" A muffled voice says.

If by this point the PCs do not realize that she is a medusa, certainly do not clue them in. However, if the PCs give her reassuring words and tell her that they are here to rescue her, she advises them to cover her head with her hooded cloak before removing the burlap sack over her head. She also asks that they remove her from her bonds.

If the PCs treat her kindly, she explains how she was ambushed by several armed men, rendered unconscious by some sort of poison, and brought here against her will. She is grateful for the rescue, but demands to be taken back to the Grosspokeswoman as soon as possible.

If she recognizes any of the PCs who treated her kindly in **YEO1-04 Rogue Rescue**, she returns that kindness. She does not forget those who help her or do her favors, so she will remain relatively reserved.

If, however, she does not recognize any of the PCs, or if they treated her poorly in **Rogue Rescue**, she becomes rude, impatient, and belligerent until she returns to the comforts of her own home. She does not instigate combat if pressed, however, and tries to make light of tense situations by claiming that she was 'only joking.'

The possibility does exist, however, that those who have had less than friendly dealings with her in the past may try to be rid of her once and for all while she is in a relatively helpless state. This is allowable, but the more noble PCs in the party are due a good explanation as to why this is happening. The possibility for in-party squabble is very high in this encounter, and the DM should do her best to try to keep this under control.

Keep in mind that Della is still lawful evil. For guidelines on how to properly role-play her, be sure to refer to Appendix I.

APL 2 and 4 (EL 7)

☞ **Della, Female Medusa:** hp 41; see Appendix I.

APL 6 (EL 9)

☞ **Della, Female Medusa Rog2:** hp 51; see Appendix I.

APL 8 (EL 11)

☞ **Della, Female Medusa Rog4:** hp 62; see Appendix I.

APL 10 (EL 13)

☞ **Della, Female Medusa Rog5/Gldtr1:** hp 75; see Appendix I.

10. **Escape Passage:** This passageway descends to sea level, similar to Della's secret passageway at her home. It ultimately leads to a sewer, a grate for which is located near the dock. This grate is trapped with a *glyph of warding*. Past the trap and the grate are the docks, where the agents' ship, the *Ivory Maiden*, awaits. The ship itself is unimportant, other than it was the ship used by the agents to transport Della from her home to Newick.

APL 2 (EL 2)

↗ ***Glyph of Warding (Blast):*** CR 2; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 3rd level cleric, Reflex save [DC 16] halves, 1d8 electricity); multiple targets (all targets with 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 4 (EL 2)

↗ ***Glyph of Warding (Blast):*** CR 2; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, Reflex save [DC 16] halves, 2d8 electricity); multiple targets (all targets with 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 3)

↗ ***Glyph of Warding (Blast):*** CR 3; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 7th level cleric, Reflex save [DC 16] halves, 3d8 electricity); multiple targets (all targets with 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 4)

↗ ***Glyph of Warding (Blast):*** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*

[blast], 9th level cleric, Reflex save [DC 16] halves, 4d8 electricity); multiple targets (all targets with 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 4)

↗ ***Glyph of Warding (Blast)***: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 11th level cleric, Reflex save [DC 16] halves, 5d8 electricity); multiple targets (all targets with 5 ft.); Search (DC 28); Disable Device (DC 28).

Encounter Eight: The Reckoning

After the battle is over and Della is rescued, but before Della (if she lives) is brought to the Grosspokeswoman, there should be one more encounter with the Rascals, especially Weldon. Have Weldon wait for them outside of the Troll's Keg. Once the PCs emerge, he expresses his pleasure with their success, and talks to Della (if she lives) to make sure she is all right.

Once more, before the PCs leave to make their report, Weldon pleads his case to not be revealed to the general public or turned into the authorities. The decision made by the PCs should certainly have future ramifications.

Conclusion

In this encounter, the PCs return to Grosspokeswoman Wendolene with Della (assuming she still lives), and inform her as to what has transpired. One more opportunity is provided for the PCs to betray the trust of the Rascals and to lie about Della's predicament.

Note: If Della is killed, alter this encounter as needed.

Della in hand, you return victoriously to the office of Grosspokeswoman Wendolene. She greets you warmly, although you catch a glimpse of a scowl as she glances in the direction of Della.

"So, brave adventurers. You return with your quarry in hand. Tell me, how did you manage to find her? Was she difficult to find? Speak."

Allow the PCs to answer this as they desire. Keep in mind, however, that the fate of the Rascals and of Della are once again in the PCs hands. They have the opportunity to talk to her about Weldon and the Rascals, for good or for bad. If they keep their promise and do not mention the Rascals, award them the full objective experience award. If they discuss the Rascals but vouch for their existence and their purpose, award the PCs half that experience award.

Finally, undoubtedly some PCs will be at odds, through **YEO1-04 Rogue Rescue** or through encounters in this module, with Della herself. Should they lie to the Grosspokeswoman about Della (for example, by saying that she was caught trying to escape), Wendolene believes their story over that of the medusa.

Expectedly, this sends Della into a rage. Assuming she is unrestrained, she lifts her cowl and attempts to turn the entire party to stone and combat ensues. Statistics for Della are provided in Appendix I should this happen.

Should Della be killed in this manner, the PCs will not receive experience points for being truthful to the Grosspokeswoman. Somewhat relieved, Wendolene lets the PCs go until they are needed again.

If the mission has been completed successfully, do not forget to award the Influence Point from the Council of Common Grosspokesmen (see the Treasure Summary).

Should Della be killed by the PCs or should they reveal any information to the Grosspokeswoman about the Rascals (for good or bad), the PCs receive the *Enmity of the Rascals* (see the Treasure Summary). Otherwise, they receive the *Affinity of the Rascals* (see the Treasure Summary).

The End

Experience Point Summary

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

Encounter Two:

Defeating the creatures in Della's vegetable garden

- APL 2 – 60 xp;
- APL 4 – 150 xp;
- APL 6 – 180 xp;
- APL 8 – 240 xp;
- APL 10 – 300 xp.

Encounter Six:

Treating Weldon with respect and agreeing to his terms

- APL 2 – 30 xp;
- APL 4 – 45 xp;
- APL 6 – 60 xp;
- APL 8 – 75 xp;
- APL 10 – 90 xp.

Encounter Seven:

Being subtle in the investigation of the Troll's Keg

- APL 2 – 20 xp;
- APL 4 – 30 xp;
- APL 6 – 40 xp;
- APL 8 – 50 xp;
- APL 10 – 60 xp.

Disarming or surviving the poison needle trap

- APL 2 – 90 xp;
- APL 4 – 90 xp;
- APL 6 – 150 xp;
- APL 8 – 150 xp;
- APL 10 – 150 xp.

Disarming or surviving the collapsing ceiling trap

- APL 2 – 90 xp;
- APL 4 – 120 xp;
- APL 6 – 150 xp;
- APL 8 – 210 xp;
- APL 10 – 270 xp.

Defeating the agents

- APL 2 – 120 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Conclusion:

Honoring the deal with Weldon and the Rascals (halve this award if they discuss the Rascals but vouch for them)

- APL 2 – 20 xp;
- APL 4 – 30 xp;
- APL 6 – 40 xp;
- APL 8 – 50 xp;
- APL 10 – 60 xp.

Telling the truth about Della to the Grosspokeswoman

- APL 2 – 20 xp;
- APL 4 – 30 xp;
- APL 6 – 40 xp;
- APL 8 – 50 xp;
- APL 10 – 60 xp.

Total possible experience:

- APL 2 – 450 xp;
- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp.

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 (sell value)

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

Encounter Two

All APLs: L: 13 gp; C: 0 gp; M: 0 gp;

Encounter Seven

APL 2: L: 182 gp; C: 25 gp; M: 268 gp;

APL 4: L: 207 gp; C: 50 gp; M: 389 gp;

APL 6: L: 153 gp; C: 75 gp; M: 892 gp;

APL 8: L: 153 gp; C: 100 gp; M: 1,404 gp;

APL 10: L: 153 gp; C: 125 gp; M: 2,717 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 195 gp; C: 25 gp; M: 268 gp; Total: 488 gp (400 gp);

APL 4: L: 220 gp; C: 50 gp; M: 389 gp; Total: 659 gp (600 gp);

APL 6: L: 166 gp; C: 75 gp; M: 892 gp; Total: 1,133 gp (800 gp);

APL 8: L: 166 gp; C: 100 gp; M: 1,404 gp; Total: 1,670 gp (1,250 gp);

APL 10: L: 166 gp; C: 125 gp; M: 2,717 gp; Total: 3,008 gp (2,100 gp).

Special

☛ *Influence Point with the Council of Common Grosspokesmen*

By rescuing Della and once again serving Grosspokeswoman Wendolene of Newick, you have earned an Influence Point with the Council of Common Grosspokesmen. Use this favor in a future adventure for a benefit as determined by the Yeomanry triad.

☛ *Enmity/Affinity of the Rascals* (circle one)

Your actions have earned either the respect or the disdain of the Rascals, a loose organization of rogues within the Yeomanry. As a result, all Gather Information checks done within the Yeomanry will be made with either a +2 circumstance bonus (Affinity) or -2 circumstance penalty (Enmity), reflecting the Rascals' use of contacts or disinformation.

PCs who meet the requirements for joining the Rascals meta-org group are also offered membership in this organization, if they have received the *Affinity of the Rascals*. Those who do not currently meet the prerequisites for this meta-org are offered membership once they achieve the prerequisites. Please see the Yeomanry triad for details on this meta-org.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Slippers of Spider Climbing* (Adventure; DMG)

APL 4 (APL 2 Items plus):

- ❖ *Potion of Cure Serious Wounds* (Adventure; DMG)

APL 6 (APL 2 & 4 Items plus):

- ❖ *Mithral Chain Shirt* (Adventure; DMG)

APL 8 (APL 2 & 4 & 6 Items plus):

- ❖ *Mithral Chain Shirt +1* (Adventure; DMG)

- ❖ *Bracers of Armor +2* (Adventure; DMG)

- ❖ *Potion of Haste* (Adventure; DMG)

- ❖ *Scroll of Greater Magic Weapon* (Adventure; 7th level caster; DMG)

APL 10 (APL 2 & 4 & 6 & 8 Items plus):

- ❖ *+1 Shock Longsword* (Adventure; DMG)

- ❖ *+1 Frost Heavy Flail* (Adventure; DMG)

- ❖ *Brooch of Shielding* (Adventure; DMG)

- ❖ *Scroll of Flame Strike* (Adventure; 9th level caster; DMG)

Appendix I: Major NPCs

Encounter Six:

All APLs

Weldon: male human Ftr2/Rog4; CR 6; medium humanoid (human); HD 2d10+4d6+6; hp 38; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; Atk +7 melee (1d6+3/19-20, +1 *short sword*) or +8 ranged (1d8/19-20, mw light crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NG; SV Fort+5, Ref+7, Will +1; Str 15, Dex 16, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Balance +12, Bluff +11, Climb +11, Disable Devise +10, Hide +12, Listen +10, Move Silently +12, Open Lock +10, Search +10, Tumble +12, Use Rope +11; Dodge, Improved Initiative, Iron Will, Mobility, Skill Focus (bluff), Spring Attack.

Equipment: +1 *studded leather armor*, +1 *short sword*, masterwork light crossbow w/20 bolts, dagger, *potion of invisibility*.

Jake: male human Rog3; CR 3; medium humanoid (human); HD 3d6+3; hp 16; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [+3 Dex, +3 armor]; Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort+2, Ref+6, Will +0; Str 11, Dex 16, Con 13, Int 11, Wis 9, Cha 13.

Skills and Feats: Balance +9, Bluff +7, Climb +6, Disable Devise +6, Hide +9, Listen +7, Move Silently +9, Open Lock +6, Search +6, Tumble +9, Use Rope +6; Dodge, Improved Initiative, Mobility.

Equipment: *studded leather armor*, masterwork light crossbow w/20 bolts, dagger.

Encounter Seven & Eight:

APL 2 & 4

Della: female medusa; CR 7; medium monstrous humanoid; HD 6d8+6; hp 41; Init +3; Spd 30 ft.; AC 21 (touch 14, flat-footed 18) [+3 Dex, +3 natural, +1 ring, +4 armor]; Atk +9/+4 ranged (1d6/x3, shortbow) or +6/+1 melee (1d4/19-20, dagger) and +4 melee (1d4 and poison, snakes); SA petrifying gaze, poison; AL LE; SV Fort+3, Ref+8, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +11, Disguise +11, Move Silently +10, Spot +10; Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort save (DC 15) resists.

Poison (Ex): Snakes, Fort save (DC 14), 1d6 Str/2d6 Str.

Equipment: dagger, shortbow w/ 20 arrows, *ring of protection +1*, *mithral chain shirt*.

APL 6

Della: female medusa Rog2; CR 9; medium monstrous humanoid; HD 6d8+2d6+8; hp 51; Init +3; Spd 30 ft.; AC 21 (touch 14, flat-footed 18) [+3 Dex, +3 natural, +1 ring, +4 armor]; Atk +11/+6 ranged (1d6/x3, mw shortbow) or +8/+3 melee (1d4/19-20, mw dagger) and +5 melee (1d4 and poison, snakes); SA petrifying gaze, poison, sneak attack +1d6; SQ evasion; AL LE; SV Fort+3, Ref+11, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +13, Disguise +13, Gather Information +7, Hide +8, Intimidate +6, Move Silently +12, Spot +12; Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort save (DC 17) resists.

Poison (Ex): Snakes, Fort save (DC 15), 1d6 Str/2d6 Str.

Equipment: masterwork dagger, masterwork shortbow w/ 20 arrows, *ring of protection +1*, *mithral chain shirt*.

APL 8

Della: female medusa Rog4; CR 11; medium monstrous humanoid; HD 6d8+4d6+10; hp 62; Init +3; Spd 30 ft.; AC 21 (touch 14, flat-footed 21) [+3 Dex, +3 natural, +1 ring, +4 armor]; Atk +14/+9 ranged (1d6+1/x3, +1 *shortbow*) or +10/+5 melee (1d4+1/19-20, +1 *dagger*) and +7 melee (1d4 and poison, snakes); SA petrifying gaze, poison, sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort+4, Ref+12, Will +7; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +16, Disguise +16, Gather Information +9, Hide +10, Intimidate +10, Move Silently +14, Spot +14; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort save (DC 18) resists.

Poison (Ex): Snakes, Fort save (DC 16), 1d6 Str/2d6 Str.

Equipment: +1 *dagger*, +1 *shortbow* w/ 20 mw arrows, *ring of protection +1*, *mithral chain shirt*.

APL 10

Della: female medusa Rog5/Gldtr1; CR 13; medium monstrous humanoid; HD 6d8+5d6+1d10+12; hp 75; Init +3; Spd 30 ft.; AC 21 (touch 14, flat-footed 21) [+3 Dex, +3

natural, +1 ring, +4 armor]; Atk +15/+10 ranged (1d6+1+1d6 fire+1d6 electricity/19-20/x3, +1 *flaming shortbow*) or +11/+6 melee (1d4+1/19-20, +1 *dagger*) and +8 melee (1d4 and poison, snakes); SA petrifying gaze, poison, sneak attack +3d6, improved feint; SQ evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort+6, Ref+12, Will +8; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +18, Disguise +18, Gather Information +11, Hide +11, Intimidate +14, Move Silently +16, Spot +16; Improved Critical (shortbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort save (DC 19) resists.

Poison (Ex): Snakes, Fort save (DC 17), 1d6 Str/2d6 Str.

Improved Feint (Ex): The gladiator has learned sneaky tactics such as kicking dirt in a foe's face, pretending to be badly wounded, or forcing an opponent to stare into the sun. You can use the feinting in combat Bluff technique as a move-equivalent action.

Equipment: +1 *dagger*, +1 *flaming shortbow* w/ 40 +1 *shock arrows*, *ring of protection* +1, *mithral chain shirt*, *slippers of spider climbing*.

Proper depiction of Della, the medusa, is integral to the enjoyment of this adventure. It is thus necessary to provide some guidelines for role-playing Della in the latter half of this adventure. The DM should keep in mind that she is Lawful Evil to the core, and she and the PCs probably will not see eye-to-eye on a number of issues.

The DM is encouraged to play Della's alignment to the fullest. She is a brazen, manipulative thief who has spent her entire life backstabbing and conniving to achieve her present status. She is not afraid of the PCs, and is more than willing to express her displeasure with them at any time. She considers them below her—mere mercenaries who care only about coin. However, she does understand that the PCs are her rescuers, and tries not to irritate them to the point of instigating combat. She has no problem hurting or sacrificing others so long that her own needs are met.

Appendix II: The Enemy Agents

Encounter Seven

APL 2

Brother Maris: male human Mnk2; CR 2; medium humanoid (human); HD 2d8+2; hp 14; Init +3; Spd 30 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 Wis]; Atk +3 melee (1d6+2, unarmed strike) or +4 ranged (1d4, sling); SA flurry of blows, stunning attack 2/day; SQ evasion; AL LE; SV Fort +4, Ref +6, Will +5; Str 15, Dex 16, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Balance +8, Climb +7, Hide +8, Move Silently +8, Tumble +8; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility.

Equipment: keys to cellar doors, sling, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of wisdom*.

Shadana: female human Clr1 of Syrul; CR 1; medium humanoid (human); HD 1d8+1; hp 7; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 armor]; Atk +3 melee (1d10+3/19-20, mw heavy flail) or +0 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead, spontaneous casting; AL LE; SV Fort +3, Ref +0, Will +5; Str 15, Dex 10, Con 13, Int 9, Wis 17, Cha 11.

Skills and Feats: Concentration +5, Spellcraft +3; Cleave, Power Attack.

Spells Prepared (3/2+1, base DC = 13 + spell level): 0-[*detect magic*, *guidance*, *resistance*]; 1st-[*bless*, *protection from good**, *shield of faith*].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: keys to cellar doors, full plate, mw heavy flail.

Iskar: male human Rog1; CR 1; medium humanoid (human); HD 1d6+2; hp 6; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +4 melee (1d6+4/19-20, short sword) or +2 ranged (1d8/19-20, mw light crossbow); SA sneak attack +1d6; AL LE; SV Fort +2, Ref +3, Will +0; Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Gather Information +3, Hide +4, Intimidate +1, Jump +7, Move Silently +4, Search +3, Spot +4; Dodge, Improved Initiative.

Equipment: keys to cellar doors, studded leather armor, short sword, mw light crossbow w/ 10 bolts, *potion of sneaking*, *potion of hiding*, *slippers of spider climbing*.

APL 4

Brother Maris: male human Mnk4; CR 4; medium humanoid (human); HD 4d8+4; hp 27; Init +3; Spd 40 ft.; AC 16 (touch 15, flat-footed 13) [+3 Dex, +2 Wis, +1 bracers]; Atk +7 melee (1d8+3, unarmed strike) or +6 ranged (1d4, sling); SA flurry of blows, stunning attack 4/day; SQ evasion, still mind, slow fall 20 ft.; AL LE; SV Fort +5, Ref +7, Will +6; Str 16, Dex 16, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Balance +10, Climb +10, Hide +10, Move Silently +10, Tumble +10; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike).

Equipment: keys to cellar doors, sling, *potion of cure serious wounds*, *potion of bull's strength*, *potion of wisdom*, *bracers of armor +1*.

Shadana: female human Clr2 of Syrul; CR 2; medium humanoid (human); HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 armor]; Atk +4 melee (1d10+3/19-20, mw heavy flail) or +1 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead, spontaneous casting; AL LE; SV Fort +4, Ref +0, Will +6; Str 15, Dex 10, Con 13, Int 9, Wis 17, Cha 11.

Skills and Feats: Concentration +6, Spellcraft +4; Cleave, Power Attack.

Spells Prepared (4/3+1, base DC = 13 + spell level): 0-[*detect magic*, *guidance* x2, *resistance*]; 1st-[*bless*, *obscuring mist*, *protection from good**, *shield of faith*].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: keys to cellar doors, full plate, mw heavy flail.

Iskar: male human Rog1/Ftr1; CR 2; medium humanoid (human); HD 1d6+1d10+4; hp 15; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +6 melee (1d8+6/19-20, mw longsword) or +3 ranged (1d8/19-20, mw light crossbow); SA sneak attack +1d6; AL LE; SV Fort +4, Ref +3, Will +0; Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +7, Gather Information +3, Hide +4, Intimidate +1, Jump +7, Move Silently +4, Search +3, Spot +4; Dodge, Improved Initiative, Mobility.

Equipment: keys to cellar doors, studded leather armor, mw longsword, mw light crossbow w/ 10 bolts, *potion of sneaking*, *potion of hiding*, *slippers of spider climbing*.

APL 6

Brother Maris: male human Mnk6; CR 6; medium humanoid (human); HD 6d8+6; hp 41; Init +3; Spd 50 ft.; AC 17 (touch 16, flat-footed 14) [+3 Dex, +2 Wis, +1 bracers, +1 monk]; Atk +8/+5 melee (1d8+3, unarmed strike) or +7 ranged (1d4, sling); SA flurry of blows, stunning attack 6/day; SQ evasion, still mind, slow fall 30 ft., purity of body; AL LE; SV Fort +6, Ref +8, Will +7; Str 16, Dex 16, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Balance +12, Climb +12, Hide +12, Move Silently +12, Tumble +12; Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Equipment: keys to cellar doors, sling, *potion of cure serious wounds*, *potion of bull's strength*, *potion of wisdom*, bracers of armor +1.

Shadana: female human Clr4 of Syrul; CR 4; medium humanoid (human); HD 4d8+4; hp 27; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 armor]; Atk +8 melee (1d10+5/19-20, +1 heavy flail) or +3 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead, spontaneous casting; AL LE; SV Fort +5, Ref +1, Will +7; Str 16, Dex 10, Con 13, Int 9, Wis 17, Cha 11.

Skills and Feats: Concentration +8, Spellcraft +6; Cleave, Power Attack, Weapon Focus (heavy flail).

Spells Prepared (5/4+1/3+1, base DC = 13 + spell level): 0-[*detect magic*, *guidance* x2, *resistance* x2]; 1st- [*bless*, *cure light wounds*, *obscuring mist*, *protection from good**, *shield of faith*]; 2nd- [*cure moderate wounds*, *hold person*, *invisibility**, *resist elements*].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: keys to cellar doors, full plate, +1 heavy flail, *potion of bull's strength*.

Iskar: male human Rog2/Ftr2; CR 4; medium humanoid (human); HD 2d6+2d10+8; hp 30; Init +5; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; Atk +8 melee (1d8+7/19-20, +1 longsword) or +6 ranged (1d8/19-20, mw light crossbow); SA sneak attack +1d6; SQ evasion; AL LE; SV Fort +5, Ref +5, Will +0; Str 18, Dex 14, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +9, Gather Information +4, Hide +7, Intimidate +2, Jump +9, Move Silently +7, Search +5, Spot +5; Cleave, Dodge, Improved Initiative, Mobility, Power Attack.

Equipment: keys to cellar doors, *mithral chain shirt*, +1 longsword, mw light crossbow w/ 10 bolts, *potion of sneaking*, *potion of hiding*, *slippers of spider climbing*.

APL 8

Brother Maris: male human Mnk8; CR 8; medium humanoid (human); HD 8d8+8; hp 54; Init +3; Spd 50 ft.; AC 19 (touch 17, flat-footed 16) [+3 Dex, +3 Wis, +2 bracers, +1 monk]; Atk +10/+7 melee (1d10+3, unarmed strike) or +9/+4 ranged (1d4, sling); SA flurry of blows, stunning attack 8/day; SQ evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +7, Ref +9, Will +9; Str 16, Dex 16, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +14, Climb +14, Hide +14, Move Silently +14, Tumble +14; Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Equipment: keys to cellar doors, sling, *potion of cure serious wounds*, *potion of bull's strength*, *potion of wisdom*, *potion of haste*, bracers of armor +2.

Shadana: female human Clr6 of Syrul; CR 6; medium humanoid (human); HD 6d8+6; hp 38; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 armor]; Atk +9 melee (1d10+5/19-20, +1 heavy flail) or +4 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead, spontaneous casting; AL LE; SV Fort +6, Ref +2, Will +8; Str 16, Dex 10, Con 13, Int 9, Wis 17, Cha 11.

Skills and Feats: Concentration +10, Spellcraft +8; Cleave, Power Attack, Sunder, Weapon Focus (heavy flail).

Spells Prepared (5/4+1/4+1/3+1, base DC = 13 + spell level): 0-[*detect magic*, *guidance* x2, *resistance* x2]; 1st- [*bless*, *cure light wounds*, *obscuring mist*, *protection from good**, *shield of faith*]; 2nd- [*cure moderate wounds*, *hold person*, *invisibility**, *remove paralysis*, *resist elements*]; 3rd- [*bestow curse*, *blindness/deafness*, *cure serious wounds*, ~~*magic circle against good*~~*].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: keys to cellar doors, full plate, +1 heavy flail, *potion of bull's strength*, 2 scrolls of greater magic weapon (7th level caster).

Iskar: male human Rog3/Ftr3; CR 6; medium humanoid (human); HD 3d6+3d10+12; hp 45; Init +5; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) [+2 Dex, +5 armor]; Atk +10 melee (1d8+7/19-20, +1 longsword) or +8 ranged (1d8/19-20, mw light crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +6, Will +2; Str 18, Dex 14, Con 15, Int 8, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +11, Gather Information +6, Hide +7, Intimidate +3, Jump +11, Move Silently +7, Search +5, Spot +6; Cleave, Dodge, Improved Bull Rush, Improved Initiative, Mobility, Power Attack.

Equipment: keys to cellar doors, *+1 mithral chain shirt*, *+1 longsword*, mw light crossbow w/ 10 bolts, *potion of sneaking*, *potion of hiding*, *slippers of spider climbing*.

APL 10

Brother Maris: male human Mnk10; CR 10; medium humanoid (human); HD 10d8+10; hp 68; Init +7; Spd 60 ft.; AC 20 (touch 18, flat-footed 17) [+3 Dex, +3 Wis, +2 bracers, +2 monk]; Atk +11/+8/+5 melee (1d10+3, unarmed strike) or +10/+5 ranged (1d4, sling); SA flurry of blows, stunning attack 10/day, ki strike +1; SQ evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, leap of the clouds, improved evasion; AL LE; SV Fort +8, Ref +10, Will +10; Str 16, Dex 16, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +16, Climb +16, Hide +16, Move Silently +16, Tumble +16; Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Equipment: keys to cellar doors, sling, *potion of cure serious wounds*, *potion of bull's strength*, *potion of wisdom*, *potion of haste*, *bracers of armor +2*, *brooch of shielding*.

Shadana: female human Clr8 of Syrul; CR 8; medium humanoid (human); HD 8d8+8; hp 54; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [+8 armor, +2 *magic vestment*]; Atk +11/+6 melee (1d10+5+1d6 cold/19-20, *+1 frost heavy flail*) or +6 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead, spontaneous casting; AL LE; SV Fort +7, Ref +2, Will +10; Str 16, Dex 10, Con 13, Int 9, Wis 18, Cha 11.

Skills and Feats: Concentration +12, Spellcraft +10; Cleave, Power Attack, Sunder, Weapon Focus (heavy flail).

Spells Prepared (6/5+1/4+1/4+1/3+1, base DC = 14 + spell level): 0—[*detect magic*, *guidance* x2, *resistance* x3]; 1st—[*bless*, *cure light wounds* x2, *obscuring mist*, *protection from good**, *shield of faith*]; 2nd—[*cure moderate wounds*, *hold person*, *invisibility**, *remove paralysis*, *resist elements*]; 3rd—[*bestow curse*, *blindness/deafness*, *dispel magic*, ~~*magic circle against good*~~*, ~~*magic vestment*~~]; 4th—[*confusion**, *cure critical wounds*, *poison*, *summon monster IV*].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: keys to cellar doors, full plate, *+1 frost heavy flail*, *potion of bull's strength*, 2 scrolls of greater magic weapon (7th level caster), 2 scrolls of flame strike (9th level caster).

Iskar: male human Rog4/Ftr4; CR 8; medium humanoid (human); HD 4d6+4d10+24; hp 66; Init +5; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) [+2 Dex, +5 armor]; Atk +12/+7 melee (1d8+7+1d6 electricity/19-20, *+1 shock longsword*) or +10 ranged (1d8/19-20, mw light crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +8, Ref +7, Will +2; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Climb +12, Gather Information +7, Hide +8, Intimidate +5, Jump +12, Move Silently +8, Search +6, Spot +7; Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Power Attack.

Equipment: keys to cellar doors, *+1 mithral chain shirt*, *+1 shock longsword*, mw light crossbow w/ 10 bolts, *potion of sneaking*, *potion of hiding*, *slippers of spider climbing*.

DM Aid: Map of the Troll's Keg

